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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 Do Things

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. When your character tries to do something that has a chance of failure, you will roll a twenty-sided die, or "d20". You'll add some modifiers to that roll based on your character's abilities, and if the result is at least as high as the Difficulty Class (DC) of the action, your character will have succeeded at whatever he was trying to do.

The DC to perform an action depends on what how difficult your action is, as determined by the GM. This book contains guidelines on how difficult various things are, but they are only guidelines, and the GM always has the final say: they may know something you don't!

Opposed Checks

Sometimes, you're competing with another creature. In that case, you both roll 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!

Actions

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.

Common Actions

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.

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.

Full-Round Action: 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. You can take a full-round action in place of both your standard and move actions for the turn.

Uncommon Actions

Swift Action: A swift action represents a very brief moment of concentration on something. Most swift actions are related to magic in some way. You can take one swift action each turn.

Immediate Action: An immediate action is special. Unlike other actions, you can take an immediate action when it's not your turn, even in the middle of another creature's action. The most common immediate action is to drop prone. If you take an immediate action, you don't get a swift action on your next turn. You can't take more than one immediate action between each of your turns.

Actions On Your Turn

When it's your turn, you can take one standard action, one move action, and one swift action. If you want, you can take a full-round action instead of your standard and move actions.

Downgrading Actions: You can always "downgrade" an action to a lesser action: turning a standard action into a move action, or a move action into a swift action. If you really wanted to, you could take three swift actions on your turn, but that's usually not a good idea.

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).

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 his 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.**

Chapter 1

Attributes

Each character has six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). These attributes represent 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.

1.1   Attribute Descriptions

Strength (Str)

Strength measures muscle and physical power.
- Strength is added to physical attacks with medium and heavy weapons.
- Half Strength is added to physical damage with all weapons.
- Strength determines how much a character can carry (see Table 9.1: Weight Limits (page 124).
- Strength is added to Athletics, Climb, and Swim checks.
- Half Strength is added to the number of skill points a character gets in Strength-based skills.
- Half Strength is added to Fortitude defense.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes.
- Dexterity is added to physical attacks with light and projectile weapons.
- Dexterity is added to all physical defenses.
- Dexterity is added to Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth checks.
- Half Dexterity is added to the number of skill points a character gets in Dexterity-based skills.

Constitution (Con)

Constitution represents your character's health and stamina.
- Half Constitution is added to hit points at each level.
- Constitution is added to Fortitude defense.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It affects your character's knowledge in many areas.
- Intelligence is added to the number of skill points a character gets in all skills.
- Intelligence is added to Craft, Disguise, Knowledge, and Linguistics checks.
- Half Intelligence is added to Will defense.

An animal has an Intelligence score of −5 or lower. A creature of humanlike intelligence has a score of at least a −4 Intelligence.

Wisdom (Wis)

Wisdom describes a character's common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.
- Wisdom is added to Heal, Perception, Sense Motive, Spellcraft, and Survival checks.
- Half Wisdom is added to the number of skill points a character gets in Wisdom-based skills.
- Half Wisdom is added to Reflex defense.

Charisma (Cha)

Charisma measures a character's force of personality, willpower, and personal magnetism. It affects your character's actual strength of personality, not merely how your character is perceived by others in a social setting.
- Charisma is added to Bluff, Creature Handling, Perform, and Persuasion checks.
- Half Charisma is added to the number of skill points a character gets in Charisma-based skills.
- Charisma is added to Will defense.

1.2   Attributes and Spellcasters

Using magic requires a strong mind. The attribute that governs spellcasting depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for druids; or Charisma for paladins, sorcerers, and clerics. That attribute is called your casting attribute. The power of many spells is affected by your casting attribute. In addition, you must have a minimum score in your casting attribute to cast spells. Divine casters (clerics, druids, and paladins) must have a casting attribute of at least half the spell's level. Arcane casters (sorcerers and wizards) must have a casting attribute at least equal to the spell's level. In addition to having a high attribute, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

1.3 Changing Attributes

Your attributes increase as you gain levels (see Character Advancement, page 47), and some special abilities can also increase your attributes. Usually, when you change an attribute, you also alter your skill points, hit points, and all other effects of the attribute appropriately. However, temporary bonuses and penalties to attributes, such as from spells and magic items, do not affect your skill points.

1.4 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	Attribute Score	Point Cost
−2	−2[1]	2	2
−1	−1[1]	3	3
0	0	4	5
1	1	5	8

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

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 can treat those weapons as if they were martial weapons rather than exotic 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.

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

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

Cleric: Abyssal, Celestial, Infernal.
Druid: Sylvan.
Wizard: Draconic.

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 124).

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

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- Humans can choose any feat for their racial bonus feat.
- 2 extra skill points at 1st level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.

Dwarves

- +1 Constitution, −1 Dexterity.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet.
- Dwarves do not move slower in heavy armor, and can run normally in both medium and heavy armor.
- Darkvision: Dwarves can see in the dark clearly up to 60 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 or is dazzled, and does not resume functioning until 1 round after the dwarf leaves the brightly lit area or stops being dazzled.
  Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stability: A dwarf gains a +2 bonus to maneuver defense against overrun, shove, and trip attacks when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Dwarves can choose any of the following feats for their racial bonus feat: Armor Proficiency (any), Endurance, Diehard, Dwarven Resilience, Giantfighter, Great Fortitude, Perfect Health, Stonecunning, Toughness, Weapon Proficiency (axes)
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Elves

- +1 Dexterity, −1 Constitution.
- Medium: As Medium creatures, elves have no special bonuses

or penalties due to their size.

- Elf base land speed is 30 feet.
- Immunity to sleep effects.
- Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Trance: Elves that trance for 4 hours gain the same benefit as humans do from 8 hours of sleep. An elf in trance may make Listen checks at a −5 penalty.
- Keen Senses: +2 bonus on Perception checks.
- Elves can choose any of the following feats for their racial bonus feat: Dilettante, Focused Mind, Lightning Reflexes, Swift, Weapon Proficiency (bows, heavy blades, or light blades)
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Gnomes

- +1 Constitution, −1 Strength.
- Small: As a Small creature, a gnome gains several benefits and penalties, as described at Small Characters, page 12.
- Gnome base land speed is 20 feet.
- Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Gnomish Tricks: A gnome with a Charisma score of at least 0 gains *create sound* and *dancing lights* as spell-like abilities. The gnome can use any combination of those abilities a number of times per day equal to 1 + half his Charisma. His caster level with these abilities is equal to his level, and his magic attack bonus is equal to his caster level + his Charisma.
- Gnomes can choose any magic feat, spellgift feat, or gnomish racial feat for their racial bonus feat.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Half-Elves

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to sleep effects.
- Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Skill Affinity: Half-elves can master skills with particular ease. If a half-elf has a skill as a class skill from any class, it is treated as a class skill for all of his classes.
- Elven Blood: For all effects related to race, a half-elf is considered both a human and an elf.
- Half-elves can choose any skill feat or any elven or human racial feat for their racial bonus feat.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).

Half-Orcs

- +1 Strength, −1 Intelligence, −1 Wisdom.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see clearly in the dark up to 60 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if an orc is in a brightly lit area or is dazzled, and does not resume functioning until 1 round after the orc leaves the brightly lit area or stops being dazzled.
  Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- +2 bonus on Intimidate checks, but a −2 penalty on Persuasion checks.
- Orc Blood: For all effects related to race, a half-orc is considered both a human and an orc.
- Half-orcs can choose any combat feat or any orc or human racial feat for their racial bonus feat.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.

Halflings

- +1 Dexterity, −1 Strength.
- Small: As a Small creature, a gnome gains several benefits and penalties, as described at Small Characters, page 12.
- Halfling base land speed is 20 feet.
- +1 bonus on all special defenses.
- Halflings can choose any of the following feats for their racial bonus feat: Giantfighter, Great Fortitude, Lightning Reflexes, Iron Will, Swift, Weapon Proficiency (thrown).
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

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 gain a +1 bonus to those 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 battlerage.
- 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.

Hit Value: At each level, you gain hit points equal to your class's Hit Value + half your Constitution.

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 Combat, page 113.

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 Will 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	Attack Bonus	Special Defense Bonus
Good	Class level	Class level + 2
Average	Three-quarters class level	Three-quarters class level + 1
Poor	One-half class level	One-half class level

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

3.2 Class Descriptions

Barbarian

Alignment: Any nonlawful.
Hit Value: 7.

Class Skills

The barbarian's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Acrobatics (Dex), Ride (Dex), Perception (Wis), Survival (Wis), Creature Handling (Cha), and Intimidate (Cha).

Skill Points at 1st Level: 4

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 (except tower shields).

Table 3.2: The Barbarian

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+3	+1	+0	Damage reduction, rage +2
2nd	+2	+4	+2	+1	Endurance, fast movement
3rd	+3	+5	+3	+1	Channeled rage, uncanny dodge
4th	+4	+6	+4	+2	Grit
5th	+5	+7	+4	+2	Improved damage reduction
6th	+6/+1	+8	+5	+3	Improved uncanny dodge, channeled rage
7th	+7/+2	+9	+6	+3	Larger than life
8th	+8/+3	+10	+7	+4	Rage +3
9th	+9/+4	+11	+8	+4	Channeled rage
10th	+10/+5	+12	+8	+5	Greater uncanny dodge
11th	+11/+6/+1	+13	+9	+5	Tireless rage
12th	+12/+7/+2	+14	+10	+6	Channeled rage, chaotic rage
13th	+13/+8/+3	+15	+10	+6	Indomitable will
14th	+14/+9/+4	+16	+11	+7	Rage +4
15th	+15/+10/+5	+17	+12	+7	Channeled rage, greater damage reduction
16th	+16/+11/+6/+1	+18	+13	+8	Improved grit
17th	+17/+12/+7/+2	+19	+13	+8	Larger than belief
18th	+18/+13/+8/+3	+20	+14	+9	Channeled rage
19th	+19/+14/+9/+4	+21	+15	+9	Deathless rage
20th	+20/+15/+10/+5	+22	+16	+10	Limitless rage, rage +5

Damage Reduction (Ex): A barbarian has the ability to shrug off some amount of injury from attacks. He has physical damage reduction equal to his barbarian level. This damage reduction allows the barbarian to ignore the first points of physical damage he takes each round.

Rage (Ex): A barbarian can fly into a rage as a free action. While raging, he gains a +2 bonus to Strength and Charisma, and gains 2 temporary hit points per barbarian level. However, he takes a −2 penalty to physical defenses. The extra hit points gained from raging are lost before any other hit points (see Temporary Hit Points, page 118). While raging, a barbarian cannot take any action that requires patience or concentration, such as casting spells.

A barbarian's ability to maintain his rage depends on his willpower. He must spend a swift action each round to sustain the rage, up to a maximum number of rounds equal to 5 + the barbarian's (newly increased) Charisma. 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 *(unable to sprint or charge, −2 to attacks, defenses, and checks)* 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 – Endurance: A barbarian gains Endurance (see Endurance) as a bonus feat. If he already has Endurance, he may gain any other feat for which he qualifies as a bonus feat.

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 is not helpless while unaware of an attack.

If a barbarian already has uncanny dodge from a different class, he stacks those class levels to determine whether he gains improved uncanny dodge (see below) instead.

3rd – Channeled Rage: The barbarian gains the ability to enter a channeled rage whenever he rages. Each channeled rage grants the barbarian additional abilities while in that rage or changes the nature of his rage. All bonuses granted by channeled rages apply only while the barbarian is in that channeled rage.

A barbarian can only be in one channeled rage at a time. By spending an additional use of his rage ability, he can change which channeled rage he is in without exiting the rage, but this does not extend the duration of the rage.

At his 6th barbarian level, and every three barbarian levels thereafter, the barbarian gains an additional channeled rage. Some channeled rages require a minimum barbarian level, as indicated before the name of the ability. All channeled rages are extraordinary abilities unless otherwise noted. The barbarian's special attack bonus with channeled rage abilities is equal to his barbarian level + his Charisma.

Athletic Rage: The barbarian adds his rage bonus to his Athletics, Climb, and Swim checks. Additionally, he is always treated as having a running start when jumping.

Agile Rage: The barbarian's rage increases his Dexterity in place of his Strength.

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

Savage Rage: The barbarian gains the unarmed warrior ability (see Unarmed Warrior, page 29), 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 Will defense.

6th – Terrifying Rage (Su): Whenever the barbarian makes a physical attack, he may also make a special attack vs. Will against all enemies he threatens. A successful attack makes a creature shaken (*−2 to attacks, defenses, and checks)* for 5 rounds. This ability can only affect any individual creature once per 24 hours.

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

9th – Overwhelming Rage (Su): The barbarian counts as two creatures for the purpose of determining overwhelm penalties. This does not allow him to overwhelm a creature by himself.

12th – Overpowering Rage: The barbarian adds his rage bonus to his maneuver attacks.

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

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

18th – Invulnerable Rage: The barbarian doubles his damage reduction. This replaces his rage bonus to Strength.

4th – Grit (Ex): The barbarian's resilience allows him to shrug off magical effects. If he resists a attack against his Fortitude that deals half damage on a failed attack, he instead takes no damage.

5th – Improved Damage Reduction (Ex): The barbarian can apply half his damage reduction against any attack which deal damage, including magical and supernatural attacks.

6th – Improved Uncanny Dodge (Ex): The barbarian reduces his overwhelm penalties by 2. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

If a character already has improved uncanny dodge from a second class and gains improved uncanny dodge, the character stacks those class levels to determine if he should gain greater uncanny dodge.

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 the purpose of maneuvers he performs or is the target of, checks that are affected by size (such as Strength checks to break down doors), and whether a creature's special attacks based on size can affect him if doing so is advantageous to him. In addition, though he uses weapons of the same size, his weapons deal damage as if they were one size category larger, including natural weapons and unarmed strikes. The barbarian's space and reach remain those of a creature of his actual size. The benefits of this class feature stack with the effects of spells and abilities that increase the barbarian's size category.

10th – Greater Uncanny Dodge (Ex): The barbarian no longer suffers overwhelm penalties, regardless of the number of foes surrounding him.

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 and domination spells and effects.

15th – Greater Damage Reduction (Ex): The barbarian can apply his full damage reduction against any attack which deal damage, including magical and supernatural attacks.

16th – Improved Grit (Ex): The barbarian's fortitude knows no bounds. If he fails to resist an attack against his Fortitude that deals half damage on a failed attack, he takes only half damage from the 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): The raging barbarian can scorn death and unconsciousness. As long as his rage continues, he is not staggered at 0 hit points, and cannot take critical damage. However, every 50 points of damage he takes in excess of his hit points reduces the duration of his rage by one round, and the Endless Rage channeled rage ability does not extend the duration of his rage if he is at 0 hit points. Once his rage ends, the effects of the barbarian's wounds apply normally if they have not been healed. This ability does not prevent death from sources other than damage, such as from the *finger of death* or *disintegrate* spells.

20th – Limitless Rage (Ex): The barbarian may rage at will. He no longer has any limitation on the number of times he can rage each day. He may still rage no more than once per encounter.

Cleric

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

Hit Value: 5.

Class Skills

The cleric's class skills (and the key attribute for each skill) are Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Heal (Wis), Sense Motive (Wis), Spellcraft (Wis), Persuasion (Cha), and Intimidate (Cha).

Skill Points at 1st Level: 2.

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 (except tower 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 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. Each domain has an associated domain attribute which is used for the domain's abilities. The domains and their attributes are listed below. If a domain offers a choice of multiple attributes, the

Table 3.3: The Cleric

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+1	+0	+3	Matters of faith, lesser domain aspect
2nd	+1	+2	+1	+4	Channel energy
3rd	+2	+3	+1	+5	Lesser domain aspect
4th	+3	+4	+2	+6	—
5th	+3	+4	+2	+7	Channeled domain power
6th	+4	+5	+3	+8	—
7th	+5	+6	+3	+9	Channeled domain power
8th	+6/+1	+7	+4	+10	—
9th	+6/+1	+7	+4	+11	Domain aspect
10th	+7/+2	+8	+5	+12	—
11th	+8/+3	+9	+5	+13	Domain aspect
12th	+9/+4	+10	+6	+14	—
13th	+9/+4	+10	+6	+15	Greater channeled domain power
14th	+10/+5	+11	+7	+16	—
15th	+11/+6/+1	+12	+7	+17	Greater channeled domain power
16th	+12/+7/+2	+13	+8	+18	—
17th	+12/+7/+2	+13	+8	+19	Domain mastery
18th	+13/+8/+3	+14	+9	+20	—
19th	+14/+9/+4	+15	+9	+21	Domain mastery
20th	+15/+10/+5	+16	+10	+22	—

cleric must choose which attribute to use when he gains the domain, and that choice cannot normally be changed.

Air: Dexterity or Wisdom

Chaos: Charisma

Death: Constitution

Destruction: Strength or Charisma

Earth: Constitution or Wisdom

Evil: Charisma

Fire: Dexterity or Wisdom

Good: Wisdom or Charisma

Knowledge: Intelligence

Law: Wisdom

Magic: Intelligence

Protection: Constitution or Wisdom

Strength: Strength

Travel: Any physical attribute

Trickery: Dexterity or Charisma

Vitality: Constitution

War: Any

Water: Dexterity or Wisdom

Spells: A cleric casts divine spells using his Charisma. To learn or cast a spell, a cleric must have a Charisma at least equal to half the spell's level. A cleric's magic attack bonus equals half his caster level + his Charisma.

Like other spellcasters, the number of spells a cleric knows and can cast each day is limited. These limitations are given below on Table 3.4: Cleric Spells per Day and Table 3.5: Cleric Spells Known. A cleric's spells are drawn from the divine spell list (Divine Spells, page 144), as well as from his domains (Cleric Domains, page 145). Two spells at every spell level must be drawn from the cleric's domains; sometimes these spells are normal spells on the cleric's spell list, but often they are only accessible by the domain. A cleric may also choose spells from his domain lists with his normal spells known.

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day performing a ritual, worshipping, or quietly contemplating to regain his daily allotment of spells. They do not need to rest to regain spells.

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

Table 3.4: Cleric Spells per Day

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: Clerics, like other spellcasters, can perform rituals to create unique magical effects (see Rituals, page 137). A cleric

Table 3.6: Deities

Deity	Alignment	Domains
Guftas, horse god of justice	Lawful good	Good, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Leadership, War
Simor, fighter god of protection	Lawful good	Good, Law, Life, Protection
Vanya, centaur god of nature	Neutral good	Good, Strength, War, Wild
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery
Chavi, god of stories	Chaotic good	Chaos, Knowledge, Leadership, Trickery
Ivan Ivanovitch, bear god of strength	Chaotic good	Chaos, Strength, War, Wild
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
Murdoc, god of mercenaries	Chaotic neutral	Destruction, Knowledge, Leadership, War
Daeghul, god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

Table 3.5: Cleric Spells Known

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

begins play with a ritual book containing one divine ritual of his choice (see Divine Rituals, page 148).

Lesser Domain Aspect (Su): A cleric's abilities are shaped by his domains. Each domain grants a lesser domain aspect. Lesser domain aspects are not activated. Options for domain aspects are listed at Lesser Domain Aspects, page 20.

At his 2nd cleric level, the cleric gains an additional lesser domain aspect from one of his domains.

Matters of Faith (Ex): A cleric gains a +10 bonus to Knowledge (religion) checks made concerning his faith, such as questions about his deity or philosophy, religious rites, holy sites, and so on. Further, he is treated as being trained in Knowledge (religion) when making such checks, whether or not he actually is.

2nd – Channel Energy (Su): By channeling the power of his faith through his holy (or unholy) symbol, a cleric can act as a powerful conduit of divine energy. He must choose whether to channel positive or negative energy. Once this choice is made, it cannot be reversed.

When a cleric channels energy, he affects all creatures in a Medium *(20 ft.)* radius burst centered on him, including himself if he desires. The cleric may choose to exclude a number of other creatures from the effect equal to 1 + half his Wisdom. The amount of damage dealt (if negative energy is channeled) or healed (if positive energy is channeled) is equal to 1d6 damage per two cleric levels. The cleric must make a special attack vs. Fortitude against unwilling targets. The energy burst deals or heals half damage if the attack fails.

Channeling energy is a standard action that does not provoke attacks of opportunity. A cleric can channel energy a number of times per day equal to 3 + half his Charisma. A cleric must be able to present his holy symbol to use this ability. The abilities used

5th – Channeled Domain Power (Su): The cleric gains a channeled domain power from one of his domains. Unless otherwise stated, using a channelled domain power is identical to using channel energy and consumes a use of the cleric's channel energy ability. Instead of channeling positive or negative energy, the cleric instead gains the effect of the channelled domain power. If a channeled domain power deals damage, it functions like channeling negative energy unless otherwise noted. If a channeled domain power heals damage, it functions like channeling positive energy unless otherwise noted. His attack bonus with a channeled domain power is equal to his cleric level + his domain attribute. The channeled domain powers are described at Channeled Domain Powers, page 20.

At his 7th cleric level, the cleric gains an additional channeled domain power from one of his domains.

9th – Domain Aspect (Su): The cleric gains a domain aspect from one of his domains. Domain aspects do not require an action to activate. Options for domain aspects are listed at Domain Aspects, page 20.

At his 11th cleric level, the cleric gains an additional domain aspect from one of his domains.

13th – Greater Channeled Domain Power (Su): The cleric gains a greater channeled domain power from one of his domains. Using a greater channeled domain power consumes two uses of the cleric's channel energy ability. Instead of channeling positive or negative energy, the cleric instead gains the effect of the greater channeled domain power. Options for greater channeled domain powers are listed at Greater Channeled Domain Powers, page 21.

At his 15th cleric level, the cleric gains an additional greater channeled domain power 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 22.

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

Cleric Domain Abilities

Lesser Domain Aspects

Air: The cleric adds Athletics to his cleric class skill list. In addition, he gains a bonus equal to half his cleric level on Athletics checks made to jump.

Chaos: Any lawful creature the cleric touches is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.

Death: The cleric adds half his cleric level to the maximum amount of critical damage he can take without dying.

Destruction: The cleric can ignore half of the hardness of any object or creature he damages, whether with spells or weapons.

Earth: The cleric gains Endurance as a bonus feat.

Evil: Any good creature the cleric touches is sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.

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

Good: Any evil creature the cleric touches is shaken *(−2 to attacks, defenses, and checks)* for 5 rounds.

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

Law: Any chaotic creature the cleric touches is vulnerable *(−2 to attacks, defenses, and checks)* for 5 rounds.

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, and Swim to his cleric class skill list.

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

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

Vitality: The cleric gains a bonus equal to half his cleric level 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 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.

Channeled Domain Powers

Air: The cleric channels electrical energy. This deals electricity damage and heals creatures with the air subtype. A failed attack deals half damage.

Chaos: The cleric channels anarchic energy. Roll randomly each time this power is used to determine whether it functions as channeling negative energy or channeling positive energy, except that it always heals chaotic creatures and harms lawful creatures. The cleric may choose which creatures to exclude from the effect after determining which effect is generated.

Death: The cleric channels negative energy, except that any creatures dealt critical damage by this power are instantly killed. This is a death effect.

Destruction: The cleric channels destructive energy. This functions like channeling negative energy, except that it deals sonic damage.

Earth: The cleric channels seismic energy, making a Reflex attack to deal physical bludgeoning damage to all creatures in the area on the ground. A failed attack deals half damage.

Evil: The cleric channels negative energy, except that it has no effect on evil creatures.

Fire: The cleric channels fiery energy, making a Reflex attack to deal fire damage to all creatures in the area. Creatures with the fire subtype are healed instead. A failed attack deals half damage.

Good: The cleric channels positive energy, except that it has no effect on evil creatures.

Knowledge: The cleric channels insight from knowledge. Each subject is not healed or damaged, but it gains an enhancement bonus equal to half the cleric's level on the next physical attack or check that it makes. If this bonus is not used within 5 rounds, it is wasted.

Law: The cleric channels axiomatic energy, making an attack vs. Will to deal damage to all creatures within a 40 ft. cube centered on the cleric. The attack deals 4 damage per two cleric levels. A failed attack deals half damage. This has no effect on lawful creatures.

Magic: The cleric channels magical energy. This heals creatures who can cast spells and deals damage to creatures who cannot.

Protection: The cleric grants each subject temporary hit points equal to half the amount that channeling positive energy would have healed. Undead gain temporary hit points as well. The temporary hit points last for 5 rounds.

Strength: The cleric channels energy as normal, except that he also gains a +2 enhancement bonus to Strength for 1 round. At 8th, 14th, and 20th cleric level, this bonus increases by +1.

Travel: The cleric channels positive energy. All subjects gain a +10 foot enhancement bonus to movement speed for 1 round.

Trickery: The cleric channels trickery and confusion, making an attack vs. Will against each creature in the area. A successful attack deals and heals no damage, but makes the creature bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds. This is a mind-affecting effect.

Vitality: The cleric channels energy as normal, except that he deals or heals an extra 1d6 damage.

War: The cleric channels energy as normal, except that he can exclude two additional creatures from the effect.

Wild: The cleric channels positive energy, except that the cleric can decide whether it acts as positive or negative energy to animals and plants.

Domain Aspects

Air – Glide: The cleric gains a glide speed equal to his land speed. See Gliding, page 117, for more details.

Chaos – Uncertain Fate: Whenever the cleric would take 10, he instead rolls 2d20 and uses whichever roll he prefers.

Death – Lifedrinker: Whenever the cleric kills a creature with a death effect other than *death knell*, he automatically gains the

benefits of a *death knell* spell as if it was cast on the creature he killed.

Destruction – :

Earth – Anchored: The cleric gains a +4 bonus to maneuver defense against overrun, shove, and trip attempts while standing on solid ground.

Evil – Unholy Aura: Good creaures are sickened *(−2 to attacks, defenses, and checks)* as long as they are adjacent to the cleric.

Fire – Friendly Fire: All of the cleric's fire spells and abilities deal only half damage to his allies.

Good – Purifying Aura: Evil creatures are shaken *(−2 to attacks, defenses, and checks)* as long as they are adjacent to the cleric.

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 Triumph: Whenever the cleric would take 10, he may instead take 12, treating any roll lower than a 12 as if it had been a 12.

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

Protection – Faithful Shield: The cleric may maintain concentration on Abjuration (Shielding) effects as a swift action.

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

Travel – Rapid Traveller: The cleric gains a +10 foot bonus to his base land speed.

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

Vitality – :

War – Weapon Specialization: The cleric gains Weapon Specialization in 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 – Water Breathing: The cleric may breathe and speak normally while underwater, as the *water breathing* ritual. He may also pass through boggy or wet areas with no penalty to his movement speed.

Wild – Favored Terrain: The cleric gains a favored terrain, as the ranger class feature (see Rgr:Favored Terrain, page 34).

Greater Channeled Domain Powers

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 caster level equal to his cleric level + half his domain attribute.

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 enhancement bonus to 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 enhancement 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. This is considered an enhancement bonus. In addition, he does not provoke attacks of opportunity for any movement he makes during this time.

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 24). 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 117, 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, he 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 caster level equal to his cleric level + half his domain attribute. 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, Dex DC 10 to extinguish, −2 to attacks, defenses, and checks)* for 5 rounds.

Good – Avatar of Good: The cleric continuously gains the benefits of the *protection from evil* spell, with a caster level equal to his cleric level + half his domain attribute. 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 + Intelligence. To affect the cleric with a spell, a caster must make an attack with its caster level. 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 17).

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 caster level equal to his cleric level + half his domain attribute, 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 Power: The cleric continuously gains the benefits of the *greater divine favor* spell, with a caster level equal to his cleric level + half his domain attribute. 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 does not provoke attacks of opportunity for moving, and has physical damage reduction equal to his cleric level. 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 Power: Whenever the cleric is in natural terrain, he gains a +2 bonus to caster level and the improved natural casting ability, as the druid class feature (see Improved Natural Casting, page 25).

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).

Druid

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

Hit Value: 5.

Class Skills

The druid's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Ride (Dex), Stealth (Dex), Knowledge (geography), Knowledge (nature) (Int), Heal (Wis), Perception (Wis), Survival (Wis), and Creature Handling (Cha).

Skill Points at 1st Level: 4

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

Table 3.7: The Druid

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+3	+0	+1	Nature sense, wild speech
2nd	+1	+4	+1	+2	Woodland stride
3rd	+2	+5	+1	+3	Wild aspect
4th	+3	+6	+2	+4	Venom immunity
5th	+3	+7	+2	+4	Natural casting, wild aspect
6th	+4	+8	+3	+5	Wild speech (plants)
7th	+5	+9	+3	+6	Wild aspect
8th	+6/+1	+10	+4	+7	Improved wild speech, multiple wild aspect
9th	+6/+1	+11	+4	+7	Wild aspect
10th	+7/+2	+12	+5	+8	Improved natural casting
11th	+8/+3	+13	+5	+9	Natural aspect
12th	+9/+4	+14	+6	+10	A thousand faces
13th	+9/+4	+15	+6	+10	Natural aspect
14th	+10/+5	+16	+7	+11	Elemental speech, timeless body
15th	+11/+6/+1	+17	+7	+12	Natural aspect
16th	+12/+7/+2	+18	+8	+13	Commanding wild speech
17th	+12/+7/+2	+19	+8	+13	Natural aspect
18th	+13/+8/+3	+20	+9	+14	Totemic aspect
19th	+14/+9/+4	+21	+9	+15	Natural aspect
20th	+15/+10/+5	+22	+10	+16	Greater natural casting

it were steel. See the *ironwood* spell description.) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural 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 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 Wisdom. To learn or cast a spell, a druid must have a Wisdom at least equal to half the spell's level. A druid's magic attack bonus equals half her caster level + her Wisdom.

Like other spellcasters, the number of spells a druid knows and can cast each day is limited. These limitations are given below on Table 3.8: Druid Spells per Day and Table 3.9: Druid Spells Known. A druid's spells are drawn from the nature spell list (see Nature Spells, page 149).

Druids meditate or pray for their spells. Each druid must choose a time at which she must spend 1 hour each day performing a ritual, worshipping, or quietly contemplating to regain her daily allotment

of spells. They do not need to rest to regain spells.

Table 3.8: Druid Spells per Day

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

Table 3.9: Druid 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

Rituals: Druids, like other spellcasters, can perform rituals to create unique magical effects (see Rituals, page 137). A druid begins play with a ritual book containing one nature ritual of her choice (see Nature Rituals, page 150).

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks. In addition, she can make those checks as if she were trained.

Wild Speech (Su): One of the first lessons a druid learns is how to commune with natural creatures. A druid can speak with

animals a number of times per day equal to half her druid level + her Charisma (minimum 1). Each time she uses this ability, she chooses a kind of animal, such as owl or wolf. She can then speak to and understand animals of that type for a number of minutes equal to her druid level.

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 – 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.

3rd – Wild Aspect (Su): The druid gains the ability to embody an aspect of an animal. She can embody a wild aspect a number of times per day equal to half her druid level + her Constitution (minimum 1), but she can only have one wild aspect active at once. If she attempts to embody a new wild aspect, her old wild aspect is dismissed.

Embodying a wild aspect is a standard action. Wild aspects last for 5 minutes, or until the druid dismisses them (a swift action).

At her 5th druid level, and every odd druid level thereafter, the druid gains an additional wild aspect. Some wild aspects have minimum druid levels, as indicated in the title of the aspect. The list of wild aspects is given below. 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 +2 enhancement bonus to Creature Handling and Ride checks. This bonus increases by +1 at 8th, 14th, and 20th druid level.

Bear's Endurance: The druid gains a +2 enhancement bonus to Constitution.

Bite: The druid's mouth transforms, allowing it to perform a bite attack. The attack deals 1d8 damage for a Medium druid. (See Natural Weapons, page 100, for details about natural weapons.)

Bull's Strength: The druid gains a +2 enhancement bonus to Strength.

Cat's Grace: The druid gains a +2 enhancement bonus to Dexterity.

Claws: The druid's hands transform, allowing them to perform claw attacks. Each claw deals 1d6 damage for a Medium druid. (see Natural Weapons, page 100, 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 100, for details about natural weapons).

Eagle's Splendor: The druid gains a +2 enhancement bonus to Charisma.

Fox's Cunning: The druid gains a +2 enhancement bonus to Intelligence.

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 100, 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 can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Owl's Wisdom: The druid gains a +2 enhancement bonus to Wisdom.

Shrink: The druid shrinks by a size category, halving her height, length, and width, and dividing her weight by 8. This gives her a −10 foot penalty to her speed, a +1 bonus to physical attacks and defenses, a −4 penalty to maneuver attack and defense, and a +4 bonus to Stealth. This is a size-affecting effect.

Talons: The druid's feet transform, allowing them to perform a talon attack.

5th – Scent: The druid gains the scent ability, granting her a +10 bonus to scent-based Perception checks (see Perception, page 60).

5th – Glide: The druid grows wings, granting her a glide speed equal to her land speed. See Gliding, page 117, for more details.

5th – Grow: The druid grows by a size category, doubling her height, length, and width, and multiplying her weight by 8. This gives her a +10 foot bonus to her speed, a −1 penalty to physical attacks and defenses, a +4 bonus to maneuver attack and defense, and a −4 penalty to Stealth. This is a size-affecting effect.

7th – Natural Grab: If the druid hits with a natural attack, she may attempt to grapple her foe as an immediate action. She cannot provoke an attack of opportunity for the grapple attempt.

7th – Natural Knockback: If the druid hits with a natural attack, she may attempt to shove her foe as an immediate action. She cannot provoke an attack of opportunity for the shove attempt. 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. She cannot provoke an attack of opportunity for the trip attempt.

7th – 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 117, for more details.

9th – Climb: The druid gains a climb speed equal to her base land speed. See Climbing, page 117, for more details.

9th – Limited Flight: The druid grows wings, granting her a fly speed equal to her land speed with average maneuverability. See Flying, page 117, 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 – Venom: When the druid embodies this apsect, 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, she makes a special attack vs. Fortitude. If the attack succeeds, the creature takes 2 points of Constitution damage. The poison lasts until the druid fails the attack twice.

9th – Wolfpack: Overwhelmed foes the druid threatens increase their overwhelm penalties by 1.

4th – Venom Immunity (Ex): The druid gains immunity to all poisons.

5th – Natural Casting (Ex): Whenever the druid casts a druidic area spell that would emanate from her, such as a cone or line spell, she may cause the spell to originate from any position within 10 feet of her. All other aspects of the spell are unchanged.

For example, a druid casting *gust of wind* could create a line of wind originating from 10 feet to her right. The line would extend 50 feet out from that point, as normal. If the druid cause the line of wind to blow to the left, she could potentially be affected by the wind.

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.

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. Will, 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 paladin's special attack bonus with commanding wild speech is equal to her druid level + her Charisma.

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.

8th – Multiple Wild Aspect (Su): The druid can maintain two wild aspects at once. If she attempts to embody a new wild aspect while she already has her maximum number of wild aspects active, her oldest wild aspect is dismissed. At her 12th druid level, and every 4 druid levels thereafter, the druid may keep an additional wild aspect active simultaneously.

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 caster level equal to her druid level + half her Constitution.

Heart of Fire: The druid gains the effects of the warm version of the *fire shield* spell, with a caster level equal to her druid level + half her 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 caster level equal to her druid level + half her 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 117, 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, Dex DC 10 to extinguish, −2 to attacks, defenses, and checks)* 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 does not provoke attacks of opportunity for moving, and has physical

damage reduction equal to her druid level. 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 – Totemic 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).

Fighter

Alignment: Any.
Hit Value: 6.

Class Skills

The fighter's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Acrobatics (Dex), Ride (Dex), Perception (Wis), and Intimidate (Cha).

Skill Points at 1st Level: 2.

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 (including tower shields).

Armor Discipline: A fighter's training grants him additional capability in armor. He must choose to improve his agility or his

Table 3.10: The Fighter

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+3	+0	+1	Armor discipline
2nd	+2	+4	+1	+2	Bonus feat
3rd	+3	+5	+1	+3	Weapon discipline
4th	+4	+6	+2	+4	Adaptive style feat
5th	+5	+7	+2	+4	Combat discipline
6th	+6/+1	+8	+3	+5	Bonus feat
7th	+7/+2	+9	+3	+6	Improved armor discipline
8th	+8/+3	+10	+4	+7	Adaptive style feat
9th	+9/+4	+11	+4	+7	Improved weapon discipline
10th	+10/+5	+12	+5	+8	Battlemaster, bonus feat
11th	+11/+6/+1	+13	+5	+9	Improved combat discipline
12th	+12/+7/+2	+14	+6	+10	Adaptive style feat
13th	+13/+8/+3	+15	+6	+10	Greater armor discipline
14th	+14/+9/+4	+16	+7	+11	Bonus feat, improved adaptive style
15th	+15/+10/+5	+17	+7	+12	Greater weapon discipline
16th	+16/+11/+6/+1	+18	+8	+13	Adaptive style feat
17th	+17/+12/+7/+2	+19	+8	+13	Greater combat discipline
18th	+18/+13/+8/+3	+20	+9	+14	Bonus feat, improved battlemaster
19th	+19/+14/+9/+4	+21	+9	+15	True discipline
20th	+20/+15/+10/+5	+22	+10	+16	Adaptive style feat, greater adaptive style

resilience in armor. This applies to all armor discipline abilities the fighter has. If he improves his agility, he reduces his armor check penalty by 2 and reduces his arcane spell failure by 5% while wearing body armor. If he improves his resilience, he gains nonlethal damage reduction equal to his fighter level while wearing body armor. This damage reduction allows him to ignore the first points of nonlethal damage he takes each round.

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 5.3.1: Combat Feats (page 73). 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 8 hours 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 Style Feats: The fighter gains a flexible bonus feat which he can change each day. The fighter chooses a number of combat feats equal to half his fighter level + his Intelligence. These feats comprise his adaptive style feat pool. He gains any one feat from the pool as a bonus feat (for which he must still meet the normal prerequisites). At the start of each day, the fighter may train for an hour. If he does so, he may choose to change his current adaptive style feat to one of the other feats in his adaptive style feat pool, assuming he meets the prerequisites for the feat. The fighter gains an additional adaptive style feat at his 8th fighter level and every four fighter levels thereafter (8th, 12th, 16th, and 20th).

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.

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 3.11: Combat Discipline Conditions, he may use his combat discipline ability to instead suffer the mitigated condition one column to the right. This lasts until the end of the original condition or for one round per two fighter levels, at which point he suffers the effects of the original condition unless he uses his combat discipline ability again.

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 half his fighter level + his Charisma. However, he cannot mitigate more than one condition at a time. If the fighter attempts to mitigate a new condition, the old condition takes its full effect.

A fighter cannot use this ability more than once against a single source. For example, if a fighter is exhausted by a *ray of exhaustion* spell, he can use this ability to downgrade the exhaustion to fatigue, but he can't then expend a second use to negate the fatigue. 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

Table 3.11: Combat Discipline Conditions

Original Condition	Mitigated Condition	Mitigated Condition	Mitigated Condition
Panicked	Frightened	Shaken	None
Petrified	Paralyzed	Slowed	None
Stunned	Dazed	Staggered	None
Blinded	Dazzled	None	—
Confused	Bewildered	None	—
Exhausted	Fatigued	None	—
Nauseated	Sickened	None	—
Ability damage[1]	None	—	—
Ability penalty[1]	None	—	—
Entangled	None	—	—
Deafened	None	—	—
Fascinated	None	—	—
Ignited[2]	None	—	—
Immobilized	None	—	—
Negative level[3]	None	—	—
Vulnerable	None	—	—

1. Allows the fighter to mitigate up to half his fighter level in ability damage or penalties per use of combat discipline.
2. Mitigates the penalties, but does not prevent the fighter from taking d6 fire damage per round until the fire is put out.
3. Allows the fighter to ignore a single negative level per use of combat discipline.

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, his damage reduction from armor discipline applies against all physical damage.

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 +1 bonus to physical attacks with weapons from that group. This bonus stacks with the bonus from 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 8 hours. 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 Close *(30 ft.)* range of him who can see and hear him. He can affect a number of allies equal to 1 + his Intelligence (minimum 1). Affected allies must meet base attack bonus prerequisites for the granted feat, though 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 3 + his Charisma.

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 adds half his Constutition to his Armor defense while wearing armor of any kind. He loses this bonus when he is helpless or unarmored.

14th – Improved Adaptive Style: The fighter's ability to adapt to situations improves. He need only spend 1 minute training to change a single adaptive style feat. He may continue training as he wishes, changing one adaptive style feat per minute.

15th – Greater Weapon Discipline: The fighter's training in his chosen weapons becomes still greater. He increases the critical threat range and critical multiplier of his chosen weapons by 1. This increase applies after and stacks with any other effects that affect critical threat range or critical multiplier. Thus, a fighter using the Heartseeker combat style and wielding a longsword would have a critical threat range of 16-20 (x3), while a similar fighter would have a critical threat range of 18-20 (x5) with a heavy pick.

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 dazed *(unable to act)* 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: The fighter can take 10 on the first attack he makes each round and automatically confirms all critical threats while using his chosen weapons.

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 applies his damage reduction to all damage, including from magical attacks. 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 staggered instead of suffering any nondamaging negative effect with a duration. He may also mitigate up to four conditions at once.

20th – Greater Adaptive Style: The fighter's ability to react to situations is unparalleled. He need only spend a swift action to exchange an adaptive style feat.

Monk

Table 3.12: The Monk

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+1	+3	+3	Unarmed warrior, unfettered defense
2nd	+2	+2	+4	+4	Fast movement, *Ki* power
3rd	+3	+3	+5	+5	Evasion, uncanny dodge
4th	+4	+4	+6	+6	*Ki* strike, Perfect Health
5th	+5	+4	+7	+7	*Ki* power, still mind
6th	+6/+1	+5	+8	+8	Improved uncanny dodge
7th	+7/+2	+6	+9	+9	Bodily perfection
8th	+8/+3	+7	+10	+10	*Ki* power, perfect speech
9th	+9/+4	+7	+11	+11	Improved evasion
10th	+10/+5	+8	+12	+12	Greater uncanny dodge
11th	+11/+6/+1	+9	+13	+13	*Ki* power
12th	+12/+7/+2	+10	+14	+14	Perfect soul
13th	+13/+8/+3	+10	+15	+15	Improved bodily perfection
14th	+14/+9/+4	+11	+16	+16	*Ki* power
15th	+15/+10/+5	+12	+17	+17	Timeless
16th	+16/+11/+6/+	+13	+18	+18	Perfect mind
17th	+17/+12/+7/+	+13	+19	+19	*Ki* power
18th	+18/+13/+8/+	+14	+20	+20	Uncanny foresight
19th	+19/+14/+9/+	+15	+21	+21	Greater bodily perfection
20th	+20/+15/+10.	+16	+22	+22	True perfection

Alignment: Any nonchaotic.

Hit Value: 6

Class Skills

The monk's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Stealth (Dex), Heal (Wis), Perception (Wis), Survival (Wis), and Perform (Cha).

Skill Points at 1st Level: 4

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 unfettered defense, fast movement, and *ki* abilities.

Unfettered Defense (Ex): A monk knows how to react intuitively to avoid blows. When not wearing armor or encumbered by weight (see Encumbrance, page 124), the monk may add her Wisdom to her physical defenses. She loses this bonus when she is helpless.

Improved Unarmed Strike: A monk gains Improved Unarmed Strike as a bonus feat. She is treated as armed even while unarmed, and her unarmed strikes can deal lethal damage if she desires.

Unarmed Warrior (Ex): A monk's unarmed attacks are exceptionally deadly. She deals damage with her unarmed strikes as if she were two size categories larger (1d6 for a Medium creature, or 1d4 for a small creature).

A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. A monk's unarmed strike can be treated as a manufactured weapon, natural weapon, or both for the purpose of spells and effects, whichever is more beneficial for the monk. This allows monks to make unarmed strikes as if they were fighting with two weapons at once (see Two-Weapon Fighting, page 122). Monks can also use gauntlets, including enchanted gauntlets. The damage dealt by gauntlets is the same as the damage dealt by the monk's normal unarmed strike.

2nd – Fast Movement (Ex): The monk increases her land speed by 10 feet while unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*.

2nd – Ki Power (Su): The monk gains the ability to channel her *ki* energy to temporarily enhance her abilities. She may use any combination of *ki* powers she knows a number of times per day equal to half her monk level + her Wisdom (minimum 1), but no more than once per round.

The monk chooses one *ki* power from the list below. At her 5th monk level, and every three monk levels thereafter, the monk gains an additional *ki* power. Some *ki* powers have minimum monk levels, as indicated in the title of the power. All *ki* powers are supernatural abilities unless otherwise noted. The monk's special attack bonus with *ki* powers is equal to her monk level + her Wisdom.

Flurry of Blows: As a swift action, the monk can make a physical attack at a −5 penalty. This is in addition to any attacks she makes as part of a standard attack.

Stunning Fist: As part of an unarmed attack, the monk can strike a weak point to interfere with her foe's *ki*. If the attack deals damage, the monk makes a special attack vs. Fortitude to make the struck creature staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 1 round. If the creature is bloodied *(half hit points)*, it is unable to act, −2 to attacks, defenses, and checks for 1 round instead.

Surpass Limits: As a swift action, the monk can surpass the physical limitations of her body. Until the start of her next turn, she adds her Wisdom to checks based on Strength and Dexterity. This does not affect checks based on multiple attributes, such as initiative checks.

5th – Speed Boost: As a swift action, the monk can force her muscles to strain beyond their normal limits. Until the end of her turn, she gains increases her land speed by 20 feet, and a gains +2 bonus to her dodge defense modifier.

5th – Wholeness of Body: As a standard action, the monk can correct the flow of energy within her body. She heals 1d8 points of damage per two monk levels.

8th – Rapid Step: As a move action, the monk can move up to her speed without provoking attacks of opportunity.

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.

8th – Slow Fall: As a swift action while falling, the monk can

slow the rate at which she falls to 60 feet per round, which is too slow to hurt her if she hits the ground. She must be touching a solid object to use this ability. The effect lasts until the end of her turn.

11th – Diamond Fists: As a swift action, the monk can empower her unarmed strike with incredible force. Until the start of her next turn, she adds half her Wisdom to damage and 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 *(−2 to attacks, defenses, and checks)* 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 9 critical damage, rendering it unconscious and dying (see Dying, page 118).

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 enhancement 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. She is not helpless when unaware of an attack.

If a monk already has uncanny dodge from a different class, she stacks those class levels to determine whether she gains improved uncanny dodge (see below) instead.

4th – Ki Strike (Su): The monk's attacks are empowered with *ki*. While not wearing armor or encumbered by weight (see Encumbrance, page 124), she treats all weapons she wields, including her unarmed strike, as if they were +1 weapons, gaining a +1 enhancement bonus to attack and damage. This also grants her a +1 enhancement bonus with maneuvers. At her 7th monk level, and every three monk levels thereafter, the bonus granted by the monk's *ki* strike ability improves by 1.

4th – Perfect Health: The monk gains the Perfect Health feat as a bonus feat, making her immune to diseases of all kinds. If she already has the feat, she gains another feat of her choice for which

she qualifies.

5th – Still Mind (Ex): The monk may add half her Wisdom to her Will defense in place of half her Intelligence.

6th – Improved Uncanny Dodge (Ex): The monk reduces her overwhelm penalties by 2. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

If a character already has uncanny dodge (see above) from a second class and gains improved uncanny dodge, the character stacks those class levels to determine if she should gain greater uncanny dodge.

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

8th – Perfect Speech (Ex): The monk gains the ability to speak with and understand the speech of any living creature. This grants her no special ability to speak to or understand creatures that do not speak, such as animals.

9th – Improved Evasion (Ex): The monk's evasion ability improves. If she is affected by Reflex attack that would deal half damage when resisted, she takes only half damage from the attack, even if the attack succeeds. 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 – Greater Uncanny Dodge (Ex): The monk can no longer be overwhelmed, regardless of the number of foes surrounding her.

12th – Perfect Soul (Ex): The monk gains spell resistance equal to 10 + monk level + Wisdom. To affect the monk with a spell, a caster must make an attack with its caster level. If the attack beats the monk's spell resistance, the spell works normally. Otherwise, the spell has no effect on the monk.

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, Wisdom, and Charisma. 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.

18th – Uncanny Foresight (Su): The monk gains the ability to react to situations without premeditation or thought. She is never surprised or unaware, and always acts in the first round of combat.

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 cannot gain new levels as a monk, but retains all monk abilities.

Paladin

Alignment: Any other than true neutral.

Hit Value: 6

Class Skills

The paladin's class skills (and the key attribute for each skill) are Ride (Dex), Knowledge (local) (Int), Knowledge (religion) (Int), Heal (Wis), Sense Motive (Wis), Intimidate (Cha), and Persuasion (Cha).

Skill Points at 1st Level: 2.

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 (including tower 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.

Alignment Devotion (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.

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 half her paladin level + her Wisdom (minimum 1).

Divine Power (Su): A paladin can invoke divine power to achieve incredible effects. She gains the smite divine power. She may use it a number of times per day equal to half her paladin level + her Charisma (minimum 1), but no more than once per round.

At 4th level, and every 3 levels thereafter, the paladin gains an additional divine power. Some divine powers have minimum paladin levels, as indicated in the title of the ability. Some divine powers are also restricted to paladins with specific devoted alignments. All divine powers are supernatural abilities unless otherwise noted. The paladin's special attack bonus with divine powers is equal to her paladin level + her Charisma.

Divine powers marked with an asterisk are called smite powers. Smite powers function like the smite divine power, 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 attack to be a smite attack. She adds half her Charisma to her attack roll. If she strikes a target that does not share her devoted alignment, her weapon deals maximum damage, and she also deals bonus damage equal to her paladin level. 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.

4th – 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,

Table 3.13: The Paladin

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+3	+0	+3	Discernment, divine power (smite)
2nd	+2	+4	+1	+4	—
3rd	+3	+5	+1	+5	Divine gift
4th	+4	+6	+2	+6	Divine power
5th	+5	+7	+2	+7	Divine presence
6th	+6/+1	+8	+3	+8	Discern foe, divine gift
7th	+7/+2	+9	+3	+9	Divine power
8th	+8/+3	+10	+4	+10	Pass judgment
9th	+9/+4	+11	+4	+11	Divine gift
10th	+10/+5	+12	+5	+12	Divine power
11th	+11/+6/+1	+13	+5	+13	
12th	+12/+7/+2	+14	+6	+14	Divine gift
13th	+13/+8/+3	+15	+6	+15	Divine power
14th	+14/+9/+4	+16	+7	+16	
15th	+15/+10/+5	+17	+7	+17	Divine gift
16th	+16/+11/+6/+1	+18	+8	+18	Divine power
17th	+17/+12/+7/+2	+19	+8	+19	
18th	+18/+13/+8/+3	+20	+9	+20	Martyr's glorious retribution
19th	+19/+14/+9/+4	+21	+9	+21	Divine power
20th	+20/+15/+10/+5	+22	+10	+22	Greater smite

the creature takes divine damage. This ability heals or inflicts 1d8 hit points of damage per paladin level. The paladin must make a special attack to affect unwilling targets. A failed attack heals or inflicts half damage.

4th – Align Weapon: As a standard action, the paladin can augment her weapon with the power of her devoted alignment, as the *align weapon* spell. Her caster level is equal to her paladin level + half her Charisma.

4th – Bewildering Smite*: The paladin's smite challenges her foe's mind. The struck creature is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.

4th – Resounding Smite*: The paladin's smite knocks her foe off its feet. The struck creature is knocked prone.

4th – Sickening Smite*: The paladin's smite strikes her foe where it is weak. The struck creature is sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.

7th – Penetrating Smite*: The paladin's smite punches through her foe's defenses. The struck creature loses its damage reduction during the current round, including against the paladin's smite attack.

7th – Seeking Smite*: The paladin's smite is uncannily guided to its target. The attack ignores any miss chance, though the weapon must still be physically able to strike the target.

7th – Staggering Smite*: The paladin's smite hits with incredible force. If the paladin succeeds on a special attack vs. Fortitude, the struck creature is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 5 rounds.

10th – Dazing Smite*: The paladin's smite shatters her foe's ability to think. If the stuck creature is bloodied *(half hit points)* after the damage from the smite, it is dazed *(unable to act)* for 1 round.

13th – Blinding Smite*: The paladin's smite manifests as a bright light. If the paladin succeeds on a special attack vs. Fortitude, the struck creature is blinded *(unable to see, moves at half speed,*

defenseless) for 1 round. Creatures vulnerable to light (such as vampires) take extra damage equal to twice her paladin level.

13th – Dispelling Smite*: The paladin's smite strips away her foe's magical protections. The struck creature is subject to a targeted *dispel magic* with a dispel bonus equal to the paladin's level + half her Charisma.

16th – Brilliant Smite*: The paladin's smite cannot be turned aside by mortal defenses. The smite attack is made against the enemy's Reflex defense.

16th – Coercing Smite*: The paladin's smite compels her foe to briefly join her cause. If she succeeds on a special attack vs. Will, the struck creature must obey a *suggestion*, as the spell, of the paladin's choice. The paladin must speak the suggestion aloud, but she need not speak in a language the subject understands. The effect lasts for one round.

19th – 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. Will, 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.

Chaos Divine Powers:

7th – 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 of 10 + the object's caster level.

7th – Confusion: As a standard action, the paladin can confuse a creature, as the *confusion* 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.

13th – Mass Confusion: As a standard action, the paladin can confuse many creatures, as the *mass confusion* spell. The paladin must have the confusion divine power to select this invocation.

Good Divine Powers:

4th – Challenging Smite*: The paladin's smite compels her foe's attention. The struck creature takes a −2 penalty on attacks against all creatures other than the paladin.

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.

7th – 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 Powers:

7th – 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 – Agonizing Smite*: The paladin's smite inflicts debilitating pain. The struck creature is affected by 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 Powers:

4th – Command: As a standard action, the paladin can issue a *command*, as the spell. Unlike normal, the *command* is effective regardless of whether paladin speaks in a language the subject understands.

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.

13th – Edict: As a standard action, the paladin can issue an *edict*, as the 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.

19th – Prohibition: As a standard action, the paladin can issue a *prohibition*, as the spell.

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 6th level, and every 3 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 Mind: The paladin is immune to charm and domination effects.

Unshakeable Courage: The paladin is immune to fear and negative morale effects.

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

6th – Shielded Senses: The paladin is immune to sight-dependent and sound-dependent 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 Will 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 spells never detect the paladin, just as if she was not there at all.

9th – Uncertain Fate: Whenever the paladin would take 10, she instead rolls 2d20 and uses whichever roll she prefers.

12th – Freedom of Movement: The paladin continuously gains the benefit of the *freedom* spell.

Evil Divine Gifts:

6th – Executioner: The paladin gains a +2 bonus to physical damage against bloodied *(half hit points)* creatures.

9th – Debilitating Aura: All creatures within a Medium *(20 ft.)* radius of the paladin are vulnerable *(−2 to attacks, defenses, and checks)*.

Good Divine Gifts:

15th – Aura of Protection: The paladin continuously radiates a *magic circle against evil*, as the spell.

Lawful Divine Gifts:

6th – 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.

9th – Enforcer: The paladin gains a +2 bonus to her attacks against creatures who are currently breaking the law. The paladin must be aware of the offense in order to gain this bonus.

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.

5th – Divine Presence (Su): The paladin's force of belief manifests a divine protection around her. She adds half her Charisma to her physical defenses.

6th – 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.

8th – 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.

19th – 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 power. If she does, her body is almost completely consumed, preventing her from being raised with *raise dead* and similar effects that require an intact body. This 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*.

20th – Greater Smite (Su): The paladin can use two smite powers on every smite attack she makes.

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.

Ranger

Alignment: Any.
Hit Value: 6.

Class Skills

The ranger's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Ride (Dex), Stealth (Dex), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Heal (Wis), Perception (Wis), Survival (Wis), and Creature Handling (Cha).

Skill Points at 1st Level: 6.

Table 3.14: The Ranger

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

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 (except tower 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, Perception checks, and Survival checks against his quarry. However, while a ranger is pursuing a quarry, he takes a −2 penalty on the same rolls against any target other than his quarry. 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.

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).

Wild Speech (Su): A ranger has the ability to communicate with animals. This ability functions like the druid ability of the same name (see Wild Speech, page 23). A ranger can use this ability a number of times per day equal to half his ranger level + his Charisma.

2nd – Danger Sense (Ex): The ranger has an intuitive sense that alerts him to danger, giving him a +2 bonus to initiative checks. This bonus increases by 1 at his 5th ranger level and every 3 ranger levels thereafter.

If a character has danger sense from a multiple classes, the character stacks those levels to determine his bonus from danger sense.

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 Perception, 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 (Perception) 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 – Ranger Lore: The ranger gains an ability drawn from ancient ranger lore. At his 6th ranger level, and every three ranger levels thereafter, the ranger gains an additional ranger lore ability. Some ranger lores have minimum ranger levels, as indicated in the title of the ability. The list of ranger lores is given below. All ranger lore abilities are extraordinary abilities unless otherwise noted.

Combat Style: The ranger is skilled with the traditional ranger combat styles. He gains the Precise Shot and Two-Weapon Fighting feats if he meets the prerequisites. However, the benefits of this lore apply only when the ranger is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*.

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.

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

Favored Enemy: The ranger increases his quarry bonus by +2 against creatures of a particular kind. The possible creature options are listed on Table 3.15: Favored Enemy Options. The ranger may select this lore multiple times, choosing a different favored enemy each time.

Table 3.15: 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

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. The bonus his allies get is considered an enhancement bonus, and they do not suffer penalties against targets other than the quarry.

Scent: The ranger gains scent.

6th – Improved Combat Style: The ranger increases his skill in the traditional ranger combat styles. He adds half his Wisdom to damage when using ranged attacks or when attacking with two weapons at once. Natural weapons qualify for this purpose if the ranger attacks with two natural weapons at once.

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

9th – Hail of Arrows: A number of times per day equal to 1 + half the ranger's Constitution, he may take a full-round action to fire a single projectile at every enemy within a Medium *(20 ft.)* radius. All enemies must be within one range increment of the ranger. This lore can be used with any projectile weapon that the ranger can reload as a free action.

9th – Storm of Blades: A number of times per day equal to 1 + half the ranger's Constitution, he may take a standard action to make a single melee attack against every enemy he threatens.

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 – Greater Combat Style: The ranger's abilities with traditional ranger combat styles improves again. He gains the Two-Weapon Rend and Manyshot feats if he meets the prerequisites (see Two-Weapon Rend and Manyshot). He must have the improved combat style lore to choose this lore. The benefits of this lore only apply if the ranger is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*.

12th – Improved Evasion: The ranger's ability to avoid damage improves. If he is affected by Reflex attack that would deal half damage when resisted, he takes only half damage from the attack, even if the attack succeeds. 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.

15th – Combat Style Mastery: The ranger's abilities with tradi-

tional 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, as the elf racial ability. If he already has low-light vision, he doubles its benefit, allowing him to see four times as far as a human in poor illumination.

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 dodge defense modifier and his special 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 60 feet, as the dwarf ability. If he already has darkvision, he increases its range by 60 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 caster level equal to his ranger level + half his Wisdom.

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 60 feet. This ability allows him to sense the presence and location of objects and foes within 60 feet without seeing them. If he already has the blindsense ability, he increases its range by 60 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 Perception, 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 60 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 60 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 60 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 34), 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 60 feet.

Rogue

Alignment: Any.
Hit Value: 5.

Class Skills

The rogue's class skills (and the key attribute for each skill) are Athletics (Str), Climb (Str), Swim (Str), Acrobatics (Dex), Escape

Table 3.16: The Rogue

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+3	+1	Sneak attack +1d6
2nd	+1	+1	+4	+2	Danger sense, skill talent
3rd	+2	+1	+5	+3	Sneak attack +2d6, uncanny dodge
4th	+3	+2	+6	+4	Combat trick
5th	+3	+2	+7	+4	Persistent sneak attack, sneak attack +3d6
6th	+4	+3	+8	+5	Improved uncanny dodge, skill talent
7th	+5	+3	+9	+6	Sneak attack +4d6
8th	+6/+1	+4	+10	+7	Combat trick
9th	+6/+1	+4	+11	+7	Sneak attack +5d6
10th	+7/+2	+5	+12	+8	Greater uncanny dodge, skill talent
11th	+8/+3	+5	+13	+9	Sneak attack +6d6
12th	+9/+4	+6	+14	+10	Combat trick
13th	+9/+4	+6	+15	+10	Skill exemplar, sneak attack +7d6
14th	+10/+5	+7	+16	+11	Skill talent
15th	+11/+6/+1	+7	+17	+12	Sneak attack +8d6
16th	+12/+7/+2	+8	+18	+13	Combat trick
17th	+12/+7/+2	+8	+19	+13	Skill exemplar, sneak attack +9d6
18th	+13/+8/+3	+9	+20	+14	Skill talent
19th	+14/+9/+4	+9	+21	+15	Sneak attack +10d6
20th	+15/+10/+5	+10	+22	+16	Ambush master, combat trick

Artist (Dex), Sleight of Hand (Dex), Stealth (Dex), Craft (Int), Devices (Int), Disguise (Int), Knowledge (dungeoneering), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Bluff (Cha), Persuasion (Cha), Intimidate (Cha), and Perform (Cha).

Skill Points at 1st Level: 8.

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 he 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 121).

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. Unlike most damage bonuses, this extra damage is not multiplied if the rogue scores a critical hit.

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 – Danger Sense (Ex): The rogue has an intuitive sense that alerts her to danger, giving her a +2 bonus to initiative checks. This bonus increases by 1 at her 5th rogue level and every 3 rogue levels thereafter.

If a character has danger sense from a multiple classes, the character stacks those levels to determine her bonus from danger sense.

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

3rd – Uncanny Dodge (Ex): The rogue can react to danger before her senses would normally allow her to do so. She is not helpless when unaware of an attack.

If a rogue already has uncanny dodge from a different class, she stacks those class levels to determine whether she gains improved uncanny dodge (see below) instead.

4th – Combat Tricks: The rogue gains a single combat trick to aid her and confound her foes. Tricks marked with an asterisk are called ambush tricks. Ambush tricks only function on the first sneak attack the rogue makes against a particular creature in an encounter.

The rogue chooses a single combat trick from the list below. At her 8th rogue level, and every four rogue levels thereafter, the rogue gains an additional combat trick. Some combat tricks have minimum rogue levels, as indicated in the title of the ability. All combat tricks are extraordinary abilities unless otherwise noted. The rogue's special attack bonus with combat tricks is equal to her rogue level + her Intelligence.

*Brutal Ambush**: The rogue rolls d8s instead of d6s for her sneak attack dice. This is an ambush attack, and only functions once per

creature.

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

Distracting Attack: A creature damaged by the rogue's sneak attack takes a penalty on its Concentration checks equal to number of sneak attack dice the rogue would roll. This penalty lasts for 5 rounds.

Evasion: If the rogue resists a Reflex attack 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.

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

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.

Swift Poisoner: The rogue can apply poison to a weapon she is holding as a swift action.

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 – Bewildering Ambush*: A creature damaged by this sneak attack is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds. This is an ambush attack, and only functions once per creature.

8th – Defensive Roll: When the rogue would take physical damage that reduces her to 0 hit points, she can attempt to roll with the blow to reduce the damage as an immediate action. If the damage dealt is less than her Reflex defense, she takes half damage, and the damage is nonlethal. She must be aware of the attack to use this ability. This ability can be used number of times per day equal to 1 + half the rogue's Constitution (minimum 1).

8th – Hamstring*: A creature damaged by this sneak attack has its land speed halved for 5 rounds. Despite the name, this can be used on creatures who do not have hamstrings. This is an ambush attack, and only works once per creature.

8th – Slippery Mind: Whenever an attack for a mind-affecting spell or effect succeeds against the rogue 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.

12th – Ambush Strike*: If the rogue uses a Strike feat (see Strike Feats, page 69) on this sneak attack, she may add her Intelligence to the special attack for the strike. This is an ambush attack, and only works once per creature. The benefits of this trick apply even against creatures immune to critical hits.

12th – Assassination: To use this ability, the rogue must spend a full round studying a creature within 30 feet of her that 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 vs. Will to confuse or bewilder the struck creature for 1 round. A healthy creature is bewildered *(−2 to attacks, defenses, and checks)*,

while a creature bloodied *(half hit points)* after the damage from this attack is confused *(randomly babbles, flees, attacks nearest, or acts normally)*. A foe confused by this effect does not automatically attack the rogue on its next turn, even though she attacked it. This is an ambush attack, and only works once per creature, regardless of the result of the attack.

12th – Crippling Ambush*: A creature damaged by this sneak attack takes Strength damage equal to the rogue's Intelligence. This is an ambush attack, and only works once per creature.

12th – Dispelling Ambush (Su)*: A creature damaged by this sneak attack is affected by a targeted *dispel magic*. The caster level for this ability is equal to her rogue level + half her Intelligence. This is an ambush attack, and only works once per creature.

12th – Improved Evasion: If the rogue is affected by Reflex attack that would deal half damage when resisted, she takes only half damage from the attack, even if the attack succeeds. 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.

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.

16th – Deadly Ambush*: The rogue makes a special attack vs. Fortitude against the struck creature. If the attack succeeds, and the creature is bloodied *(half hit points)* after the damage dealt by this attack, it loses all its hit points and takes 9 critical damage, causing it to begin dying. If the creature is not bloodied, it suffers no ill effect. This is an ambush attack, and only works once per creature, regardless of the result of the attack.

16th – Hide in Plain Sight: The rogue can use the Stealth skill to hide even while being observed, taking a −5 penalty to the Stealth check. She still needs cover or concealment to hide.

16th – Paralyzing Ambush*: The rogue makes a special attack vs. Fortitude against the struck creature. If the attack succeeds, and the creature is bloodied *(half hit points)* after the damage dealt by this attack, it is paralyzed for 5 rounds. If the creature is not bloodied, it suffers no ill effect. This is an ambush attack, and only works once per creature, regardless of the result of the attack.

16th – Opportunist: Once per round, the rogue can make an attack of opportunity against a creature that has just taken physical damage from another creature's attack. This attack counts as one of the rogue's attacks of opportunity for that round.

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 – 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 5th 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.

6th – Improved Uncanny Dodge (Ex): The rogue reduces her overwhelm penalties by 2. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

If a character already has improved uncanny dodge from a second class and gains improved uncanny dodge, the character stacks those class levels to determine if she should gain greater uncanny dodge.

10th – Greater Uncanny Dodge (Ex): The rogue can no longer be overwhelmed, regardless of the number of foes surrounding her.

13th – Skill Exemplar (Ex): The rogue gains a +5 bonus with a single skill of her choice. At her 17th rogue level, she may gain this bonus with an additional skill.

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.

Sorcerer

Alignment: Any.
Hit Value: 4

Class Skills

The sorcerer's class skills (and the key attribute for each skill) are Knowledge (arcana) (Int), Knowledge (the planes), Spellcraft (Wis), and Intimidate (Cha).
Skill Points at 1st Level: 2.

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 Charisma. To learn or cast a spell, a sorcerer must have a Charisma at least equal to the spell's level. A sorcerer's magic attack bonus equals half his caster level + his Charisma.

Like other spellcasters, the number of spells a sorcerer knows and can cast each day is limited. These limitations are given below on Table 3.18: Sorcerer Spells per Day and Table 3.19: Sorcerer Spells Known. A sorcerer's spells are drawn from the common spells on the arcane spell list (see Arcane Spells, page 139). Sorcerers need to rest for eight hours in order to regain spells.

Rituals: Sorcerers, like other spellcasters, can perform rituals to create unique magical effects (see Rituals, page 137). A sorcerer begins play with a ritual book containing one arcane ritual of his choice (see Arcane Rituals, page 142).

Arcane Invocation: All sorcerers master at least one arcane invocation. An arcane invocation allows a sorcerer to exert magical influence without expending the effort required to cast a spell. The sorcerer may choose to learn one invocation of her choice from the list of arcane invocations described in Chapter 11: Spells.

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

2nd – Spellsurge: The sorcerer learns how to alter how he casts spells by initiating a spellsurge. He can initiate a spellsurge as a swift action. While in a spellsurge, he gains bonuses with some types of magic or aspects of spellcasting, but takes penalties to others. A spellsurge lasts for 5 rounds. A sorcerer can attempt to end a spellsurge as a swift action by making a Concentration check against a DC equal to 10 + his caster level (including any bonuses or

Table 3.18: Sorcerer Spells per Day

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

Table 3.19: Sorcerer 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

penalties from the spellsurge that affect all spells). Success means he ends the spellsurge, and failure means he is unable to return to normal.

The value of the numerical bonuses and penalties granted by a spellsurge is called a sorcerer's spellsurge bonus. Initially, his spellsurge bonus is +2, granting him +2 bonuses and inflicting −2 penalties. A sorcerer can initiate a spellsurge a number of times per day equal to his spellsurge bonus. His spellsurge bonus improves to +3 at his 8th sorcerer level, to +4 at 14th sorcerer level, and finally to +5 at 20th sorcerer level.

At his 6th sorcerer level, and every four sorcerer levels thereafter,

Table 3.17: The Sorcerer

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+0	+3	Arcane invocation
2nd	+1	+1	+1	+4	Arcane invocation, spellsurge +2
3rd	+1	+1	+1	+5	Expanded spell knowledge
4th	+2	+2	+2	+6	Defensive spellblend
5th	+2	+2	+2	+7	Expanded spell knowledge
6th	+3	+3	+3	+8	Spellsurge
7th	+3	+3	+3	+9	Expanded spell knowledge
8th	+4	+4	+4	+10	Offensive spellblend, spellsurge +3
9th	+4	+4	+4	+11	Expanded spell knowledge
10th	+5	+5	+5	+12	Spellsurge, versatile spellcaster
11th	+5	+5	+5	+13	Expanded spell knowledge
12th	+6/+1	+6	+6	+14	Improved defensive spellblend
13th	+6/+1	+6	+6	+15	Expanded spell knowledge
14th	+7/+2	+7	+7	+16	Spellsurge, spellsurge +4
15th	+7/+2	+7	+7	+17	Expanded spell knowledge
16th	+8/+3	+8	+8	+18	Improved offensive spellblend
17th	+8/+3	+8	+8	+19	Expanded spell knowledge
18th	+9/+4	+9	+9	+20	Endless surge, spellsurge
19th	+9/+4	+9	+9	+21	Expanded spell knowledge
20th	+10/+5	+10	+10	+22	Spellsurge +5

the sorcerer learns an additional spellsurge. Some spellsurges have minimum sorcerer levels, as indicated in the title of the ability. The list of spellsurges is given below. All spellsurges are extraordinary abilities unless otherwise specified.

Brilliant Surge: The sorcerer gains a bonus to his caster level with light spells, but takes a penalty to his caster level with Illusion spells.

Empathic Surge: The sorcerer gains a bonus to caster level with mind-affecting spells, but takes a penalty to Will defense and to caster level with spells that deal damage.

Energetic Surge: The sorcerer gains a bonus to caster level with acid, cold, electricity, and fire spells, but takes a penalty to his caster level with other spells.

6th – Focused Surge: The sorcerer gains a bonus to his concentration checks, but takes a penalty to his caster level with all spells.

6th – Patient Surge: The sorcerer gains a bonus to his caster level with all spells, but all spells he casts require at least a full-round action to cast. This does not increase the casting time of spells with a casting time of a full-round action or longer.

10th – Extending Surge: The sorcerer doubles the range on all his spells, but takes a penalty to his caster level with all spells.

10th – Silent Surge: The sorcerer can cast spells as if they did not have verbal components, but takes a penalty to his caster level with all spells.

10th – Stilled Surge: The sorcerer can cast spells as if they did not have somatic components, but takes a penalty to his caster level with all spells.

14th – Lifebound Surge: The sorcerer gains a bonus to his caster level with all spells, but takes 1 point of Constitution damage each time he casts a spell.

14th – Lingering Surge: The sorcerer gains a bonus to his caster level with spells that have a non-instantaneous duration, but takes a penalty to caster level with spells that are instantaneous.

14th – Resistant Surge: Whenever the sorcerer casts a spell, he gains spell resistance equal to 10 + sorcerer level + spellsurge bonus for 1 round. However, he takes a penalty to his caster level with all spells. To affect the sorcerer with a spell, a caster must make an attack with its caster level. If the attack beats the sorcerer's spell resistance, the spell works normally. Otherwise, the spell has no effect on the sorcerer.

18th – Widening Surge: The sorcerer doubles the area affected by his spells that affect an area, but takes a penalty to his caster level with all spells.

3rd – Expanded Spell Knowledge (Ex): The sorcerer learns how to cast a particularly esoteric spell. He may choose a restricted spell from the arcane spell list with a spell level of no more than half his sorcerer level (normally, the highest level spell he can cast) and add it to his spell list. He must still use a spell known to learn it, as normal. At his 5th sorcerer level, and every odd sorcerer level thereafter, he can gain access to an additional restricted spell.

4th – Defensive Spellblend (Ex): The sorcerer may combine his arcane invocations with his spells. As a full-round action, the sorcerer may cast a spell that affects only himself using a spell slot one level higher than what the spell would normally require. The spell must have a casting time of 1 standard action or less. If he does, he may also use an arcane invocation as part of the same action. The arcane invocation need not target the sorcerer.

8th – Offensive Spellblend (Ex): This ability functions like defensive spellblend, except that the spell need not only affect the sorcerer.

10th – Versatile Spellcaster (Ex): The sorcerer's intuitive grasp of magic allows him to be flexible in his use of arcane energy. He can use two sorcerer spell slots of the same level to cast a spell or use an ability requiring a sorcerer spell slot of one level higher. This can allow him to use a spell slot of a higher level than the highest level spell he can cast.

12th – 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. Using improved defensive spellblend costs a spell slot of one level higher than the highest level spell being cast.

16th – Improved Offensive Spellblend (Ex): this ability functions like improved defensive spellblend, except that neither spell must only affect the sorcerer.

18th – Endless Surge (Ex): There is no limit to the duration of a sorcerer's spellsurge ability. If a spellsurge lasts longer than 5 rounds, he automatically succeeds on any Concentration check he makes to end the surge.

20th – Dual Surge (Ex): The sorcerer may enter two spellsurges at once. He gains the benefits and suffers the consequences of both surges. However, while using two surges at once, he takes a −5 penalty to Concentration checks to end a spellsurge.

Spellwarped

Table 3.20: The Spellwarped

Level	Base Attack Bonus	Good Defense[1]	Normal Defenses[1]	Special
1st	+0	+2	+1	Innate magic, invoke power, spellwarp pool
2nd	+1	+3	+2	Spellwarped body, surge of power
3rd	+2	+4	+3	Attuned senses, spellwarped aspect
4th	+3	+5	+4	Invoke power, resist magic
5th	+3	+6	+4	Manipulate magic
6th	+4	+7	+5	Invoke power
7th	+5	+8	+6	Spellwarped aspect
8th	+6/+1	+9	+7	Invoke power
9th	+6/+1	+10	+7	Spell resistance
10th	+7/+2	+11	+8	Invoke power
11th	+8/+3	+12	+9	Spellwarped aspect
12th	+9/+4	+13	+10	Invoke power
13th	+9/+4	+14	+10	Improved manipulate magic
14th	+10/+5	+15	+11	Invoke power
15th	+11/+6/+1	+16	+12	Spellwarped aspect
16th	+12/+7/+2	+17	+13	Invoke power
17th	+12/+7/+2	+19	+13	Mass surge of power
18th	+13/+8/+3	+20	+14	Invoke power
19th	+14/+9/+4	+21	+15	Permanent surge of power, spellwarped aspect
20th	+15/+10/+5	+22	+16	Invoke power

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

Alignment: Any.
Hit Value: 5.

Class Skills

The spellwarped's class skills (and the key attribute for each skill) are Swim (Str), Ride (Dex), Knowledge (arcana) (Int), Spellcraft (Wis), and Intimidate (Cha). He gains additional class skills based on his choice of innate magic.

Skill Points at 1st Level: 4.

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 (except tower shields).

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

Alteration: The spellwarped can manipulate the physical forms of creatures. His good defense is Fortitude, his key attribute is Intelligence, and he treats Athletics, Escape Artist, and Disguise 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 Will, his key attribute is Charisma, and he treats Acrobatics, Athletics, and Perform 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 Will, 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 defense is Reflex, his key attribute is Wisdom, and he treats Acrobatics, Perception, and Sleight of Hand 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 half his spellwarped level + his Constitution (minimum 1 point). Each hour, he regains a number of spellwarp points equal to half his key attribute (minimum 1). As long as he 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.

Invoke Power: A spellwarped can invoke his innate magic to generate powerful effects by spending a spellwarp point. He chooses a single power 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 power. Some powers have minimum spellwarped levels, as indicated in the title of the ability. The list of powers is given at Spellwarped Powers, page 42. All spellwarped powers are supernatural abilities unless otherwise noted. The spellwarped's special attack bonus with spellwarped powers is equal to his spellwarped level + his key attribute.

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 enhancement bonus to a physical attribute of his choice. This bonus increases by 1 at 8th, 14th, and 20th spellwarped level.

Pyromancy – Flame Aura: The spellwarped emanates an aura of fire for 5 rounds. At the start of each of his turns, 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 shield defense modifier. This bonus stacks with the bonus from using a shield. At 8th, 14th, and 20th spellwarped level, the shield bonus increases by 1.

Temporal – Accelerate Movement: The spellwarped accelerates his movement and reactions. He gains a +2 enhancement bonus to his dodge defense modifier and a +10 foot enhancement bonus to his movement speed. He also gains a bonus on his Athletics checks to sprint equal to his spellwarped level. At 8th, 14th, and 20th spellwarped level, the dodge bonus increases by 1 and the speed bonus increases by 10 feet.

2nd – Spellwarped Body (Ex): The spellwarped's body is fundamentally altered by exposure to magic. He shows signs of the magic coursing through his body: strangely or inconsistently colored hair, natural skin markings which often resemble runes, and so on. Anyone observing the spellwarped can make a Perception or Spellcraft check with a DC equal to 20 − his spellwarped level to recognize that the character is a spellwarped. 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 modifier. 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 spellwarped level, 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 skill checks. This bonus increases by 1 at his 5th spellwarped level and every 5 spellwarped levels thereafter.

Temporal – Accelerate Reaction: The spellwarped gains a +2 bonus to initiative checks. This bonus increases by 1 at his 5th spellwarped level and every 3 spellwarped levels 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 Perception 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 Perception 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 the effects of his spellwarped abilities, including the damage dealt and the special attack bonus. This does not affect the number of spellwarp points he has available. In addition, if he has the ability to cast spells, he may use his character level in place of his caster level.

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 physical damage reduction against his choice of piercing, slashing, or bludgeoning damage. The amount of damage resisted is equal to half his spellwarped level, 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 size-affecting effect, and does not stack with other size-affecting effects.

15th – Fast Healing: While his surge of power is active, the spellwarped gains fast healing equal to half his spellwarped level, 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 spellwarped level + his Charisma.

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 spellwarped level. 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 shield defense modifier. 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 is not helpless when unaware of an attack.

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.

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 spellwarped level. 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 Will 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 + spellwarped level + Constitution. To affect the spellwarped with a spell, a caster must make an attack with its caster level. 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 Powers

Alteration Powers

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 power functions like the lesser reduction power, 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 1d6 bludgeoning damage per spellwarped level + his Strength. In addition, whether he hits or misses, he may make a shove attack on the creature that does not provoke attacks of opportunity. He need not move with the creature to push it back.

8th – Enlargement: This power 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 1d6 points of damage per spellwarped level. 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 117, 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 power functions like the amorphous form power, 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 spellwarped levels + his Strength to each foe.

18th – :
20th – :

Pyromancy Powers

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 spellwarped level. 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 Charisma to damage in place of half his Strength, and all damage dealt with the weapon is fire damage.

The flame weapon gains a +1 enhancement bonus to attack and damage at 4th spellwarped level. At his 7th level, and every 3 spellwarped levels thereafter, the bonus increases by 1. If it leaves his hand, it is extinguished 1 round later.

4th – Ignite: This attack functions like the lesser ignite attack, except that it deals 1d6 points of fire damage per spellwarped level, and a successful attack also makes the target ignited *(d6 damage/round, Dex DC 10 to extinguish, −2 to attacks, defenses, and checks)*.

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 adds half his Charisma to damage with the weapon he wields in addition to half his Strength. This bonus damage is fire damage. If ignites a weapon created using his weapon of flame power, he adds his full Charisma to damage with the weapon instead of half his Charisma.

6th – Fiery Protection: As a standard action, the spellwarped can bestow fire and cold damage reduction equal to twice his spellwarped level 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 a Reflex attack to deal damage to all enemies and objects within a Medium *(20 ft.)* radius spread of him. This attack deals 1d6 fire damage per two spellwarped levels. 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 spellwarped levels. 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 powers normally. In this form, he can make a touch attack as a standard action to deal 1d6 points of fire damage per spellwarped level.

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 117, 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 power functions like the flameheart power, 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. This attack deals d6 points of fire damage per spellwarped level, and if the creature is bloodied *(half hit points)* after it takes this damage, it immediately dies. A failed attack deals half damage and leaves a bloodied creature with 0 hit points.

Telekinesis Powers

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 spellwarped level. 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 and taking attacks of opportunity. The weapon floats in midair and threatens all squares adjacent to it, and he may make attacks of opportunity with the weapon or with a weapon he wields in his hands, but not both. 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 power functions like the lesser crush attack, except that it deals 1d6 points of physical damage per spellwarped level. In addition, if his attack succeeds, the target is also sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.

4th – Mighty Mind Blade: This power functions like the mind blade power, 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 power to select this power.

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 power functions like his mind blade power, 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 power to select this power.

8th – :

10th – Telekinetic Force: This power 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 1d6 damage per spellwarped level. 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 power costs two spellwarp points.

14th – :

16th – :

18th – :

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

Temporal Powers

1st – Lesser Timetheft: As a standard action, the spellwarped can attempt to steal time. He makes a special attack vs. Will against 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 vs. Will against 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 power 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 does not provoke attacks of opportunity and can move through squares occupied by enemies without penalty. The target still suffers the effects of any environmental hazards. If the spellwarped uses this power 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: As a standard action, the spellwarped dramatically accelerates a creature within Close *(30 ft.)* range for 5 rounds. It doubles all of its movement speeds (to a maximum of an additional 30 feet of movement), and can take an additional attack at a −5 penalty when it makes a standard attack. The increase to movement speed is considered an enhancement bonus.

8th – Temporal Prison: As a standard action, the spellwarped makes a special attack vs. Will against 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 power functions like the flashstep power, except that it costs two spellwarp points and can be used as a move action. If the spellwarped uses this power on himself, it only requires a swift action to activate.

12th – Timetheft, Greater: This power functions like the timetheft power, 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 Perception 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 does not provoke attacks of opportunity, can move through squares occupied by enemies without penalty, and can treat liquids as if they were solid ground.

14th – Mass Slow: This power functions like the slow power, 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 vs. Will against 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 power functions like the haste power, 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 powers normally. After using this ability, he must wait 5 rounds before he can use it again.

20th – Sever Time: 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 pause time power, except that no attack is required.

Wizard

Alignment: Any.
Hit Value: 4.

Class Skills

The wizard's class skills (and the key attribute for each skill) are Knowledge (all skills, taken individually) (Int), Linguistics (Int), and Spellcraft (Wis).
Skill Points at 1st Level: 4

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. To learn or cast a spell, a wizard must have an Intelligence at least equal to the spell's level. A wizard's magic attack bonus equals half her caster level + her Intelligence.

Like other spellcasters, the number of spells a wizard knows and can cast each day is limited. These limitations are given below on Table 3.22: Wizard Spells per Day and Table 3.23: Wizard Spells Known. A wizard's spells are drawn from the common spells on the arcane spell list (see Arcane Spells, page 139). Wizards need to rest for eight hours in order to regain spells.

Table 3.22: Wizard Spells per Day

| | | | | | 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

Table 3.21: The Wizard

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+0	+3	Arcane invocation
2nd	+1	+1	+1	+4	Arcane invocation, magic feat
3rd	+1	+1	+1	+5	Arcane insight
4th	+2	+2	+2	+6	Invocation sequencer
5th	+2	+2	+2	+7	Arcane insight
6th	+3	+3	+3	+8	Magic feat
7th	+3	+3	+3	+9	Arcane insight
8th	+4	+4	+4	+10	Defensive sequencer
9th	+4	+4	+4	+11	Arcane insight
10th	+5	+5	+5	+12	Magic feat
11th	+5	+5	+5	+13	Arcane insight
12th	+6/+1	+6	+6	+14	Contingency
13th	+6/+1	+6	+6	+15	Arcane insight
14th	+7/+2	+7	+7	+16	Magic feat
15th	+7/+2	+7	+7	+17	Arcane insight
16th	+8/+3	+8	+8	+18	Offensive sequencer
17th	+8/+3	+8	+8	+19	Arcane insight
18th	+9/+4	+9	+9	+20	Magic feat
19th	+9/+4	+9	+9	+21	Arcane insight
20th	+10/+5	+10	+10	+22	Chain contingency

Table 3.23: Wizard 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

Rituals: Wizards, like other spellcasters, can perform rituals to create unique magical effects (see Rituals, page 137). A wizard begins play with a ritual book containing two arcane rituals of her choice (see Arcane Rituals, page 142).

Specialization – S:ome wizards 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.

Arcane Invocation: All wizards master at least one arcane invocation. An arcane invocation allows the wizard to exert magical influence without expending the effort required to cast a spell. The wizard may choose to learn one invocation of her choice from the list of arcane invocations described in Chapter 11: Spells. Specialist wizards must choose one of the invocations granted by their specialist school.

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

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.

3rd – Arcane Insight (Ex): The wizard gains a greater understanding of magic. Generalist wizards gain expanded spell knowledge, as the sorcerer class feature. Specialist wizards may choose a spell of their chosen school from the arcane spell list, including restricted spells, and add it to their spells known. The spell's level must not be higher than half her wizard level – normally, the highest level of spells that the wizard can cast. At her 5th wizard level, and every odd wizard level thereafter, the wizard gains a new arcane insight.

4th – Invocation Sequencer (Ex): The wizard gains the ability to create a sequence of a spell and invocation which she can cast together later. To create an invocation sequencer, the wizard must cast a spell which affects only herself and an arcane invocation, 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 invocation at once, choosing the target of the invocation 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 invocation 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. Finally, both spells must be of the same school. 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 invocation 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.

3.3   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 47, below.

A character that increases in level gains additional benefits. Every odd level, including 1st level, he gains a feat (see Feats, page 68). Every even level, he increases one of her attributes by one. He cannot increase the same attribute twice in a row. 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 3.24: Character Advancement.

Table 3.24: Character Advancement

Character level	XP	Feats	Attribute Increases[1]
1st	0	1st	—
2nd	2,000	—	1st
3rd	5,000	2nd	—
4th	9,000	—	2nd
5th	15,000	3rd	—
6th	23,000	—	3rd
7th	35,000	4th	—
8th	51,000	—	4th
9th	75,000	5th	—
10th	105,000	—	5th
11th	155,000	6th	—
12th	220,000	—	6th
13th	315,000	7th	—
14th	445,000	—	7th
15th	635,000	8th	—
16th	890,000	—	8th
17th	1,300,000	9th	—
18th	1,800,000	—	9th
19th	2,550,000	10th	—
20th	3,600,000	—	10th

1. The same attribute cannot be increased twice in a row.

3.4   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 3.24: Character Advancement (page 47). 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 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 Will bonus of +2 (from five levels in classes with poor Will 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 get the difference between the rogue's 8 skill points at 1st level and the fighter's 2 skill points at first level, for a total of 6 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 danger sense. A barbarian/rogue adds his barbarian and rogue levels together to determine his bonus from danger sense.
- Both a barbarian and a rogue get uncanny dodge. If a barbarian/rogue would gain uncanny dodge from both classes, she instead gains improved uncanny dodge, because uncanny dodge explicitly states how it stacks.

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 caster level 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 caster level 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 caster level of a 3rd level wizard. If he gained two more fighter levels, his spellcasting ability would not increase.

Chapter 4

Skills

4.1 Skills Summary

A character's skills describe the myriad of talents that people have.

Skill Points: At 1st level, your character gains a certain number of skill points. Skill points represent your training in a particular area. You get a base allotment of 2, 4, 6, or 8 skill points, depending on your character's class. You also gain additional skill points equal your Intelligence. If your Intelligence is negative, it subtracts from your skill points (to a minimum of 0 skill points). These skill points can be spent on any skills.

You also gain additional skill points based on your attributes. For each attribute except Constitution and Intelligence, you gain a number of skill points equal to half your attribute. These skill points can only be spent on skills from the relevant attribute.

If your character's attributes increase, she may immediately gain a skill point which can be spent on skills with that key attribute. However, temporary bonuses and penalties to attributes, such as from spells, magic items, and circumstances, do not affect your skill points. If she gains a level in a new class that has more skill points than any class she previously had, the character immediately gains skill points equal to the difference between the skill points provided by the two classes. These skill points can be spent on any skill.

Spending Skill Points: If you place one skill point in a skill, you become trained in that skill. If you place two points in a skill, you become an expert in that skill. Your level of training in a skill determines how many skill ranks you have in that skill. Some skills can only be used if you are trained in them.

Skill Ranks: Skill ranks represent how capable your character is with a particular skill. Your character automatically gains skill ranks as she increases in level, as shown by Table 4.1: Skill Ranks and Skill Training.

Table 4.1: Skill Ranks and Skill Training

Skill Training Level	Skill Points Spent	Cross-Class Skill Ranks	Class Skill Ranks
Untrained	0	—	—
Trained	1	1/2 character level + 1	1/2 character level + 2
Expert	2	3/4 character level + 3	Associated class levels + 3/4 unassociated class levels + 3

Using Skills: To make a skill check, roll 1d20 + skill rank + key attribute + bonuses and penalties.

Key Attribute: The attribute used in a skill check is noted in its description.

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

4.2 Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (attribute), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the attribute for that skill's key attribute, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls, a natural roll of 20 on the d20 is not an overwhelming success, and a natural roll of 1 is not an overwhelming failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

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

Table 4.2: Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Untrained	Key Ability
Athletics	C	cc	cc	C	C	cc	C	C	cc	cc	cc	Yes	Str[1]
Climb	C	cc	cc	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]
Acrobatics	cc	cc	C	C	C	cc	cc	C	cc	cc	cc	Yes	Dex[1]
Escape Artist	cc	cc	cc	cc	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]
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
Knowledge (arcana)	cc	C	cc	cc	C	cc	cc	cc	C	C	C	No	Int
Knowledge (dungeoneering)	cc	cc	cc	cc	cc	cc	C	C	cc	cc	C	No	Int
Knowledge (engineering)	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	No	Int
Knowledge (geography)	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	C	No	Int
Knowledge (local)	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (nature)	cc	cc	C	cc	cc	cc	C	cc	cc	cc	C	No	Int
Knowledge (planes)	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Knowledge (religion)	cc	C	cc	cc	C	C	cc	cc	cc	cc	C	No	Int
Linguistics	cc	C	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Skill	**Bbn**	**Clr**	**Drd**	**Ftr**	**Mnk**	**Pal**	**Rgr**	**Rog**	**Sor**	**Spl**	**Wiz**	**Untrained**	**Key Ability**
Heal	cc	C	C	cc	C	C	C	cc	cc	cc	cc	Yes	Wis
Perception	C	cc	C	C	C	cc	C	C	cc	cc	cc	Yes	Wis
Profession[3]	C	C	C	C	C	C	C	C	C	C	C	No	Wis[4]
Sense Motive	cc	C	cc	cc	cc	C	cc	C	cc	cc	cc	Yes	Wis
Spellcraft	cc	C	C	cc	cc	cc	cc	cc	C	C	C	No	Wis
Survival	C	cc	C	cc	C	cc	C	cc	cc	cc	cc	Yes	Wis
Bluff	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Creature Handling	C	cc	C	cc	cc	C	C	cc	cc	cc	cc	No	Cha
Intimidate	C	cc	cc	C	cc	cc	cc	C	C	C	cc	Yes	Cha
Perform	cc	cc	cc	cc	C	cc	cc	C	cc	cc	cc	Yes	Cha
Persuasion	cc	C	C	cc	cc	C	cc	C	cc	cc	cc	Yes	Cha

1. Armor check penalty applies
2. Double armor check penalty applies
3. Always treated as a class skill
4. Varies depending on profession

Table 4.3: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Hear a conversation from 50 feet away (Perception)
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 (Athletics)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

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.

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 Perception (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 look like someone else	Disguise (Int)	Perception (Wis)
Sneak up on someone	Stealth (Dex)	Perception (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Perception (Wis)
Tie a prisoner securely	Devices (Int)[2]	Escape Artist (Dex)

1 An Intimidate check is opposed by the target's Will 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 115.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. You may get a +2 bonus in circumstances that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.

2. You may take a −2 penalty in circumstances that hamper performance, such as being forced to use improvised tools or having misleading information.

3. The DC may be reduced by 2 in circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

4. The DC may be increased by 2 in circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity.

Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

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

Taking 10: When your character is not being threatened, 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 Perception 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 caster level 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. Essentially, you're making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

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").

Acrobatics (Dex; Armor Check Penalty)

Acrobatics represents your agility and coordination. All Acrobatics checks are made as part of movement, so they require no special action to perform.

Agile Movement

You can make a DC 20 Acrobatics 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.

Balance

You can make a Acrobatics check to move safely on a precarious surface. 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 prone.

You are vulnerable *(−2 to attacks, defenses, and checks)* while balancing. If you take damage while balancing, you must make another Acrobatics check against the same DC to avoid falling. If you take a −5 penalty, you are not vulnerable while balancing. If you take a −5 penalty, you can move at full speed while balancing.

The DC varies with the surface, as follows.

- Uneven floor (flagstones, sloped floor): DC 10. This only applise when sprinting or charging. Failure means you lose a move action (and possibly fall), but you can still take a standard action.
- One foot wide (or wider): DC 5.
- Six inches wide: DC 10.
- Two inches wide: DC 15.
- One inch wide: DC 20. Halving the width of the surface further increases the DC by 5 each time.

Tumble

If you are trained in Acrobatics, 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 an Acrobatics check. You may treat your check result as your Armor Class against attacks of opportunity provoked by the movement. If your Acrobatics 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.

Mitigate Fall

As you hit the ground after a fall, you can make an Acrobatics 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 Acrobatics 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.

Acrobatics Modifiers

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to balance or tumble through. The DC for any Acrobatics check in such a square (except checks to mitigate falling damage) is modified as indicated below.

Table 4.5: Acrobatics 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

Athletics (Str; Armor Check Penalty)

Athletics includes jumping, sprinting, and general athleticism. All Athletics checks are made as part of movement, so they take no special action to perform. Distance moved with Athletics checks, such as checks to jump, 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. 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.

A long jump assumes you have a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, your check result is halved.

A long jump is modified by your speed. You gain a +2 bonus per 5 feet faster than 30 feet, or a −3 penalty per 5 feet slower than 30 feet.

High Jump

You can make an Athletics check while moving to jump up. When you make a high jump, choose a DC. 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.

A high jump assumes you have a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, your check result is halved, and you do not move forward.

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 again 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.

Hop Up

You can make a DC 10 Athletics 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.

Sprint

You can make an Athletics 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 4.6: Sprinting. You can sprint for a number of rounds equal to 5 + your Constitution.

Table 4.6: Sprinting

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

After you finish sprinting, you are fatigued for a number of rounds equal to the number of rounds you spent sprinting, making you vulnerable *(−2 to attacks, defenses, and checks)* and preventing you from sprinting again. You can sprint in any movement mode that you can use.

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 Perception 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 Perception 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 Perception 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 4.7: 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. You are vulnerable *(−2 to attacks, defenses, and checks)* while climbing. 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 4.8: Climb DCs and Table 4.9: Climb Modifiers.

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

Table 4.8: 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 4.7: 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 4.9: 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).

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.

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 4.10: Crafting Time (page 56), 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 4.11: 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 wood-working tools would impose a -2 penalty, but cutting a diamond without specialized tools is impossible. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the table below.

Table 4.10: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week[1]
500gp or less	One month[1]
1000gp or less	Two months[1]

1 Assuming 8 hours of work each day.

Table 4.11: 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.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft 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 Perception 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 DC 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 Will 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 Hit Values of the creature. 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 4.12: Devices DCs.

Table 4.12: 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

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. For example, you could tie a knot, apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The 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 Perception 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 Perception 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 Perception 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 Perception 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 Perception.

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like

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.

a disguise creature check, but the result of your Disguise check can't exceed the result of a Perception 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 15 check allows you to fit into a space that can fit your head and shoulders, but which is too tight to allow crawling. A DC 30 check allows you fit into 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.

If you take a −10 penalty to your Escape Artist check, you can squeeze as a move action.

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 Will defense. If you succeed, the creature is shaken *(−2 to attacks, defenses, and checks)* for 5 rounds.

Knowledge (Int; Trained Only) (L)

ike 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.

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 language, in addition to your starting languages race (or class). 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. Languages are summarized on the table below.

Table 4.13: Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow	Elven

Perception (Wis)

Perception 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 Perception 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 Perception check, and you apply the modifiers separately for each sense.

While sleeping, you take a -10 penalty to Perception.

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 Perception check, allowing you to notice anything with a DC up to your Perception 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 Perception 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 Will 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 Perception 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 Perception 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 4.14: Sight-based DCs, and other modifiers given at Table 4.17: Perception 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 4.14: 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 4.17: Perception DC Modifiers (page 62)
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 4.15: Sound-based DCs, and other modifiers given at Table 4.17: Perception 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.

Scent: The DC to smell something depends on the intensity of the scent, as shown on Table 4.16: Scent-based DCs, and other modifiers given at Table 4.17: Perception DC Modifiers.

The DCs given are for a creature with an ordinary sense of smell, like a human. A creature with the scent ability, like most animals,

Table 4.15: 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 4.17: Perception DC Modifiers (page 62)
2 Don't add size-based DC modifiers.

gains a +10 bonus to scent-based Perception checks. Some creatures with extraordinary smelling abilities, such as dogs, gain a +20 bonus to scent-based Perception checks.

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.

Table 4.16: 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 4.17: Perception DC Modifiers (page 62)

Other Senses: Other senses can exist, and creatures can make Perception checks to use those other senses appropriately.

Modifiers

All Perception checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.17: Perception DC Modifiers.

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.

Table 4.17: Perception 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 Perception 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 Wisdom 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 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
Demonstratably 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.

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.

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

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

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.

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.

You do not need to make Ride checks for actions that you cannot fail at; a well-trained rider can usually ignore DC 5 Ride checks.

If you don't have a saddle and other riding gear, you take a −5 penalty to Ride checks. When attempting to ride creatures ill suited as a mount, the DC of all Ride checks is increased by 5. If your mount takes a full attack, it is more difficult to control, increasing the DC of all Ride checks by 5.

Control Mount in Battle

You can make a DC 20 Ride check as a move action to control a mount in battle that is not trained for combat riding. Success means it obeys your commands.

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Guide Mount

You can make a DC 5 Ride check as a free action to guide your mount with your knees. You make this Ride check at the start of your turn. Success means you can have both hands free to take other actions. Failure means you must use a hand to control the mount during your turn. 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.

Fall

If you fall off your mount, or if your mount is downed in battle, you normally take 1d6 bludgeoning damage from the fall. You can make a DC 15 Ride check to mitigate the damage. This does not require an action. Success means you take no damage. Failure means you take damage normally.

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.

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 your hands and arms. Your check is opposed by the Perception

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

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 Perception 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 Perception 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 Perception 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 Perception. If the creature's Perception 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 Perception 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 Will 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, subschool, 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 caster level 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	Faint	Moderate	Strong	Overwhelming
		———Aura Power———		
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	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.

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 Perception 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 Perception 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 Perception 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 119 and Concealment, page 120), your Stealth check is automatically treated as a 0 against sight-based Perception 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 4.22: 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 4.22: 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 4.22: 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.

Swim

You can make a Swim check to move through water. The DC depends on the turbulence of the water, as shown on Table 4.23: 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 4.23: 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.

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.
- Surge feats allow a character to temporarily gain supernatural abilities.
- 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 char-

acter can only use one style at a time.
- Bane feats provide characters with bonuses against specific kinds of foes. You can only gain the benefits of a single Bane feat against a particular creature. If more than such feat applies, choose which one to gain the benefits from.

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 feat lets a spellcaster create magic items. Item creation is described in Rise Advanced.

Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. All effects dependent on spell level (such as the ability to penetrate a *lesser globe of invulnerability*) are calculated according to the spell's modified level.

Applying Metamagic Feats: Spellcasters apply metamagic feats on the spot. Therefore, most spellcasters must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than they do to cast a regular spell. If the spell's normal casting time is a standard action, casting a metamagic version is a full-round action. (This isn't the same as a 1-round casting time.) For a spell with a longer casting time, it takes an extra full-round action to cast the spell. For a spell with a shorter casting time, it takes a standard action to cast the spell.

Sorcerers have such an intuitive grasp of magic that they do not need to take extra time to cast spells affected by metamagic feats.

Effects of Metamagic Feats on a Spell: In all ways, a meta-

magic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter spell-like abilities, spells cast from magic items, or other external sources of magic.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity (see Quicken Spell, page 89).

Not all metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

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 the number of performance feats you have + half your Charisma. 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 Charisma.

If your Charisma 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.

Surge Feats

Surge feats grant a character to temporarily increase their abilities to supernatural levels. Each surge feat grants a supernatural ability which can be used a certain number of times per day.

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.

Combat styles can only be used while you are engaged in combat. If you do not charge or take a standard attack during your turn, you stop using your style, preventing you from gaining its benefits during your turn.

Strike Feats

Strike feats grant a character the ability to make an unusually potent attack with a special effect at the cost of accuracy. Declaring an attack as a strike does not take an action, but it must be done before making the attack roll. You cannot make more than one Strike each round.

5.3 Feat Table

General Feats	Prerequisites	Benefit	Page
Endurance	Con 3	Fight normally without hit points	81
Deathless	Con 5 or base Fortitude defense +10	Immune to death effects	79
Diehard	Con 3	Remain conscious after taking critical damage	79
Fearless	Cha 5 or base Will defense +10	Immune to fear and hostile morale effects	82
Great Fortitude	—	+2 bonus to Fortitude defense	82
Iron Will	—	+2 bonus to Will defense	85
Legendary Charisma	11th level, Cha 6	+5 to Charisma for some purposes	85
Legendary Constitution	11th level, Con 6	+5 to Constitution for some purposes	85
Legendary Dexterity	11th level, Dex 6	+5 to Dexterity for some purposes	85
Legendary Intelligence	11th level, Int 6	+5 to Intelligence for some purposes	86
Legendary Strength	11th level, Str 6	+5 to Strength for some purposes	87
Legendary Wisdom	11th level, Wis 6	+5 to Wisdom for some purposes	87
Lightning Reflexes	—	+2 bonus to Reflex defense	87
Mental Fortress	Cha 9 or base Will defense +18	Immune to hostile mind-affecting effects	87
Perfect Health	Con 3 or base Fortitude defense +6	Immune to disease, later poison	88
Swift	—	Increase speed by 5 feet	92
Toughness	—	+3 hit points +1 per level above 3	92

Bane Feats	Prerequisites	Benefit	Page
Bane of the Weak Minded	2nd level Enchantment spell	Gain +1 against bewildered foes	77
Dragonbane	Fought a dragon	Gain +2 against dragons	80

Bloodline Feats	Prerequisites	Benefit	Page
Celestial Heritage	Nonevil alignment	Smite evil 1/day	78
Celestial Blessing	Celestial Heritage	Gain ability to bless allies	78
Celestial Body	Nonevil alignment, Celestial Heritage	Gain physical damage reduction	78
Celestial Smiting	Nonevil alignment, Celestial Heritage	Smite evil more often, more accurately	78
Celestial Soul	Nonevil alignment, any three celestial feats	Gain spell resistance against evil	78
Celestial Wings	Any three celestial bloodline feats	Gain wings to slow falls, glide, eventually fly	78
Draconic Heritage	—	Resist damage from chosen dragon's energy type	80
Draconic Breath	Con 3, any three dragon bloodline feats	Gain dragon's breath weapon	80
Draconic Might	Any three dragon bloodline feats	Gain +1 to physical attribute	80
Draconic Mind	Any three dragon bloodline feats	Gain +1 to mental attribute	80
Draconic Scales	Draconic Heritage	Gain natural armor	80
Draconic Senses	Draconic Heritage	Gain low-light vision, possibly darkvision	80
Draconic Spellpower	Draconic Heritage	Gain bonus to caster level	80
Draconic Voice	Draconic Heritage	Gain bonus to Intimidate and Persuasion checks	80
Draconic Weapons	Draconic Heritage	Gain bite attack, possibly claws	80
Draconic Wings	Any three dragon bloodline feats	Gain wings to slow falls, glide, eventually fly	80
Elemental Heritage	—	Gain defense bonus based on elemental ancestor	81
Elemental Body	Any three elemental bloodline feats	50% chance to ignore critical hits	81
Elemental Force	Elemental heritage	Unleash element to attack	81
Elemental Mastery	Elemental Heritage	Gain attack bonus in circumstances based on elemental ancestor	81
Elemental Movement	Elemental Heritage	Gain movement ability based on elemental ancestor	81

Class Feats	Prerequisites	Benefit	Page
Battletrance	Rage ability	Enter trance instead of angry rage	77

Domain Devotion	Domain mastery ability	Use domain attribute for all spells, +1 with domain spells	80
Extra Channeling	Ability to channel energy	Can channel energy 3 more times per day	82
Extra Invocation	Ability to use an arcane invocation	Learn a new arcane invocation	82
Extra Rage	Rage ability	Can rage 1 more time per day	82
Extra Smiting[1]	Smite ability	Can smite 3 more times per day	82
Extra Wild Aspect	Wild aspect ability	Can use wild aspects 3 more times per day	82
Fearless Rage	Rage ability	Immune to fear while raging	82
Intense Channeling	Channel energy 3d6	+1d6 damage or healing with channel energy	84
Intuitive Fighter	Adaptive style ability	Use Wisdom for adaptive style (and battlemaster)	85
Mental Discipline	Combat discipline ability	Use Charisma for combat discipline	87
Rapid Wild Aspect	Wild aspect ability	Activate wild aspect as a swift action	89
Savvy Rogue	Combat trick ability	Use Charisma for combat tricks	90
Selective Channeling	Channel energy ability	Can exclude two additional creatures	90
Shield Discipline	Armor discipline ability	Apply armor discipline with shields	
Trap Sense	Danger sense class feature	Automatically detect traps	92

Item Creation Feats	**Prerequisites**	**Benefit**	**Page**
Imbue Magic	Caster level 2nd or Craft (any) 5 ranks	Create magic items	83
Imbuement Admixture	2nd level spells, 6th	Combine multiple spells to create items	83
Versatile Crafter	Craft (any) 8 ranks	Craft items from many subschools of magic	93

Magic Feats	**Prerequisites**	**Benefit**	**Page**
Bane of the Weak Minded	2nd level Enchantment spell	Gain +1 against bewildered foes	77
Bardic Spellpower	Arcane spellcasting ability	Fighter and rogue levels improve some spells	77
Battlecaster	Proficiency with light armor	Reduce arcane spell failure by 10%	77
Combat Casting	—	+2 bonus to Concentration checks to cast spells, reroll 1/day	78
Craftcaster	Craft (any) 8 ranks, 2nd level spells	Increase caster level when creating, transforming objects	79
Improved Counterspell	—	Counterspell with spell of same school	83
Legendary Magic	5th level spells	Weak creatures are always considered bloodied	86
Magical Synthesis	Levels in two magical classes	Increase spellcasting ability in two magical classes at once	87
Mass Transporter	5th level Conjuration (Translocation) spell	Transport many creatures at once	87
Mighty Summons	2nd level summoning spell	Summoned creatures gain +2 Str, +2 Con	87
Rapid Metamagic	Spellcraft 8 ranks, spellcasting ability, one metamagic feat	Apply metamagic effects more quickly	89
Residual Awareness	Divination (Awareness) spell	Gain brief Perception bonus after casting a spell	89
Residual Knowledge	Divination (Knowledge) spell	Gain brief Knowledge bonus after casting a spell	89
Residual Beguilement	3rd level Enchantment (Beguilement) spell	Gain Persuasion bonus after casting a spell	89
Residual Shield	Abjuration (Shielding) spell	Gain benefits of spell briefly after casting on another creature	90
Resilient Magic	2nd level Abjuration (Negation) spell	Spells persist for 1 round after being dispelled	90
Retributive Counterspell	4th level spells	Countered spells rebound on original caster	90
Ritual Caster	Int 3	Gain ability to perform rituals	90
Spell Focus[1]	2nd level spells	+2 caster level with specific type of magic	91
Spell Specialization	4th level spells, Spell Focus	+2 caster level with specific type of magic, −2 penalty with other types.	91
Wardwalker	3rd level Abjuration (Warding) spell	Wards you encounter trigger one round late	93

Metamagic Feats	**Prerequisites**	**Benefit (Level Adjustment)**	**Page**
Empower Spell	2nd level spells	Cast spell as higher level	81
Energetic Substitution	2nd level spells	Change spell's energy type (+1)	81
Enlarge Spell	2nd level spells	Double spell's range (+1)	81

Imbued Spellstrike	2nd level spells	Combine spell with weapon attack (+1)	83
Improved Imbued Spellstrike	3rd level spells, Imbued Spellstrike	Imbue weapon with spell's power up to 5 minutes (+2)	83
Quicken Spell	3rd level spells	Cast spell as swift action, but lose next action (+2)	89
Reach Spell	3rd level spells	Cast touch spell at Close range (+2)	89
Shape Spell	3rd level spells	Exclude areas within spell's area (+2)	90
Silent Spell	2nd level spells	Cast spell without verbal components (+1)	91
Still Spell	2nd level spells	Cast spell without somatic components (+1)	91
Sustained Spell	2nd level spells	Maintain concentration as swift action (+1)	92
Widen Spell	4th level spells	Double spell's area (+3)	94

Performance Feats	**Prerequisites**	**Benefit**	**Page**
Dual Performance	Perform 14 ranks, any three Performance feats	Sustain two performances at once	81
Fascinating Performance	Perform 4 ranks	Fascinate group of creatures	82
Suggestive Performance	Perform 10 ranks, Fascinating Performance	Suggest action to fascinated creatures	91
Freeing Performance	Perform 12 ranks	Dispel magical effects on ally	82
Inspire Competence	Perform 4 ranks	Grant allies bonuses to skill checks	84
Inspire Courage	Perform 6 ranks	Grant allies bonuses to physical attacks and defenses against fear	84
Inspire Greatness	Perform 12 ranks	Grant allies bonuses to defenses	84
Inspire Heroics	Perform 18 ranks	Grant allies temporary hit points and extra attack	84
Inspire Spellpower	Perform 8 ranks	Grant allies bonus to caster level	84
Rapid Performance	Perform 14 ranks, any three Performance feats	Perform as a swift action	89
Recover Performance	Perform 8 ranks, any other Performance feat	Reroll failed performance attempt	89
Spellwoven Performance	Perform 8 ranks, any other Performance feat	Cast some spells while performing	91

Racial Feats	**Prerequisites**	**Benefit**	**Page**
Dwarven Resilience	Dwarf	+2 to defenses against spells	81
Focused Mind	Elf	Use Intelligence to concentrate instead of Constitution	82
Giantfighter	Dwarf, gnome, or halfling	+2 to dodge against Large or larger creatures	82
Stonecunning	Dwarf	Gain a sixth sense about stonework	91

Skill Feats	**Prerequisites**	**Benefit**	**Page**
Dilettante	Int 3	Use some Knowledge skills despite being untrained	79
Ledgewalker	Acrobatics 5 ranks	Balance easily on narrow surfaces	85
Legendary Balance	Acrobatics 13 ranks	Balance on impossible surfaces	85
Legendary Climber	Climb 13 ranks	Gain climb speed, climb on impossible surfaces	85
Legendary Craftsman	Craft 13 ranks	Craft items with fewer material components	85
Legendary Devicesmith	Devices 13 ranks	Disable active spell effects	85
Legendary Disguise	Disguise 13 ranks	Alter magical auras with disguise	85
Legendary Escapist	Escape Artist 13 ranks	Escape from magical effects	86
Legendary Leaper	Athletics 13 ranks	Make standing jumps without penalty, rebound off objects easily	86
Legendary Liar	Bluff 13 ranks	Lies become undetectable by magic	86
Legendary Tumbler	Acrobatics 13 ranks	Tumble through enemies without provoking	87
Open Minded	—	Gain two skill points.	88
Poison Expert	Int 3, Craft (poison) 8 ranks	Apply poisons more effectively	88
Ranged Legerdemain	2nd level spells	Use Disable Device or Sleight of Hand at range	89
Scale the Beast	Climb 8 ranks	Climb on massive creatures	90
Skill Focus[1]	—	+3 bonus to checks with selected skill, reroll 1/day	91
Skill Mastery[1]	Any skill 10 ranks	Always take 10 on skill checks	91

Trapfinder	Perception 5 ranks	Find traps faster	92
Track	—	Use Survival skill to track	92
Veteran's Experience	Base attack bonus +8	Identify monsters without Knowledge	93

Spellgift Feats	Prerequisites	Benefit	Page
Arcane Spellgift	2nd level, Cha 1	Gain arcane spell as spell-like ability	77
Divine Spellgift	2nd level, Cha 1	Gain divine spell as spell-like ability	79
Natural Spellgift	2nd level, Cha 1	Gain natural spell as spell-like ability	87
Potent Spellgift	Any spellgift feat	+2 caster level with spellgifts	89

Surge Feats	Prerequisites	Benefit	Page
Alacritous Surge	16th level, Dex 7	Briefly gain effects of *haste*	77
Deathless Surge	12th level, Cha 5	Briefly gain effects of *death ward*	79
Freeing Surge	16th level, Dex 7	Briefly gain effects of *freedom*	82
Healing Surge	8th level, Con 3	Heal damage three times per day	83
Prescient Surge	12th level, Wis 5	Roll twice, three times per day	88
Shattering Surge	8th level, Str 3	*Shatter* struck object three times per day	90
Surge of Speed	8th level, Dex 3	Briefly gain effects of *expeditious retreat*	92

Combat Feat Table

Combat Feats	Prerequisites	Benefit	Feat Type	Page
Armor Familiarity	Proficiency with armor	Reduce penalties from wearing armor	Equipment	77
Armor Proficiency (Light)	—	No armor check penalty on physical attacks	Equipment	77
Armor Proficiency (Medium)	Armor Proficiency (light)	No armor check penalty on physical attacks	Equipment	77
Armor Proficiency (Heavy)	Armor Proficiency (medium)	No armor check penalty on physical attacks	Equipment	77
Blind-Fight	—	Reroll miss chance for concealment in melee	Awareness	78
Cautious Attack	—	Trade damage for maneuver defense	Defense, Style	78
Covering Fire	—	Trade ranged attack bonus to penalize struck foes	Precision, Style	79
Deadly Aim	Dex 3	Trade ranged attack bonus for damage	Precision, Style	79
Defensive Fighting	—	Trade attack bonus for defense	Defense, Style	79
Dodge	Dex 3	+4 defense against some attacks of opportunity from selected target	Defense, Mobility	80
Exotic Weapon Proficiency[1]	—	Don't provoke when attacking with exotic weapons	Equipment	82
Far Shot	—	Increase range increment by 50% or 100%	Precision	82
Guardian	—	Adjacent allies suffer reduced overwhelm penalties.	Defense	83
Improved Unarmed Strike	—	Considered armed even when unarmed	—	84
Deflect Arrows	Dex 3, Improved Unarmed Strike	Deflect one ranged attacks with your bare hands	Finesse, Reaction	79
Snatch Arrows	Dex 5, Deflect Arrows, Improved Unarmed Strike	Catch a deflected ranged attack	Finesse, Reaction	91
Mounted Archery	Ride 1 rank	Reduced penalty for ranged attacks while mounted by 4	Mounted, Precision	87
Mounted Combat	Ride 1 rank	Negate hits on mount with Ride check	Defense, Mounted	87
Mounted Trample	Ride 8 ranks	Target cannot avoid mounted overrun	Mobility, Mounted	87

Opportunist	Dex 3	+2 to attack and damage on attacks of opportunity	Reaction, Style	88
Overpowering Assault	Str 3	Trade defense for maneuver bonus	Power, Style	88
Parry	Dex 3	Ready yourself to parry incoming blows	Defense, Reaction	88
Shielded Parry	Dex 3, shield proficiency, Parry	Add shield modifier to parry attempts	Defense, Reaction	91
Point Blank Shot	—	+2 bonus to ranged attacks within half range increment.	Precision, Style	88
Precise Shot	—	Add half Wis to damage	Precision, Style	89
Power Attack	Str 3	Trade melee attack bonus for damage	Power, Style	89
Quick Draw	—	Draw weapon as swift action	Reaction	89
Ride-By Attack	Ride 8 ranks	Move before and after a mounted charge	Mobility, Mounted	90
Spirited Charge	Ride-By Attack	Double damage with mounted charge	Mounted, Power	91
Shield Proficiency	—	No armor check penalty on physical attacks	Equipment	90
Tower Shield Proficiency	Shield Proficiency	No armor check penalty on physical attacks	Equipment	92
Two-Weapon Fighting	Dex 3	Gain +2 attack bonus when fighting with two weapons	Finesse	93
Two-Weapon Defense	Two-Weapon Fighting	Off-hand weapon grants +1 shield defense bonus, later +3	Defense, Finesse	93
Weapon Proficiency[1]	—	Don't provoke when attacking with weapon group	Equipment	94

Combat Feats	Prerequisites	Benefit	Feat Type	Page
Cleave	Str 3, base attack bonus +4	Extra melee attack after dropping target	Power	78
Cleaving Smite	Smite ability, base attack bonus +4, Cleave	Extra attack from Cleave is also a smite	Power	78
Combat Mobility	Dex 3, base attack bonus +4, Dodge	Avoid some attacks of opportunity from selected target	Defense, Mobility	79
Spring Attack	Dex 3, base attack bonus +4, Dodge, Combat Mobility	Move before and after attacks	Mobility, Style	91
Distracting Foe	Base attack bonus +4	Threatened foes suffer Concentration penalties	Style	79
Feign Weakness	Base attack bonus +4	Provoke attack to gain bonus to hit	Style	82
Improved Dirty Trick	Base attack bonus +4	+2 bonus to dirty trick attacks; dirty tricks last longer	Finesse, Maneuver	83
Improved Disarm	Base attack bonus +4	+2 bonus to disarm attacks; knock foe's weapon away after disarming	Finesse, Maneuver	83
Improved Feint	Base attack bonus +4	+2 bonus to feint attacks; feint lasts longer	Finesse, Maneuver	83
Improved Grapple	Base attack bonus +4	+2 bonus to grapple attacks; not vulnerable while grappling	Maneuver, Power	83
Improved Overrun	Base attack bonus +4	+2 bonus to overrun attacks; target can't avoid	Maneuver, Power	83
Improved Shove	Base attack bonus +4	+2 bonus to shove attacks; move target away from you	Maneuver, Power	83
Improved Trip	Base attack bonus +4	+2 bonus to trip attacks; tripped foe provokes attacks of opportunity	Finesse, Maneuver	84
Intuitive Reaction	Wis 3, base attack bonus +4	Add half Wisdom to number of attacks of opportunity each round	Reaction	85
Knockdown	Str 3, base attack bonus +4	Shoved foe can be knocked prone	Maneuver, Power	85
Reveal the Weak Point	Base attack bonus +4	Sacrifice attack and damage to penalize foe's defenses	Style	90
Riposte	Dex 3, base attack bonus +4, Parry	Foes provoke if you parry very well	Reaction	90

Tactical Analysis	Int 3, Base attack bonus +4	Identify foe's strengths and weaknesses	Awareness	92
Overwhelming Fire	Base attack bonus +4	Help overwhelm foes with ranged weapons	Reaction, Style	88
Unshakeable Stance	Base attack bonus +4	Trade ability to move for maneuver defense	Defense, Style	93
Weapon Focus	Base attack bonus +4	Special ability with weapon group	Equipment	93

Combat Feats	Prerequisites	Benefit	Feat Type	Page
Bewildering Strike	Base attack bonus +8	Attack bewilders foe	Strike	77
Contingent Counter	Int 3, base attack bonus +8	Prepare to attack when attack misses you	Reaction	79
Driving Assault	Str 5, base attack bonus +8	Shoved foe provokes attack from you	Power, Maneuver	81
Eye of the Storm	Base attack bonus +8	You are more difficult to overwhelm	Awareness, Defense	81
Heartseeker	Base attack bonus +8	Trade attack bonus to double critical threat range	Precision, Style	83
Impeding Strike	Base attack bonus +8	Melee attack inhibits foe's movement	Strike	83
Inescapable Bulwark of Defense	Dex 3, Base attack bonus +8	Withdrawing enemies cannot avoid provoking attacks of opportunity	Reaction, Style	84
Intimidating Strike	Base attack bonus +8, Intimidate 8 ranks	Attack lets you intimidate struck foe	Strike	84
Intuitive Defense	Wis 3, base attack bonus +8	Add half Wisdom to defense	Awareness, Defense, Style	84
Perfect Shot	Dex 5, base attack bonus +8	Ignore less than total cover/concealment on ranged attacks	Precision, Style	88
Pierce Wings	Base attack bonus +8	Ranged attack removes foe's ability to fly	Precision, Strike	88
Predictive Defense	Int 3, base attack bonus +8	Add half Int to defense	Awareness, Defense, Style	89
Sickening Strike	Base attack bonus +8	Attack sickens foe	Strike	91
Tactical Prediction	Int 3, Base attack bonus +8	Predict foe's next action	Awareness	92
Threatening Fire	Overwhelming Fire, base attack bonus +8	Threaten adjacent creatures with a ranged weapon	Reaction, Style	92
Wall Slam	Str 5, base attack bonus +8	Slam opponent into wall to deal bonus damage	Maneuver, Power	93
Whirlwind Attack	Dex 5, base attack bonus +8	One melee attack against each opponent within reach	Style	94

Combat Feats	Prerequisites	Benefit	Feat Type	Page
Confusing Strike	Base attack bonus +12	Attack confuses bloodied foe	Strike	78
Contingent Attack	Int 5, base attack bonus +12	Prepare to attack as immediate action	Reaction	78
Legendary Awareness	Base attack bonus +12, any three Awareness feats	Immune to overwhelm	Awareness	85
Legendary Defense	Base attack bonus +12, any three Defense feats	+2 to all defenses	Defense	86
Legendary Finesse	Base attack bonus +12, any three Finesse feats	Add half Dexterity to damage	Finesse	86
Legendary Maneuver Master	Base attack bonus +12, any three Maneuver feats	Never provoke, deal damage with very successful maneuvers	Maneuver	86
Legendary Mobility	Base attack bonus +12, any three Mobility feats	Movement does not provoke	Mobility	86
Legendary Mounted Warrior	Base attack bonus +12, any three Mounted feats	Share damage with mount	Mounted	86
Legendary Power	Base attack bonus +12, any three Power feats	Wield weapons as if they were less encumbering	Power	86
Legendary Precision	Base attack bonus +12, any three Precision feats	Very accurate hits deal maximum damage	Precision	86
Legendary Reaction	+10 to initiative checks	Combat, Reaction		86

Legendary Style	Base attack bonus +12, any three Style feats	Use two styles at once	—	87
Manyshot	Dex 7, base attack bonus +12	Shoot two projectiles simultaneously	Precision, Style	87
Penetrating Strike	Base attack bonus +12	Attack removes foe's damage reduction	Strike	88
Two-Weapon Rend	Str 5, base attack bonus +12, Two-Weapon Fighting	Deal Strength damage with both weapons	Power	93

Combat Feats	Prerequisites	Benefit	Feat Type	Page
Counterstorm	Base attack bonus +16	Foes that miss you provoke	Reaction, Style	79
Demolishing Strike	Base attack bonus +16	Attack deals double damage	Strike	79
Executioner	Base attack bonus +16, any five Reaction feats	Gain free attacks against foes near death	Reaction	81
Killing Blow	Base attack bonus +16	Attack instantly kills foe without hit points	Strike	85

1. You can gain this feat multiple times. Each time you do, it has a different effect.

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.

Alacritous Surge [Surge]

Prerequisite: 16th level, Dex 7.

Benefit: You may gain the benefits of the *haste* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Analytical Performer [Skill]

Prerequisite: Perform 4 ranks.

Benefit: You can treat your Intelligence as your key attribute for the purpose of the Perform skill in place of your Charisma. This allows you to apply your Intelligence to Perform checks in place of your Charisma, and lets you spend Intelligence skill points to gain training in the Perform skill.

Arcane Spellgift [Spellgift]

Prerequisite: 2nd level, Cha 1.

Benefit: You gain the ability to use a non-restricted arcane spell as a spell-like ability once per day. You choose which spell when you gain this feat, and that choice cannot thereafter be changed. Your caster level is equal to your level, and you use your Charisma as your casting attribute.

The spell's level must be no greater than half of your total levels in non-casting classes. In addition, its level cannot exceed your Charisma.

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 Charisma.

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 Proficiency (Heavy) [Combat]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [Combat]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Acrobatics, Climb, Escape Artist, Jump, and Sleight of Hand, and Swim checks. You suffer the armor's normal arcane spell failure.

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.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [Combat]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and spell-warped automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Bane of the Weak Minded [Bane, Magic]

Prerequisite: Ability to cast an Enchantment spell of 2nd level or higher.

Benefit: You gain a +1 bonus to attacks and defenses against bewildered (−2 to attacks, defenses, and checks) creatures.

Special: You can only apply the benefits of a single Bane feat against a particular foe.

Bardic Spellpower [Magic]

Prerequisite: Ability to cast arcane spells.

Benefit: You can treat your fighter and rogue levels as magical classes when determining your caster level 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, Wisdom, and Will defense. Any other abilities, such as channeled rages, function normally.

Bewildering Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you make a physical attack, you may take a −4

penalty to hit. If you deal damage, you make a Will attack against the struck foe to make it bewildered (−2 to attacks, defenses, and checks) for 5 rounds. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Blind-Fight [Combat]

Benefit: In melee, every time you miss because of being unable to see your opponent, you can reroll your miss chance one time to see if you actually hit. In addition, you are not defenseless against invisible attackers.

In addition, if you have 10 ranks in Perception, you can automatically pinpoint the location of any invisible creature adjacent to you.

Normal: You have a 50% chance to miss opponents you can't see, and you are defenseless against them.

Cautious Attack [Combat, Style]

Benefit: While in this style, you gain a +2 bonus to your Maneuver Class. In exchange, you take a −2 penalty to damage rolls. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1. If you do not make a standard attack with a melee weapon during your turn, you cannot use this style.

Celestial Blessing [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.
Benefit: As a standard action, you can bless your allies, as the *bless* spell. You can use this ability a number of times per day equal to the number of celestial bloodline feats you have.

Celestial Body [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.
Benefit: You gain physical damage reduction 2/evil. This damage reduction allows you to ignore the first two points of damage you take each round. If you are hit by an evil-aligned attack, you cannot use your damage reduction for 1 round.

If you have four or more celestial bloodline feats, your damage reduction increases to half your level (if that would be greater).

Celestial Heritage [Bloodline, Celestial]

Prerequisite: Nonevil alignment.
Benefit: You have the blood of a celestial creature in your veins. Once per day, when you make an attack, you can declare the attack to be a smite attack. If you smite an evil creature, you gain a bonus to attack equal to the number of celestial bloodline feats you have, and a bonus to damage equal to your level.

Celestial Smiting [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.
Benefit: You can smite evil with your Celestial Heritage ability a number of times per day equal to the number of celestial bloodline feats you have + your Charisma. You cannot smite more than once per round.

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.

Celestial Spell Conduit [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.
Benefit: You gain a +2 bonus to caster level with Evocation (Channeling) spells and spells from the Good domain. If you have four or more celestial bloodline feats, this bonus increases to +4.

Celestial Wings [Bloodline, Dragon]

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 8th 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.

Cleave [Combat, Power]

Prerequisites: Str 3, base attack bonus +4.
Benefit: If you make a melee attack that knocks a creature unconscious or kills it, you can immediately make an extra melee attack at the same attack bonus against another creature within reach. The extra attack must be made with the same weapon, and it includes all bonuses and penalties that applied to the original 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.

Cleaving Smite [Combat, Power]

Prerequisite: Smite ability, base attack bonus +4, Cleave.
Benefit: If make a melee smite attack that grants you an extra attack from the Cleave feat, the extra attack is also a smite of the exact same type. This does not consume any additional uses of your smite ability.

Combat Casting [Magic]

Benefit: You gain a +2 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.

Confusing Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.
Benefit: When you make a physical attack, you may take a −6 penalty to hit. If you deal damage, and your foe is bloodied (half hit points) after your damage is dealt, you make a Will attack against the struck foe to make it confused (randomly babbles, flees, attacks nearest, or acts normally) for 1 round. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity).

A foe confused by this effect does not automatically attack you on its next turn, even though you attacked it. You cannot make more than one Strike each round.

Contingent Attack [Combat, Reaction]

Prerequisite: Int 5, base attack bonus +12.
Benefit: As a full-round action, you may concentrate to prepare a single attack as a contingent action. You may choose any trigger for the contingent action.

Contingent actions depend on a trigger condition. If the trigger

condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest. You may only have one contingent action prepared at a time. If you prepare a new contingent action, it replaces the old action.

Contingent Counter [Combat, Reaction]

Prerequisite: Int 3, base attack bonus +8.

Benefit: As a full-round action, you may concentrate to prepare a single attack as a contingent action. The action triggers when an opponent misses you with a melee attack.

Contingent actions depend on a trigger condition. If the trigger condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest. You may only have one contingent action prepared at a time. If you prepare a new contingent action, it replaces the old action.

Combat Mobility [Combat]

Prerequisites: Dex 3, Dodge, base attack bonus +4.

Benefit: When you move, it does not provoke attacks of opportunity from your Dodge target.

Covering Fire [Combat, Style]

Benefit: While in this style, if you hit a creature with a physical ranged attack, it takes a −2 penalty to physical attacks for 1 round. In exchange, you take a −2 penalty to damage rolls with physical ranged attacks. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase both penalties by 1.

Counterstorm [Combat, Reaction, Style]

Prerequisite: Base attack bonus +16.

Benefit: Whenever an opponent misses you with a melee attack, it provokes an attack of opportunity from you.

Craftcaster [Magic]

Prerequisites: Craft (any) 8 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 caster level per 5 ranks you have in the appropriate Craft skill.

Deadly Aim [Combat, Style]

Prerequisites: Dex 3.

Benefit: While in this style, you gain a +2 bonus to physical ranged damage rolls. In exchange, you take a −2 penalty on ranged physical attacks. At base attack bonus +4, and every 4 base attack bonus thereafter, the penalty increases by 1 and the bonus increases by 2.

Deathless [General]

Prerequisite: Constitution 5 or base Fortitude defense +10.

Benefit: You become immune to death effects.

Deathless Surge [Surge]

Prerequisite: 12th level, Cha 5.

Benefit: You may gain the benefits of the *death ward* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Defensive Fighting [Combat, Style]

Benefit: While in this style, you gain a +2 bonus to your dodge defense modifier. In exchange, you take a −2 penalty on physical attacks. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1. If you do not wield a melee weapon and take the standard attack or total defense action during your turn, you cannot use this style.

Deflect Arrows [Combat, Finesse, Reaction]

Prerequisites: Dex 3, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. 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.

Demolishing Strike [Combat, Strike]

Prerequisite: Base attack bonus +16.

Benefit: When you make a physical attack, you may take a −8 penalty to hit. If you hit, you deal double damage. You cannot make more than one Strike each round.

Diehard [General]

Prerequisite: Constitution 3.

Benefit: When you take critical damage, you do not automatically fall unconscious. You are still staggered, as normal for having no hit points remaining, and you still die when you take enough critical damage. See Dying, page 118, for more details.

Normal: A character without this feat who takes critical damage falls unconscious automatically.

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.

Distracting Foe [Combat, Style]

Prerequisites: Base attack bonus +4.

Benefit: While in this style, foes you threaten take a −2 penalty to Concentration checks. In exchange, you take a −2 penalty to physical defenses against melee attacks. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase both penalties by 1. If you do not wield a melee weapon, you cannot use this style.

Divine Spellgift [Spellgift]

Prerequisite: 2nd level, Cha 1.

Benefit: You gain the ability to use a divine spell as a spell-like ability once per day. You choose which spell when you gain this feat, and that choice cannot thereafter be changed. Your caster level is equal to your level, and you use your Charisma as your casting

attribute.

The spell's level must be no greater than half of your total levels in non-casting classes. In addition, its level cannot exceed your Charisma.

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 Charisma.

Dodge [Combat]

Prerequisite: Dex 3.

Benefit: You may designate an opponent as a free action. You receive a +4 bonus to your dodge modifier against attacks of opportunity from that opponent that were provoked by movement. In addition, you gain a +4 bonus to Acrobatics checks made to tumble against that opponent (see Tumble, page 53).

Domain Devotion [Class]

Choose a cleric domain.

Prerequisite: Domain aspect from the chosen domain.

Benefit: You may use the domain attribute from the chosen domain as your casting attribute when determining your magic attack bonus for all spells. In addition, you gain a +1 bonus to caster level with spells from the chosen domain.

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 5.3: 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 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.

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, Wisdom, or Charisma. You gain a +1 bonus to that attribute.

Draconic Scales [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Table 5.3: 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

Benefit: You gain a +1 bonus to your armor defense modifier.

Draconic Senses [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain low-light vision. If you already have low-light vision, you can now see four times as well in darkness. If you have four or more dragon bloodline feats, you gain darkvision with a 60 foot range, or the range of your darkvision increases by 60 feet.

Draconic Spellpower [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +1 bonus to caster level with all spells and spell-like abilities. If you have four 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 four 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 four 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 scaly 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 8th 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 14th level, you gain a fly speed equal to your base land speed, though 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 to recuperate. If you are 20th level, you can fly for any length of time without needing to rest.

Dragonbane [Bane]

Prerequisite: Fought a dragon.

Benefit: You gain a +2 bonus to attacks and defenses against dragons.

Special: You can only apply the benefits of a single Bane feat against a particular foe.

Driving Assault [Combat, Maneuver, Power]

Prerequisite: Str 5, base attack bonus +8.

Benefit: When you make a shove attack, if you succeed, your opponent provokes an attack of opportunity from you.

Dual Performance [Performance, Skill]

Prerequisites: Perform 14 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.

Dwarven Resilience [Racial]

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus to defenses against poisons, spells, and spell-like effects.

Elemental Body [Bloodline, Elemental]

Prerequisite: Any three elemental bloodline feats.

Benefit: You have a 50% chance to ignore critical hits on you, treating them as regular hits instead.

Elemental Force [Bloodline, Elemental]

Prerequisite: Elemental Heritage.

Benefit: Once per day per elemental bloodline feat you possess, you may unleash the power of your element on your foe as an attack action. Air allows you to make a shove attack with a +4 bonus, and you use your Constitution in place of your Strength to attack. Earth allows you to make a trip attack with a +4 bonus, and you use your Constitution in place of your Strength to attack. Fire allows you to make a touch attack that causes your foe to be ignited *(d6 damage/round, Dex DC 10 to extinguish, −2 to attacks, defenses, and checks)* for 5 rounds if you hit. Water allows you to make a touch attack that dehydrates your foe for 5 rounds if you hit, making it vulnerable *(−2 to attacks, defenses, and checks)*.

Elemental Heritage [Bloodline, Elemental]

Benefit: You have the essence of an elemental in your body. When you take this feat, choose a type of elemental to be your elemental ancestor: air, earth, fire, or water. Air and fire elemental heritage grants a +2 bonus to your Reflex defense, while earth and water elemental heritage grant a +2 bonus to your Fortitude defense.

Elemental Mastery [Bloodline, Elemental]

Prerequisite: Elemental Heritage.

Benefit: In circumstances that depend on your elemental ancestor, you gain a +1 bonus to physical attacks. Air grants a bonus when you are airborne or fighting airborne creatures. Earth grants a bonus when both you and your foe are standing on unworked earth or stone. Fire grants a bonus when either you or or foe is ignited, or when you are making attacks that deal fire damage. Water grants a bonus when both you and your foe are touching water. If you have four or more elemental bloodline feats, this bonus increases to +2.

Elemental Movement [Bloodline, Elemental]

Prerequisite: Elemental Heritage.

Benefit: You gain a movement ability based on you choice of elemental ancestor. Air halves the damage you take from falling and improves the maneuverability of any flight abilities you possess by one category. Earth gives you a +2 bonus to maneuver defense against attacks that would force you to move, such as shove and trip attacks. Fire increases your land speed by 5 feet. Water gives you a swim speed equal to your base land speed.

Empower Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: When casting a heightened spell, you gain a +2 bonus to caster level. A heightened spell uses up a spell slot one level higher than the spell's actual level. Unlike other metamagic feats, you can apply this metamagic feat any number of times, increasing your caster level by 2 each time.

Endurance [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.

In addition, wearing medium armor does not make you encumbered. This allows you to sleep in medium armor without penalty, and affects any class features which only function while you are unencumbered.

Normal: A character without this feat who has no hit points remaining is staggered. In addition, a character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A barbarian automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

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.

Enlarge Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: An enlarged 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 enlarged spell uses up a spell slot one level higher than the spell's actual level.

Executioner [Combat, Reaction]

Prerequisites: Base attack bonus +16, any five Reaction feats.

Benefit: Whenever a foe you threaten becomes staggered by dropping to 0 hit points, it provokes an attack of opportunity from you.

Eye of the Storm [Awareness, Combat, Defense]

Prerequisite: Base attack bonus +8.

Benefit: You are considered to be threatened by one fewer creature than you actually are for the purpose of determining overwhelm

penalties.

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 Channeling [Class]

Prerequisite: Ability to channel energy.

Benefit: You can channel energy three more times per day.

Normal: Without this feat, a character can channel energy a number of times per day equal to 3 + half his or her Charisma.

Extra Invocation [Class]

Prerequisite: Ability to use an arcane invocation.

Benefit: You learn a new arcane invocation. You cannot learn invocations from your prohibited schools, if any, with this feat.

Extra Rage [Class]

Prerequisite: Ability to rage.

Benefit: You can rage one more time per day.

Extra Smiting [Class]

Prerequisite: Smite ability.

Benefit: You can smite three more times per day. If you have more than one smite ability, you choose which ability this applies to.

Special: You can take more this once if you have more than one smite ability. Its effects do not stack. Each time you take the feat, you choose a different smite ability you have and apply the effects to that ability.

Extra Wild Aspect [Class]

Prerequisite: Wild aspect ability.

Benefit: You gain three extra uses of your wild aspect ability.

Far Shot [Combat]

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 Will 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 Perception 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 the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is an enchantment (compulsion), mind-affecting ability.

Fearless [General]

Prerequisite: Charisma 5 or base Will defense +10.

Benefit: You are immune to fear effects and hostile morale effects.

Fearless Rage [Class]

Prerequisite: Rage ability.

Benefit: You are immune to fear effects and hostile morale effects while raging.

Feign Weakness [Combat, Style]

Prerequisite: Base attack bonus +4.

Benefit: While in this style, as part of a standard attack, you may provoke an attack of opportunity from one opponent threatening you. You gain a +2 bonus to physical defenses against this attack. Unless the creature hits you on the attack of opportunity, you gain a +2 bonus to your next attack against it, provided the attack is made within 1 round.

Your bonuses to attack and defense increase to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16.

Focused Mind [Racial]

Prerequisite: Elf.

Benefit: You gain a +2 bonus to Will defense. In addition, you can use your Intelligence instead of your Constitution on Concentration checks, such as when you cast spells.

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 caster level equal to your Perform ranks.

Freeing Surge [Surge]

Prerequisite: 16th level, Dex 7.

Benefit: You may gain the benefits of the *freedom* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Giantfighter [Racial]

Prerequisite: Dwarf, gnome, or halfling.

Benefit: You gain a +2 bonus to dodge modifier against creatures of size Large or larger.

Great Fortitude [General]

Benefit: You gain a +2 bonus to your Fortitude defense.

Guardian [Combat]

Benefit: Allies adjacent to you are considered to be threatened by one fewer creature than they actually are for the purpose of determining overwhelm penalties. You must be wielding a melee weapon and able to attack to gain the benefits of this feat.

Healing Surge [Surge]

Prerequisite: 8th level, Con 3.
Benefit: Three times per day, you may heal 4d6 points of damage as a swift action. This healing increases by 1d6 at 12th level and every 4 levels thereafter. After using this ability, you cannot use it again for 5 rounds.

Heartseeker [Combat, Style]

Prerequisite: Base attack bonus +8.
Benefit: While in this style, you double your critical threat range with any weapon you wield. In exchange, you take a −4 penalty to all physical attacks which are not critical threats or threat confirmations. This does not stack with any other effects which increase threat range.

Imbue Magic [Item Creation]

Prerequisite: Caster level 2nd or Craft (any) 6 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 the magic item rules found in Rise Advanced.

When you take this feat, you choose one subschool of magic for every 5 ranks that you have in each Craft skill. You can craft items from those subschools. If you later gain additional Craft ranks, you gain new subschools 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.

Impeding Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you make a physical attack, you may take a −4 penalty to hit. If you deal damage, you make a Fortitude attack against the struck foe to halve its movement speed for 5 rounds. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). An immobilized creature can defend itself and attack normally, but it cannot move from its current location. Flying creatures must immediately land, but do not crash. You cannot make more than one Strike each round.

Improved Shove [Combat, Maneuver]

Prerequisites: 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 Counterspell [Magic]

Benefit: When counterspelling, you may use any spell of the same school with a spell level at least as high as the target spell.
Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Dirty Trick [Combat, Maneuver]

Prerequisites: Base attack bonus +4.
Benefit: When you perform a dirty trick on a cretaure successfully, the creature is vulnerable *(−2 to attacks, defenses, and checks)* for 1d4 rounds. You also gain a +2 bonus to dirty trick attacks.

Improved Disarm [Combat, Finesse]

Prerequisites: 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]

Prerequisites: 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]

Prerequisite: 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]

Prerequisites: Base attack bonus +4.
Benefit: Grappling does not make you vulnerable *(−2 to attacks, defenses, and checks)* against other creatures. You also gain a +2 bonus to grapple attacks.
Normal: While grappling, you are vulnerable against all creatures except the ones you are grappling.

Improved Overrun [Combat, Maneuver]

Prerequisites: 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 Trip [Combat, Maneuver]

Prerequisites: Base attack bonus +4.

Benefit: When you successfully trip a foe, it immediately provokes an attack of opportunity from everyone threatening it, including you. These attacks are 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 Strike [Combat]

Benefit: You treat your unarmed strike as if it were a lethal weapon. This allows you to defend yourself and takes attacks of opportunity while unarmed, just as if you were using another melee weapon.

In addition, your unarmed strikes can deal lethal or nonlethal damage as you choose.

Normal: Attacking unarmed is difficult. See Unarmed Combat, page 123.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

Inescapable Bulwark of Defense [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: While in this style, foes that take a withdraw action to move away from you still provoke attacks of opportunity from you. In exchange, you take a −4 penalty to physical defenses.

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 the number of performance feats you have + half your Charisma. 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 the number of performance feats you have + half your Charisma. 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 special defenses and dodge defense modifier. 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 the number of performance feats you have + half your Charisma. 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 18 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 8 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 enhancement bonus to their caster level 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 the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

Intense Channeling [Class]

Prerequisite: Channel energy 3d6.

Benefit: You increase the damage dealt or healed by your channel energy ability by 1d6.

Intimidating Strike [Combat, Strike]

Prerequisites: Base attack bonus +8, Intimidate 8 ranks.

Benefit: When you make a physical attack, you may take a penalty to hit of −4 or greater. If you deal damage and the struck creature is within Medium *(100 ft.)* range, you may make an Intimidate check as an immediate action to demoralize it (see Demoralize, page 59). You gain a bonus to your Intimidate check equal to the penalty you took to hit. You cannot make more than one Strike each round.

Intuitive Defense [Combat, Defense, Style]

Prerequisite: Wis 3, base attack bonus +8.

Benefit: While in this style, can add half your Wisdom to your Armor and Maneuver defenses in place of your Dexterity. You

also apply your full Wisdom to your Reflex defense instead of your Dexterity bonus.

Intuitive Fighter [Class]

Prerequisite: Adaptive style ability.

Benefit: You can use Wisdom in place of Intelligence for your adaptive style feat pool. You can also use Wisdom in place of Intelligence for the battlemaster ability, if you have that ability.

Intuitive Reaction [Combat, Reaction]

Prerequisites: Wisdom 3, base attack bonus +4.

Benefit: You may add half your Wisdom to the number of attacks of opportunity you may make each round.

Normal: Without this feat, you may make a number of attacks of opportunity each round equal to 1 + half your Dexterity.

Iron Will [General]

Benefit: You gain a +2 bonus to your Will defense.

Killing Blow [Combat, Strike]

Prerequisite: Base attack bonus +16.

Benefit: When you make a physical attack, you may take a −8 penalty to hit. If you deal damage, and the struck creature has no hit points remaining after your damage, it dies immediately. This is a death effect. You cannot make more than one Strike each round.

Knockdown [Combat, Maneuver, Power]

Prerequisites: Strength 3, base attack bonus +4.

Benefit: When you successfully shove an opponent, you can choose to reduce the distance they travel by 5 feet to leave them prone after they are moved.

Ledgewalker [Skill]

Prerequisite: Acrobatics 5 ranks.

Benefit: Using Acrobatics to move along narrow surfaces does not reduce your speed. If you have 10 ranks in Acrobatics, you are not vulnerable *(−2 to attacks, defenses, and checks)* while doing so.

Normal: You move at half speed while balancing on precarious surfaces, and you are vulnerable while doing so.

Legendary Awareness [Awareness, Combat]

Prerequisite: Base attack bonus +12, 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 13 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 Charisma [General]

Prerequisite: 11th level, Charisma 6.

Benefit: You gain a +5 bonus to Charisma-based checks.

Legendary Climber [Skill]

Prerequisite: Climb 13 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.

Legendary Constitution [General]

Prerequisite: 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) 13 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 13 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 caster level. 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]

Prerequisite: 11th level, Dexterity 6.

Benefit: You gain a +5 bonus to Dexterity-based checks, as well as to initiative.

Legendary Disguise [Skill]

Prerequisite: Disguise 13 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 caster level 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]

Prerequisite: Base attack bonus +12, any three Defense feats.
Benefit: You gain a +2 bonus to physical defenses.

Legendary Escapist [Skill]

Prerequisite: Escape Artist 13 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 caster level. 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]

Prerequisite: Base attack bonus +12, any three Finesse feats.
Benefit: When you make physical melee attacks, you can add half your Dexterity to damage in addition to half your Strength.

Legendary Handler [Skill]

Prerequisite: Creature Handling 13 ranks.
Benefit: You gain two abilities to help you handle creatures. When pacifying a creature, if your check result is 30 or higher, you may convince it to perform a trick of your choice instead of simply pacifying it, whether or not it knows the trick.

In addition, when training a creature, if your check result is 30 or higher, you can train it in only an hour. The creature remembers the trick just as if you had spent the full amount of time training it.

Legendary Healer [Skill]

Prerequisite: Heal 13 ranks.
Benefit: A number of times per day equal to 3 + half your Wisdom, you may take a standard action to make a Heal check on a creature you can touch. The creature heals hit points equal to twice your check result. For every twenty hit points you would restore, you can instead cure one point of critical damage.

Legendary Intelligence [General]

Prerequisite: 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 13 ranks.
Benefit: When you demoralize an opponent, if your check result exceeds 30, the creature is frightened *(flees, −2 to attacks, defenses, and checks)* instead of being shaken.

Legendary Leaper [Skill]

Prerequisite: Athletics 13 ranks.
Benefit: You are always treated as having a running start when jumping. When jumping, if your check result is 30 or higher, you take no penalties for making a rebounding jump off of another object while jumping (see Rebounding Jump, page 53).

Legendary Liar [Skill]

Prerequisite: Bluff 13 ranks.
Benefit: Your lies can fool even magic. When you make a Bluff check, if the result is 30 or higher, anyone using magic to reveal or prevent lies must make a caster level check with a DC equal to your Bluff check in order to affect your lie. Regardless of the result of the check, the caster is not aware that the check was made.

Legendary Magic [Magic]

Prerequisite: 5th level spells.
Benefit: If your caster level with a spell is at least twice a creature's level, it is treated as bloodied *(half hit points)* for the purpose of determining the effects of that spell.

Legendary Maneuver Master [Combat]

Prerequisite: Base attack bonus +12, any three Maneuver feats.
Benefit: You never provoke an attack of opportunity for failing a combat maneuver. In addition, 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]

Prerequisite: Base attack bonus +12, any three Mobility feats.
Benefit: You do not provoke attacks of opportunity when you move.

Legendary Mounted Warrior [Combat, Mounted]

Prerequisite: Base attack bonus +12, any three Mounted feats, Ride 10 ranks.
Benefit: When you take damage, you may choose to have your mount suffer half the damage instead of you (rounded down). Likewise, when your mount takes damage, you may choose to suffer half of that damage instead of your mount (rounded down).

Legendary Power [Combat, Power]

Prerequisites: Base attack bonus +12, any three Power feats.
Benefit: You can use weapons as if they were one category less encumbering than they actually are. The weapon encumbrance categories are light, medium, and heavy. For example, you can use a greatsword as a medium weapon in one hand without suffering any penalties.

Legendary Precision [Combat, Precison]

Prerequisite: Base attack bonus +12, any three Precision feats.
Benefit: When attacking, if you hit your opponent by 10 or more, you deal maximum damage with your weapon. If the attack is a critical threat, you automatically confirm the threat.

Legendary Reaction [Combat, Reaction]

Prerequisite: Base attack bonus +12, any three Reaction feats.

Benefit: You gain a +10 bonus to initiative checks.

Legendary Strength [General]

Prerequisite: 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 Style [Combat]

Prerequisite: Base attack bonus +12, any three Style feats.

Benefit: You may have two styles active at once. Both styles can be changed as part of the same swift action.

Legendary Swimmer [Skill]

Prerequisite: Swim 13 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 13 ranks.

Benefit: When tumbling, if your check result is 30 or higher, you gain two benefits. First, you do not provoke attacks of opportunity for that movement. Second, you can tumble through areas occupied by enemies as if they were unoccupied.

Legendary Wisdom [General]

Prerequisite: 11th level, Wisdom 6.

Benefit: You gain a +5 bonus to Wisdom-based checks. In addition, once per day you can receive a prophetic insight into future events, as the *divination* ritual.

Lightning Reflexes [General]

Benefit: You gain a +2 bonus to your Reflex defense.

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 48.

Manyshot [Combat, Style]

Prerequisites: Dex 7, base attack bonus +12.

Benefit: While in this style, when you attack with a light thrown weapon or projectile weapon, you may attack with two projectiles or weapons at once. If the attack hits, the first projectile hits. If the attack hits by 5 or more, both projectiles hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. 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.

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 caster level.

Mental Discipline [Class]

Prerequisite: Combat discipline class feature.

Benefit: You may use your Charisma in place of your Constitution to determine the number of times per day you can use your combat discipline ability.

Normal: You may use your combat discipline class feature a number of times per day equal to 3 + his Constitution.

Mental Fortress [General]

Prerequisite: Charisma 9 or base Will defense +18.

Benefit: You become immune to hostile mind-affecting effects.

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 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Mounted Archery [Combat]

Prerequisite: Ride 1 rank.

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 Combat [Combat]

Prerequisite: Ride 1 rank.

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]

Prerequisites: Ride 8 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 standard +4 bonus to physical melee attacks against prone targets.

Natural Spellgift [Spellgift]

Prerequisite: 2nd level, Cha 1.

Benefit: You gain the ability to use a natural spell as a spell-like ability once per day. You choose which spell when you gain this feat, and that choice cannot thereafter be changed. Your caster level is equal to your level, and you use your Charisma as your casting attribute.

The spell's level must be no greater than half of your total levels in non-casting classes. In addition, its level cannot exceed your Charisma.

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 Charisma.

Nauseating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you make a physical attack, you may take a −6 penalty to hit. If you deal damage, and your foe is bloodied *(half hit points)* after your damage is dealt, you make a Fortitude attack against the struck foe to nauseate it for 1 round. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). A nauseated creature can only take a single move action each round. You cannot make more than one Strike each round.

Open Minded [Skill]

Benefit: You gain two skill points. You may spend these skill points immediately.

Opportunist [Combat, Reaction, Style]

Prerequisite: Dex 3.

Benefit: While in this style, you gain a +2 bonus to attack and damage on attacks of opportunity. In exchange, you take a −2 penalty to attacks that are not attacks of opportunity. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1.

Overpowering Assault [Combat, Style]

Prerequisite: Str 3.

Benefit: While in this style, you take a −2 penalty to physical defenses and gain a +2 bonus to maneuver attack. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1. The penalty lasts until the start of your next turn after you end the style.

Overwhelming Fire [Combat, Reaction, Style]

Prerequisites: Base attack bonus +4.

Benefit: While wielding a ranged weapon 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. In exchange, you take a −2 penalty to your physical defenses.

Parry [Combat, Defense, Reaction, Style]

Prerequisite: Dexterity 3.

Benefit: While in this style, whenever you are attacked and you are aware of the attack, you may make an attack roll to attempt to parry the attack. You may treat the result of your attack roll as your physical defense against that attack if it would be higher. You can normally make one parry attempt each round. If your base attack bonus is high enough to grant you multiple attacks, you may also make multiple parry attempts. Each parry attempt after the first takes a cumulative −5 penalty, just like your attack rolls do.

In exchange, you take a −4 penalty to all physical attacks not made to parry.

Penetrating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you make a physical attack, you may take a −6 penalty to hit. If you deal damage, you make a Fortitude attack against the struck creature. If your attack succeeds, it loses its damage reduction for 5 rounds. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Perfect Health [General]

Prerequisite: Constitution 3 or base Fortitude defense +6.

Benefit: You become immune to disease, except supernatural diseases such as mummy rot. If you have a Constitution of 7 or a base Fortitude defense of +14, you also become immune to poison and supernatural diseases.

Perfect Shot [Combat, Style]

Prerequisites: Dex 5, Precise Shot, base attack bonus +8.

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. In exchange, you must spend a full-round action to make a standard attack.

Pierce Wings [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you make a physical attack with a ranged weapon, you may take a −4 penalty to hit. If you deal damage, you make a Fortitude attack against the struck creature. If your attack succeeds, it loses its ability to fly for 1 round. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). This only affects creatures who use wings or other physical means to fly, and has no effect on creatures with magical or supernatural flight. You cannot make more than one Strike each round.

Prescient Surge [Awareness, Surge]

Prerequisite: 12th level, Wis 5.

Benefit: Three times per day, you may roll twice on any single physical attack or opposed check. You must decide to use this ability before making the roll. Activating this ability is an immediate action.

Point Blank Shot [Combat, Style]

Benefit: While in this style, you gain a +2 bonus to physical attack rolls with ranged weapons when attacking targets within half of your range increment. In exchange, you are unable to attack targets beyond your range increment.

Poison Expert [Skill]

Prerequisite: Intelligence 3, Craft (poison) 8 ranks.

Benefit: Whenever you use poisons, you can use your level + your Intelligence in place of the poison's normal attack bonus. In addition, you cannot accidentally poison yourself while applying

poison to an object.

Potent Spellgift [Spellgift]

Prerequisite: Any spellgift feat.

Benefit: You gain a +2 bonus to your caster level with spell-like abilities from spellgift feats.

Power Attack [Combat, Style]

Prerequisite: Str 3.

Benefit: While in this style, you gain a +2 bonus to physical melee damage rolls. In exchange, you take a −2 penalty to physical melee attacks. At base attack bonus +4, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1. The bonus damage and penalty do not apply to maneuvers or touch attacks. The bonus damage is halved if you are dealing damage with an off-hand weapon or light weapon.

Precise Shot [Combat, Style]

Benefit: While in this style, you can add half your Wisdom to damage with ranged attacks in addition to half your Strength. Additionally, you can ignore one creature when determining whether targets have active cover from you. In exchange, you must spend a full-round action to make a standard attack.

Predictive Defense [Combat, Defense, Style]

Prerequisite: Intelligence 3, base attack bonus +8.

Benefit: While in this style, you can add half your Intelligence to your physical defenses in place of your Dexterity.

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. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: All spellcasters cast a quickened spell as a swift action, even if they would normally increase the casting time of spells with metamagic applied. This is an exception to the general rule that applying metamagic increases the casting time of a spell.

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 Metamagic [Magic]

Prerequisites: Spellcraft 8 ranks, ability to cast spells, one metamagic feat.

Benefit: When you apply a metamagic feat to a spell, the spell only takes its normal casting time.

Normal: Without this feat, applying metamagic takes a standard action (if the spell normally requires less than a standard action), a full-round action (if the spell normally requires a standard action), or an additional full-round action (if the spell takes 1 full round or longer to cast).

Rapid Performance [Performance, Skill]

Prerequisite: 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.

Rapid Wild Aspect [Class]

Prerequisite: Wild aspect ability.

Benefit: You can embody a wild aspect as a swift action. You cannot cast a spell in the same round as you embody a wild aspect in this way.

Normal: You can embody a wild aspect as a standard action.

Reach Spell [Metamatic]

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.

Recover Performance [Performance, Skill]

Prerequisite: Perform 8 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 Perception 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 *(Concentration + 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 (Negation) 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.

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.

Reveal the Weak Point [Combat, Style]

Prerequisite: Base attack bonus +4.

Benefit: While in this style, any creature you deal damage to with a physical attack takes a −3 penalty to physical defenses for 1 round. In exchange, you take a −3 penalty to physical attack and damage. At base attack bonus +8, and every 4 base attack bonus thereafter, you increase the bonus and penalty by 1. As normal, penalties from the same source do not stack.

Ride-By Attack [Combat]

Prerequisite: Ride 8 ranks.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). You do not need to attack from the closest possible space when making a ride-by attack. Your total movement for the round can't exceed the distance you could normally move on a mounted charge. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Riposte [Combat, Reaction]

Prerequisite: Dexterity 3, base attack bonus +4, Parry.

Benefit: When you successfully parry an attack from a foe you threaten, if your parry attempt exceeds your opponent's attack roll by 5 or more, your foe provokes an attack of opportunity from you.

Ritual Caster [Magic]

Prerequisite: Intelligence 3.

Benefit: You can learn and perform rituals as if you were an arcane caster with a caster level equal to your character level. The maximum level of ritual that you can learn or perform is equal to half your character level.

Savvy Rogue [Class]

Prerequisite: Combat trick ability.

Benefit: You can use Charisma in place of Intelligence for combat tricks that depend on Intelligence, and for your special attack bonus with combat tricks.

Scale the Beast [Skill]

Prerequisite: Climb 8 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.

Selective Channeling [Class]

Prerequisites: Ability to channel energy.

Benefit: You can exclude up to two additional creatures from the effect when you channel energy.

Normal: Without this feat, you can exclude a number of creatures from the effect equal to 1 + half your Wisdom.

Shape Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: When casting a shaped spell, you can exclude any number of 5-foot cubes within the spell's area. This allows you to prevent the spell from affecting your allies, while still allowing it to affect your enemies. The area affected by the spell must be contiguous.

Only area spells can be shaped. A shaped spell uses a spell slot two levels higher than the spell's original level.

Shattering Surge [Power, Surge]

Prerequisite: 8th level, Str 3.

Benefit: Three times per day, when you successfully attempt to disarm an object, you may cause it to be affected as if by the targeted version of the *shatter* spell with a caster level equal to your level. Activating this ability is an immediate action.

Shield Discipline [Class]

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 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 pro-

ficient, 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 automatically 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 modifier to your attack roll made to parry.

Sickening Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you make a physical attack, you may take a −4 penalty to hit. If you deal damage, you make a Fortitude attack against the struck creature to make it sickened *(−2 to attacks, defenses, and checks)* for 5 rounds. Your attack bonus is equal to your base attack bonus + your physical attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

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 51.

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 Strike.

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 caster level 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.

Prerequisite: 4th level spells, Spell Focus.

Benefit: You gain a +2 bonus to your caster level 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 caster level with all other spells and spell-like abilities.

Spellwoven Performance [Performance, Skill]

Prerequisite: Ability to cast spells, Perform 8 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.

Spirited Charge [Combat]

Prerequisites: Ride 1 rank, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance) on your attack at the end of the charge.

Spring Attack [Combat, Style]

Prerequisites: Dex 3, Dodge, Mobility, base attack bonus +4.

Benefit: While in this style, you can take a full-round action to move up to your speed and make a standard attack. You must move at least 5 feet after each attack before you can make another attack. You cannot use this style while encumbered.

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 Perception checks related to stone or metal. In addition, if you come within 10 feet of unusual stonework, you can make a Perception 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.

Suggestive Performance [Performance, Skill]

Prerequisite: 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 the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

Surge of Speed [Surge]

Prerequisite: 8th level, Dex 3.

Benefit: You may gain the benefits of the *expeditious retreat* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Sustained Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: You can maintain concentration on a sustained spell as a swift action instead of as a standard action. If you cast any other spell, you lose the ability to sustain the spell. This only affects spell duration, and has no effect on spells with special effects based on concentration, such as *call lightning*. 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, Base attack bonus +4.

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 3, base attack bonus +8.

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 + 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 its next turn. Of course, it can change its plans, particularly if it hears you tell your allies what it will do.

Threatening Fire [Combat, Reaction, Style]

Prerequisite: Overwhelming Fire, base attack bonus +8.

Benefit: When using a ranged weapon, you threaten creatures within your natural reach, allowing you to take attacks of opportunity and contribute to overwhelm penalties. (A Medium creature would threaten adjacent creatures). This does not remove any other penalties for fighting at close range, such as the danger of provoking attacks of opportunity. In exchange, you cannot make ranged attacks against creatures beyond half of your range increment.

Trapfinder [Skill]

Prerequisite: Perception 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 Perception skill (see Search, page 61). If you detect a trap partway through your movement, you may immediately stop moving.

Tower Shield Proficiency [Combat]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on physical attacks and on all checks that involve moving, including Ride checks.

Special: Fighters and paladins are automatically proficient with tower shields.

Toughness [General]

Benefit: You gain +3 hit points, +1 per level above 3.

Track [Skill]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a −5 penalty on the check, or at up to twice your normal speed with a −20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

Trap Sense [Class]

Condition	Survival 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.

Prerequisite: Danger sense class feature.

Benefit: Whenever you come within 10 feet of a trap, you receive an immediate Perception 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 two weapons at once, you gain a +1 shield defense bonus. This bonus increases to +2 once your base attack bonus reaches +8, and to +3 at base attack bonus +16.

Two-Weapon Fighting [Combat]

You can fight with a weapon in each hand more effectively.

Prerequisite: Dex 3.

Benefit: You gain a +1 bonus to physical attacks when attacking with two weapons at once. This bonus increases to +2 if both weapons are light.

Two-Weapon Rend [Combat, Power]

Prerequisites: Str 5, Two-Weapon Fighting, base attack bonus +12.

Benefit: When fighting with two weapons at once, you may add half your Strength to damage with your secondary weapon.

Normal: Without this feat, you do not apply Strength to damage with your secondary weapon.

Unshakeable Stance [Combat, Style]

Prerequisites: Base attack bonus +4.

Benefit: While in this style, you gain a +3 bonus to Maneuver Class. In exchange, you are immobilized (*Unable to leave its location*). At base attack bonus +8, and every 4 base attack bonus thereafter, you increase the bonus by 1.

Versatile Crafter [Item Creation]

Prerequisite: Craft (any) 10 ranks.

Benefit: You learn how to make items from one subschool for every two ranks you have in each Craft skill. See the Craft skill description for details.

Normal: You learn how to make items from one subschool 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]

Prerequisite: Str 5, base attack bonus +8.

Benefit: If you shove an opponent into a wall or other solid object, he takes d6 damage + half your Strength and provokes attacks of opportunity from all threatening creatures, including you.

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.

Prerequisites: Base attack bonus +4, 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 Will 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). Reloading a heavy crossbow still provokes an attack of opportunity, but reloading hand and light crossbows does not.
- 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, it provokes an attack of opportunity from you when it enters your threatened area.
- Thrown weapons: You can defend yourself with a thrown weapon as you throw it, which can prevent you from taking attacks of opportunity for throwing weapons in melee (see Thrown Weapons in Melee, page 99).

Special: You cannot choose simple weapons when you take this feat.

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 Attack [Combat, Style]

Prerequisites: Dex 5, base attack bonus +8.

Benefit: While in this style, as a full-round action, you can make a single melee attack against each opponent you threaten. In exchange, you take a −3 penalty to attack.

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 closemindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful-chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks

out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, "Rebel": A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, "Judge": A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, "Undecided": A neutral character does what seems to be a good idea. She doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil – after all, she would rather have good neighbors and rulers than evil ones. Still, she's not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, "Free Spirit": A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society's restrictions and a do-gooder's zeal.

Lawful Evil, "Dominator": A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called "diabolical," because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, "Malefactor": A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called "demonic" because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

6.2 Vital Statistics

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table: Random Starting Ages.

Alternatively, refer to Table 6.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character's physical attribute scores decrease and

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer Spell-warped	Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

his or her mental attribute scores increase (see Table 6.2: Aging Effects). The effects of each aging step are cumulative. However, none of a character's attribute scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 6.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 6.2: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years

1 At middle age, −1 to Str, Dex, and Con; +1 to Int, 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.

Table 6.3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	x (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	x (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	x (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	x 1 lb.
Half-elf, male	4' 7"	+2d8	100 lb.	x (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	x (2d4) lb.
Half-orc, male	5' 0"	+2d10	150 lb.	x (2d6) lb.
Half-orc, female	4' 8"	+2d10	110 lb.	x (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	x 1 lb.

Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Chapter 7

Equipment

You begin with 100 gold pieces, and you decide how to spend them. Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

7.1 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 7.1: 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 7.2: 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.

7.2 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), its relative encumbrance (light, medium, or heavy), and its size (Small, Medium, or Large).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.3: 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 can wield weapons you are not proficient with, but you cannot use them to defend yourself, which can cause you to provoke attacks of opportunity for your actions (see Attacks of Opportunity, page 114). In addition, you take a −4 penalty to attack unless the improvised weapon is a light melee weapon.

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.

Table 7.3: 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

You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands is a swift 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 provoke an attack of opportunity (see Attacks of Opportunity, page 114). Changing grips to hold it in one hand or two hands is a swift 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 7.5: Weapons.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 114). 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.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which means that throwing weapons while threatened can cause you to provoke attacks of opportunity (see Attacks of Opportunity, page 114). 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.

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, causing you to take a −4 penalty on the attack roll. If it hits, the weapon deals its normal damage, but it scores a critical threat only on a natural roll of 20 and deals double damage on a critical hit.

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 provoke attacks of opportunity for being unable to defend yourself (see Attacks of Opportunity, page 114).

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 7.4: Weapon Damage and Size.

Table 7.4: 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

Physical Size: In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A weapon's encumbrance is altered by one step for each size category of difference between the

wielder's size and the size of the creature for which the weapon was designed. 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 less damage than a similarly sized manufactured weapon. All improvised weapons scores a threat on a natural roll of 20 and deal double damage on a critical hit. 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 7.6: Natural Weapons (page 103).

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 Two-Weapon Fighting, page 122). You are only considered to have one unarmed strike, so you cannot two-weapon fight with only your unarmed strike (but see the unarmed warrior monk ability, page 29).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 7.5: 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 7.4: 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.

Critical: The entry in this column notes how the weapon is used

with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Bonus damage dice over and above a weapon's normal damage dice are not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19-20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19-20.)

18-20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18-20.)

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 7.5: 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, creatures that charge you provoke attacks of opportunity from you.

Charging: This weapon deals double damage when used from the back of a charging mount.

Disarming: You can use this weapon to make disarm atacks. You gain a +2 bonus on such attacks, and can apply magical bonuses from the weapon to the attack.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like two-weapon fighting (see Two-Weapon Fighting, page 122). Alternately, you can attack with one end at a time. If you have the ability to use a double

Table 7.5: 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.	Keen
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.	Keen
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]	Light	1d6	Piercing	20 gp	2 lb.	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

weapon in one hand, you can only fight with one end at a time, not both.

Exotic Grip: If you have have proficiency with exotic weapons, you can use this

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. You gain a +2 bonus on such attacks, and can apply magical bonuses from the weapon to the attack.

Grappling: You gain a +2 bonus to physical attacks with this weapon in a grapple.

Impact: This weapon deals triple damage on a critical hit.

Keen: This weapon scores a critical threat on a roll of a natural 19 or 20.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 118.

Parrying: You can 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

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	1 gp	1/2 lb.	Ammunition, 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)	1d2	Piercing	1 gp	1/2 lb.	Ammunition, 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

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 64).

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 99.

Tripping: You can use this weapon to make trip attacks. You gain a +2 bonus on such attacks, and can apply magical bonuses

from the weapon to the attack.

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 take attacks of opportunity or defend yourself with this weapon, which makes you defenseless. See Attacks of Opportunity, page 114.

Unbalanced: If you roll either a 1 or 2 when attacking this weapon, you critically fail the attack (see Critical Success and Failure, page 121).

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 7.6: Natural Weapons

Natural Weapons	Encumbrance	Dmg	Damage Type[2]	Special
Bite	Medium	1d8	Piercing and bludgeoning	—
Claw	Light	1d6	Slashing and piercing	—
Constrict[2]	Heavy	1d10	Bludgeoning	—
Gore	Heavy	1d8	Piercing	—
Slam	Medium	1d8	Bludgeoning	—
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.

Weapon Special Abilities

Some weapons in Table 7.5: Weapons have unique special abilities, which are described below.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

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.

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 rounds 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 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 123.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage. The spear is a bracing weapon. You must be proficient with axes to use the axe head, and proficient with spears to use the spear head.

Whip: A whip is treated as a light melee weapon with 15 foot reach, though 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).

Using a whip provokes attacks of opportunity, just as if you had used a ranged weapon.

7.3 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 7.8: 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 7.9: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your armor defense modifier, while shields improve your shield defense modifier. 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 Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, and Stealth 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.

Flat-Footed: A character's shield defense modifier is lost when the character is flat-footed.

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 7.7: 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.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.8: Armor and Shields are described below.

Table 7.7: 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 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.

An enhancement bonus to 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 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 your off hand, you don't get the buckler's defense bonus for the rest of the round.

Unlike most shields, you do not apply your buckler's shield bonus to your touch defense.

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 that provokes attacks of opportunity.

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.

Table 7.8: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Armor Check Penalty	Arcane Spell Failure Chance	——Speed—— (30 ft.)	(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	+6	1/2x	−5	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	+1	—	−2	5%	—	—	3 gp	5 lb.
Shield, light steel	+1	—	−2	5%	—	—	9 gp	6 lb.
Shield, heavy wooden	+2	—	−3	15%	—	—	7 gp	10 lb.
Shield, heavy steel	+2	—	−3	15%	—	—	20 gp	15 lb.
Shield, tower	+4[2]	1/2x	−10	50%	—	—	30 gp	45 lb.
Extras								
Armor spikes	−1[3]	—	−2	—	—	—	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	[4]	—	—	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 A tower shield can instead grant you cover. See the description.

3 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

4 Hand not free to cast spells.

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 7.5: 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). An enhancement bonus on a shield does not improve the effectiveness of a shield bash 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 Bash Attacks: You can bash an opponent with a light shield, using it as a light bludgeoning weapon. See Table 7.5: 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). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield defense bonus. 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).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

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 7.8: 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 7.9: 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.

7.4　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 a improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a ranged attack (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 15 foot radius, provides shadowy illumination out to a 30 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 clear illumination in a 60 foot cone and shadowy illumination in a 120 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 30 foot radius and provides shadowy illumination in a 60 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 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,

Table 7.10: 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.

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.

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	Caster level x 10 gp[1]
Spell, 2nd-level	Caster level x 20 gp[1]
Spell, 3rd-level	Caster level x 30 gp[1]
Spell, 4th-level	Caster level x 40 gp[1]
Spell, 5th-level	Caster level x 50 gp[1]
Spell, 6th-level	Caster level x 60 gp[1]
Spell, 7th-level	Caster level x 70 gp[1]
Spell, 8th-level	Caster level x 80 gp[1]
Spell, 9th-level	Caster level 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

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 that does not provoke attacks of opportunity.

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 30 foot radius and provides shadowy illumination in a 60 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 55).

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 107). 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.

Barding	——————Base Speed——————		
	(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 8

Combat

8.1 How Combat Works

Combat takes place in a series of "rounds", which represent about six seconds of action (see The Combat Round, page 113). In combat, creatures attack each other (see Attacks, page 114) and defend themselves (see Defenses, page 115), while moving around the battlefield (see Movement and Positioning, page 116). When your defenses fail, you can get hurt (see Injury, Death, and Healing, page 117). In unusual situations, you might become more or less likely to succeed at your actions (see Circumstances, Bonuses, and Penalties, page 118).

8.2 The Combat Round

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.

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

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

The Action Phase

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

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

Resolving Actions

The 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 + half Wisdom + 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.

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 it is resolved. 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.

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.

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

Standard 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 equals or exceeds your foe's Armor defense, your attack hits, and your foe takes damage.

You can also make a single attack as an attack of opportunity. See Attacks of Opportunity, page 114.

Attack Modifier

Your attack modifier is equal to the following:

Base attack bonus + attack attribute + enhancement bonus + size modifier + other bonuses and penalties

With medium or heavy weapons, your attack attribute is your Strength. With projectile weapons, your attack attribute is your Dexterity. With light weapons, you can choose between your Strength and Dexterity.

Your size modifier is described in Table 8.6: Size in Combat (page 122).

Damage

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

Dealing Nonlethal Damage: If you take a −4 penalty to your attack roll, you can deal nonlethal damage instead of lethal damage when you hit. See Nonlethal Damage, page 118.

Multiple Attacks

If your base attack bonus is +6 or higher, you can make multiple attacks as part of a standard attack. Each attack after the first takes a cumulative −5 penalty to hit. This progression is shown on Table 8.1: Attacks per Round.

Table 8.1: Attacks per Round

Base Attack Bonus	Attacks per Round	Attack Penalties
1-5	1	+0
6-10	2	+0, −5
11-15	3	+0, −5, −10
16-20	4	+0, −5, −10, −15

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 standard attack.

You cannot take multiple attacks on an attack of opportunity. Additionally, any penalties imposed by taking multiple attacks do not affect any other attacks you make, such as attacks of opportunity.

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 8.6: Size in Combat.

Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Provoking Attacks of Opportunity

You can provoke attacks of opportunity in two ways.

Being Defenseless: Whenever you take an action, if you are unable to defend yourself at any point during the action, you provoke an attack of opportunity. You can be defenseless for several reasons. Some examples are given below.

- If you can't use a weapon or shield to defend yourself, you are defenseless. This can happen if you are trying to wield a heavy weapon in one hand, if you aren't proficient with your only weapon, or if you have no weapons at all.
- If you are busy doing something else that requires your full attention (such as casting a spell), you are defenseless.

Leaving the Battle: You provoke an attack of opportunity if you move farther away from an opponent who threatens you. This can be mitigated with the withdraw action, which allows you to avoid provoking from specific opponents (see Withdraw, page 116).

Forced Movement: You never provoke attacks of opportunity for movement you didn't take intentionally, such as from a shove (see Shove, page 115).

Taking Attacks of Opportunity

If a creature within your threatened area provokes an attack of opportunity, you can immediately make a single melee attack against that creature. The attack of opportunity "interrupts" anything else the creature was been doing. The creature can continue its turn after your attack of opportunity is resolved.

You can make a number of attacks of opportunity each round equal to 1 + half your Dexterity, but never more than one per round against a particular creature. You don't have to make an attack of opportunity if you don't want to.

Special Attacks

Feint

Instead of striking to deal damage, you can feint to leave your foe off-balance. You make a melee attack with your 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 +4 bonus to physical attacks against the creature for 1 round. If you fail by 10 or more, you provoke an attack of opportunity from the

creature.

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 standard 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.

You cannot perform a combat maneuver on an attack of opportunity.

Table 8.2: 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 + attack attribute + enhancement bonus + special size modifier + other bonuses and penalties

Your attack attribute depends on the maneuver you are using, as described in Combat Maneuvers, page 115. Your special size modifier is described in Table 8.6: Size in Combat (page 122).

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 vulnerable (−2 to attacks, defenses, and checks) 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 hold the item instead of your foe. You take a penalty of up to −20 if you disarm a well-secured item, such as a ring or body armor. You can perform a disarm with either Strength or Dexterity. You can also with any weapon, rather than using a free hand. If you disarm with a weapon, the item falls to the ground in the creature's square.

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 120 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.

8.4   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.
- Will defense: Your Will defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation. Will defense is a special defense.

Physical Defenses

Each of your physical defenses is the sum of other bonuses and modifiers, as shown on Table 8.3: Physical 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 half 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 Bonuses: You can have separate enhancement bonuses to your armor modifier, shield modifier, and dodge modifier. All of these enhancement bonuses stack to improve your physical defenses.

Natural Armor: Creatures with unusually tough skin or thick

Table 8.3: Physical Defense Calculations

Defense Name	Base Bonus	Str	Dex	Wis	Armor Modifier	Shield Modifier	Dodge Modifier	Size Modifier
Armor defense	Half base attack bonus	—	Yes	—	Yes	Yes	Yes	Yes
Maneuver defense	Base attack bonus	Yes	Yes	—	—	Yes	Yes	Special
Reflex defense	Base Reflex bonus	—	Yes	Half	—	—	Yes	Yes

hide, including most monsters, gain bonuses to their armor modifier. These bonuses stack with any armor such creatures might wear.

Size Modifiers: Your size modifier and special size modifier are described on Table 8.6: Size in Combat (page 122).

Special Defenses

Your special defenses are simpler to calculate than your physical defenses. Your Fortitude defense is calculated as follows:

Base Fortitude bonus + Constitution + half Strength + enhancement bonus + other bonuses and penalties

Your Will defense is calculated as follows:

Base Will bonus + Charisma + half Intelligence + enhancement bonus + other bonuses and penalties

Base Defense Bonus: Your base Fortitude bonus and base Will bonus come from your classes. See Base Defense Progressions, page 15, for more details.

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, as described in Injury, Death, and Healing, page 117.

8.5 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 8.6: Size in Combat (page 122). 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.

Ways to Move

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.

Withdraw: As a standard action, you can move up to your speed. Before you do so, you can designate one creature who threatens you. This movement does not provoke attacks of opportunity from that creature. At base attack bonus +6, +11, and +16, you may avoid provoking attacks of opportunity from an additional opponent of your choice.

Charge: As a full-round action, you can move up to twice your speed and make a single attack with a +2 bonus to hit at the end of your charge. While charging, and until the start of your next turn,

you take a −2 penalty to physical defenses.

You must move at least 30 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.

At base attack bonus +6, the attack you make at the end of a charge deals double damage if you hit by 5 or more. At base attack bonus +11, the attack deals triple damage if you hit by 10 or more. At base attack bonus +16, the attack deals quadruple damage if you hit by 15 or more.

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.

Measuring Movement

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.

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 two squares or creatures are equally close, pick one randomly.

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 54). 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 124). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 117), 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 124).

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.

8.6 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 hindered in any way until your hit points drop to 0.

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.

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. This makes you more vulnerable to certain spells and effects, but you suffer no direct penalties. If you take additional damage, you can become staggered.

Staggered

When you take damage that would reduce your hit points to 0, you become staggered. While staggered, you may take a single move action or standard action each round, but not both. You cannot take full-round actions, but you may take swift actions. In addition, you are vulnerable *(−2 to attacks, defenses, and checks)*.

If you take additional damage while at 0 hit points, you begin dying (see Dying, below).

Dying

When you take damage while you have no hit points remaining, that damage represents serious physical injury to your body. This is called critical damage. When you take critical damage, you begin dying. 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.

If you have no hit points, and your critical damage exceeds your Constitution, you fall unconscious. Otherwise, you are staggered as long as you are dying.

While dying, you must make a Constitution check every round. The DC is equal to 10 + the critical damage you have taken. If you fail three times, you die. If you succeed three times, or receive healing that would normally restore hit points, you become stable (see Stable, below). Another character can give first aid to help you stabilize (see Heal, page 59).

If you take additional damage, you can die (see Dead, below).

Dead

If your critical damage exceeds 10 + your Constitution, you die. You can also die from taking ability damage or suffering ability damage or drain that reduces your Constitution to −10.

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 that restores hit points has no effect on your hit points. If you became unconscious from critical damage, you regain consciousness as soon as you have hit points.

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.

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 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.

8.7 Circumstances, Bonuses, and Penalties

Table 8.4: Attack Roll Bonuses and Penalties

Attacker's Condition	Effect
Entangled	−2
Invisible	—[1]
Prone	−4[2]
Squeezing through a space	−4
Vulnerable	−2

1 The defender is defenseless, causing it to provoke attacks of opportunity for all its actions.
2 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Bonuses and penalties are the most basic way that a roll or numerical statistic can be modified. A bonus increases the roll or statistic, and a penalty decreases it. Bonuses and penalties are also called

Table 8.5: Physical Defense Bonuses and Penalties

Defender's Condition	Effect
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	[3]
Total defense	+4
Vulnerable	−2

1 The defender is defenseless, causing it to provoke attacks of opportunity for all its actions.
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.

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, enhancement bonuses and certain specific kinds of modifiers do not stack with each other. When bonuses don't stack with each other, you only apply the highest bonus. Likewise, when penalties don't stack with each ather, you only apply the highest penalty.

Enhancement Bonuses: Enhancement bonuses are always granted by magic or supernatural abilities. Unlike other bonuses, enhancement bonuses do not stack with each other. Each enhancement bonus will specify what it applies to, such as "physical attacks" or "Fortitude defense". Use only the highest enhancement bonus that applies. If you have an enhancement bonus that affects a broad category of rolls, such as "all special defenses", it doesn't stack with more narrow enhancement bonuses, such as "Fortitude defense".

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 increase size do not stack.
- Damage reduction does not stack. Only the best value applicable to the attack applies.
- 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 numerical attribute, 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.

Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with passive cover relative to you.

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 exam-

ple, 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 120

- 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 vulnerable *(−2 to attacks, defenses, and checks)* 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 action a bound creature can take is to escape the bindings, which requires a grapple attack or Escape Artist check which beats the grapple attack made

to bind it. 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 MC of each creature grappling you. If you beat every creature's MC, 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, as well as creatures completely unaware of an attack.

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, causing you to provoke attacks of opportunity. 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.

You can't execute an attack of opportunity against an invisible opponent, even if you know what square or squares the opponent occupies.

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.

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. A creature that is not aware it is in combat can't take attacks of opportunity.

Total Defense

As a standard action, you can focus entirely on defense, granting you a +4 bonus to your dodge modifier for 1 round. While using the total defense action, you can't make attacks of opportunity, but you still threaten squares normally for the purpose of overwhelm penalties and similar effects.

8.8   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.

8.9   Special Rules

Critical Success and Failure

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

Critical Hits

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

Keen weapons threaten a critical hit on a 19 or 20, while impact weapons deal triple damage when they score a critical hit.

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.

Size in Combat

Size affects your space and reach in combat. In addition, your physical attacks and defenses are affected by your size modifier. These effects are shown on Table 8.6: Size in Combat.

Unusually large or small creatures also have other special rules apply to them.

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. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them, allowing you to move past them without provoking attacks of opportunity.

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.

Table 8.6: 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.

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 116).

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 54). 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.

Two-Weapon Fighting

If you can wield two weapons at once, you can attack with both weapons at once whenever you attack. Roll a single attack roll for both weapons, designating one weapon as your primary weapon and the other as your secondary weapon. Apply your attack bonuses with each of your weapons separately, taking a −5 penalty with your secondary attack. If you hit with your primary weapon, you deal damage with it. If you hit with your secondary weapon (after taking into account the −5 penalty), you also deal damage with it. You only apply your Strength to your primary weapon.

Precision-based damage, such as sneak attack damage, is only dealt once. It is possible to critical with both weapons. Use each weapon's critical threat range separately, but roll only once to confirm a critical threat, using the same attack bonus as with the original attack. Damage reduction only applies once against the damage

dealt by both weapons.

Fighting in this way is difficult, and you suffer a −2 penalty to your attack roll. You can mitigate this penalty if both your weapons are light. The Two-Weapon Fighting feat grants a +2 bonus to attack rolls when fighting with two weapons at once (see Two-Weapon Fighting, page 93).

You take no penalties for alternating attacks between two (or more) weapons, as long as you do not attack with both weapons at once. 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

For example, Felix the 1st-level fighter is wielding two short swords against an evil goblin. The goblin has a physical defense of 15. Felix has a Strength of 3 and a base attack bonus of +1. This means his attack bonus with either weapon individually is +4. If he attacks with both weapons at once, he takes no penalty to his attack roll (because both weapons are light), but his attack with his off-hand weapon takes a −5 penalty. So his attack bonus would be +4 (with his main hand) and −1 (with his off-hand). If he rolls a 15, he will hit the goblin with his priamry short sword, but not with his secondary short sword.

If Felix had the Two-Weapon Fighting feat, his attack bonus would be +6 with his longsword and +1 with his short sword. Assuming he rolls a 15 again, he would hit the goblin with both weapons, dealing damage with both of them.

Unarmed Combat

Every creature can attack with its body using an unarmed strike. You cannot defend yourself with an unarmed strike, so you may provoke attacks of opportunity (see Attacks of Opportunity, page 114). You are only considered to have one unarmed strike, so you cannot two-weapon fight with only your unarmed strike (but see the unarmed warrior monk ability, page 29).

If you have the Improved Unarmed Strike feat, you treat your unarmed strike as if it were a lethal weapon. This allows you to defend yourself and takes attacks of opportunity while unarmed, just as if you were using another melee weapon.

Chapter 9

Adventuring

9.1 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 9.1: Weight Limits

Strength	Unencumbered	Maximum	Overloaded	Push/Drag
−9	5 lb.	10 lb.	15 lb.	50 lb.
−8	10 lb.	20 lb.	30	100
−7	15 lb.	30 lb.	45	150
−6	20 lb.	40 lb.	60	200
−5	25 lb.	50 lb.	75	250
−4	30 lb.	60 lb.	90	300
−3	35 lb.	70 lb.	115	350
−2	40 lb.	80 lb.	120	400
−1	45 lb.	90 lb.	135	450
0	50 lb.	100 lb.	150	500
1	55 lb.	110 lb.	160	550
2	70 lb.	140 lb.	210	700
3	95 lb.	190 lb.	285	950
4	130 lb.	260 lb.	390	1,300
5	175 lb.	350 lb.	525	1,750
6	230 lb.	460 lb.	690	2,300
7	295 lb.	590 lb.	885	2,950
8	370 lb.	740 lb.	1,110	3,700
9	455 lb.	910 lb.	1,365	4,550
10	550 lb.	1,100 lb.	1,650	5,500
11+[1]	—	—	—	—

1 A creature with extraordinary strength can carry a number of pounds equal to (Strength squared x 10 lb. + 100 lb.).

Encumbrance by Weight

A creature's Strength determines how much it can carry, as shown on Table 9.1: 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 9.1: 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 9.1: 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.

9.2 Movement

There are three movement scales in the game, as follows.
- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles

Table 9.2: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)1				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—

Table 9.3: 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

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 9.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 9.4: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 9.4: 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

Table 9.5: 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 9.1: 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.

march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 9.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 9.5: Mounts and Vehicles for speeds for water vehicles.

9.3 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 relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus and dodge modifiers to AC, moves at half speed, and takes a −2 penalty to attack rolls, AC, and any checks which involve sight.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 60 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 a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of 0 (−10 penalty to AC). 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 Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether 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.

Chapter 10

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 experienced paladins), 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. All spellcasters select their spells from a limited list of spells known, casting them spontaneously as the need arises.

10.1   Casting Spells

Whether a spell is arcane, divine, or natural, casting a spell works the same way.

Choosing a Spell

First, you must choose a spell that you know. If a spell has multiple versions, you choose which version to use when you cast it.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture with a free hand (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

Concentration

To cast a spell, you must concentrate. While casting a spell, you can't focus on anything else: you become flat-footed, and you provoke attacks of opportunity, because you can't defend yourself. You can't take any other actions, even immediate actions.

If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, the spell has no effect, but you still spend the spell slot.

Making Concentration Checks

To make a concentration check, roll d20 + your character level + your Constitution. Any condition which grants a bonus or penalty to checks affects Concentration checks. In addition, you apply your overwhelm penalty (if any) to your Concentration checks.

Defending Yourself While Concentrating

Concentrating does not prevent you from defending yourself normally. However, some actions that require concentration prevent

Table 10.1: Concentration Examples

Concentration DC[1]	Distraction
10	Casting defensively
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the damage last dealt action.[3]
5	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
10	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
10	Entangled.
15	Grappling.[4]
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

1 If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add double the level of the spell to the indicated DC.
2 If you take damage from multiple sources at the same time, add up the damage taken and make a single Concentration check, rather than one check for each source.
3 Such as from *acid arrow*.
4 You can cast only spells without somatic components for which you have any required material component in hand.

you from defending yourself, such as casting spells. You can make a Concentration check while casting a spell to multi-task, allowing you to defend yourself normally while casting the spell. The DC is equal to 10 + double the level of the spell you're casting. Success means you can defend yourself normally. Failure means you are unable to maintain concentration on both things at once, and you must choose whether to lose the spell or lose the ability to defend yourself.

Taking Damage

If you take damage while casting a spell, you must make a Concentration check to maintain the spell. The DC is equal to 10 + damage taken while casting the spell + double the level of the spell you're casting. Success means you can continue casting the spell. Failure means you lose the spell without effect. If you take damage multiple times while casting a spell, roll once per source of damage,

but add the total damage taken together to determine the DC of each successive check.

If you are taking continuous damage each round, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + double the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Grappling or Pinned

The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 15 + double the level of the spell you're casting) or lose the spell.

Entangled

If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 10 + double the level of the spell you're casting Concentration check to cast the spell. You lose the spell if you fail.

Environmental Distractions

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 5 + double the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 10 + double the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + double the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + double the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Extended Concentration

Concentrating on a spell is mentally tiring. You can concentrate on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check (DC 15 + double the level of the spell). If you fail, you lose your concentration on the spell and become fatigued. The DC of the check increases by 2 for every additional minute.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spels: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic **as a Counterspell**: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

Caster Level

A spell's power often depends on its caster level, which depends on the number of levels you have in your spellcasting class. Some magic items and feats also increase your caster level. Effects that increase caster level never increase a character's spells per day or spells known. Only a character's class levels affect those values.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell's Effect

Once you know which creatures (or objects or areas) are affected, you can apply whatever results a spell entails.

Special Spell Effects

Many special spell effects are handled according to the school or subschool of the spells in question. Certain other special spell features are found across spell schools.

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.

Bringing Back 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. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* or *soul bind* 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 knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

10.2   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 119, 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 Mental Control Effects: Sometimes magical effects that establish mental control 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. Some spells negate or counter each other. This is a special effect that is noted in a spell's description. If a spell negates another spell, it immediately dispels the other spell without a caster level check if cast on the same targets or in the same area, but does not itself take effect on those targets or in that area.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

10.3   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 (Subschool)

The next line describes the schools and subschools 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 to protect allies or ward off foes. There are four subschools of abjuration spells.

Interdiction: An interdiction spell hedges out creatures or forces of an opposing alignment or type. *Protection from evil* is an interdiction spell.

Negating: A negating spell negates magical effects. *Dispel magic* is a negating spell.

Shielding: A shielding spell protects creatures or objects from harm. *Shield* is a shielding spell.

Warding: A warding spell protects an area from intrusion. If one warding spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Perception skill drops by 4. The DC drops by an additional 2 for each additional warding spell beyond the second. *Glyph of warding* is a warding spell.

Conjuration

Conjuration spells transport and create objects and creatures to aid you. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range. There are three subschools of conjuration spells.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence. *Acid arrow* is a creation spell.

Summoning: A summoning spell instantly brings a manifestation of a creature or object to a place you designate. When the spell ends or is dispelled, the manifestation disappears. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. Because summoning spells do not physically transport the actual creature or object, even if the manifestation is injured or destroyed, the original is unharmed. However, it takes 24 hours for the manifestation to reform, during which time it can't be summoned again. Most summoning spells, including the *summon monster* and *summon nature's ally* spells, will automatically summon a different creature of the same type should this occur.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any summoning abilities it may have.

Summon monster I is a summoning spell.

Translocation: A translocation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable. Many translocation effects involve teleportation (see Descriptors, below). *Dimension door* is a translocation spell.

Divination

Divination spells enable you to predict the future, gain or share knowledge, find hidden things, and foil deceptive spells. There are four subschools of divination spells.

Awareness: A awareness spell reveals objects, creatures, or effects within an area. Some awareness spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can examine each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell. *Detect evil* is an awareness spell.

Communication: A communication spell magically enhances communication between creatures, often by transcending linguistic barriers or distance. *Comprehend languages* is a communication spell.

Knowledge: A knowledge spell grants the recipient information. Most knowledge spells give knowledge about the present, but some can reveal information about the future as well. *Augury* is a knowledge spell.

Scrying: A scrying 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.

Scrying is a scrying spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are mind-affecting spells. There are four subschools of enchantment spells.

Beguilement: A beguilement spell influences the subject's opinions. Beguilement spells are the most subtle form of mental control, and a creature affected by such a spell usually does not realize that it is being manipulated until after the spell wears off – if it does at all. *Charm person* is a beguilement spell.

Compulsion: A compulsion spell compels the subject to act in a particular way. Especially powerful compulsions can give you complete control over the subject. *Sleep* is a compulsion spell.

Emotion: An emotion spell influences the subject's emotions. *Attraction* is an emotion spell.

Inhibition: An inhibition spell prevents the subject's mind from working normally, typically preventing the target from acting. *Hold person* is an inhibition spell.

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, and evocation spells can deal large amounts of damage. There are three subschools of evocation spells.

Channeling: A channeling spell channels divine or other power. *Holy smite* is a channeling spell.

Control: A control spell manipulates forces and moves inanimate

objectss. Powerful control spells can manipulate forces on a large scale, even altering weather patterns. *Gust of wind* is a control spell.

Energy: An energy spell creates or manipulates energy, such as fire or electricity. *Fireball* is an energy spell.

Illusion

Illusion spells deceive the senses of others. They conceal things that exist or cause people to perceive things that do not exist. There are four subschools of illusion spells.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish, unless you prescribe exactly which sounds to make. Likewise, you cannot make a visual copy of something unless you know what it looks like.

A figment's AC is equal to 10 + its size modifier.

Silent image is a figment spell.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. *Invisibility* is a glamer spell.

Phantasm: A phantasm spell manipulates the subject's senses to create images or sensations that are not real. It creates personalized sensations, and no one else can observe the effect. *Phantasmal killer* is a phantasm spell.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Unreal Effects: Some figments and glamers are unreal (see Descriptors, below), which means that they can be disbelieved.

Necromancy

Necromancy spells manipulate the power of life and death, as well as souls. Spells involving positive and negative energy belong to this school. There are four subschools of necromancy spells.

Flesh: A flesh spell affects the home of a creature's life energy: its body. Many flesh spells inflict or remove physical disabilities. *Enfeeblement* is a flesh spell.

Life: A life spell manipulates a creature's life force directly. *Crush life* is a life spell.

Soul: A soul spell manipulates the subject's soul, either restoring it to its proper place or fragmenting it for terrible purposes. *Raise dead* is a soul spell.

Vitalism: A vitalism spell channels positive or negative energy. This can be used to enhance or destroy a subject's life energy, or to manipulate creatures powered by negative energy. *Cure light wounds* is a vitalism spell.

Transmutation

Transmutation spells change the properties of creatures and objects. There are six subschools of transmutation spells.

Animation: An animation spell grants motion and a semblance of life to an affected object. *Animate objects* is an animation spell.

Alteration: An alteration spell changes the physical shape or state of anything with a material form. *Shape stone* is an alteration spell.

Augment: An augment spell enhances the existing physical or mental abilities of an object or creature. *Totemic power* is an augment spell.

Imbuement: An imbuement spell infuses an object or creature with magic, granting it new abilities. *Fly* is an imbuement spell.

Polymorph: A polymorph spell changes a creature's body into a new form. *Reduce person* is a polymorph spell.

Temporal: A temporal spell manipulates time itself, speeding or slowing its passage for the subject. *Haste* is a temporal spell.

[Descriptor]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, charm, chaotic, cold, curse, darkness, death, detection, disease, domination, earth, electricity, evil, fear, fire, fog, force, good, language-dependent, lawful, light, mind-affecting, morale, negative, planar, poison, positive, sight-dependent, size-affecting, sound-dependent, sonic, teleportation, trap, unreal, wall, water.

Many of these descriptors 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.

- Air spells do not function in environments without air.
- Barrier spells cannot be used offensively. If you force the barrier against a force or creature it prohibits, you feel a discernible pressure against the barrier. If you continue to apply pressure, the spell ends.
- Curse spells cannot be dispelled by *dispel magic* or similar effects. However, they can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.
- A detection spell can penetrate barriers, but is always blocked by special materials of some kind. Unless otherwise specified in the spell description, the spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- Fire spells do not function underwater. Unless otherwise noted, a fire spell provides light equivalent to a torch.
- Fog spells do not function underwater and can be dispersed by wind or fire. Unless the spell specifies otherwise, a moderate wind (11+ mph) disperses the fog in 5 rounds, and a strong wind (21+ mph) disperses the fog in 1 round. A fire spell or other powerful fire effect burns away the fog in the area into which it dealt damage.
- Language-dependent spells use intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says, the spell fails.
- Mind-affecting spells work only against creatures with an Intelligence score of −8 or higher.
- Sight-dependent spells use sight as a fundamental component of the spell. If the target cannot see the spell, it has no effect.
- Size-affecting spells alter a creature's size. Multiple size increasing or size decreasing effects never stack. If a creature

is affected by both size-increasing and size-decreasing effects, they cancel out on a one for one basis, and any remaining effect occurs normally.

- Sound-dependent spells use sound as a fundamental component of the spell. If the target cannot hear the spell, it has no effect.
- Teleportation spells instantaneously move creatures by travelling through the Astral Plane. Anything that blocks planar travel also blocks teleportation.
- Trap spells do not have obvious effects immediately. They can be detected with the Perception skill. The DC to detect a trap spell is 25 + spell level. Most, but not all, traps can be disabled with the Disable Device skill. If it can be disabled, the DC is 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 spells do not have "real" effects and can be disbelieved. A creature observing an unreal spell can recognize it as unreal by making a Perception check against a DC equal to 10 + half caster level + casting attribute. A creature gets 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.

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; paladin Pal; ranger Rgr; 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.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused.

Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some take 1 round or more, while a few require only a swift or immediate action.

If a spell takes more than a full-round action to cast, you must spend each round of the casting time taking a full-round action to cast the spell. The spell takes effect at the end of your last round of casting. These actions must be consecutive and uninterrupted, or the spell automatically fails.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

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 that does not provoke attacks of opportunity.

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. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). 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.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

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. For example, a spell that lasts 1 round ends at the end of your next turn. 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 concentrate, 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.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

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.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a shortened, modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a swift action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Defenses

Usually, a harmful spell requires a successful magic attack to have its full effect. The Defenses entry in a spell description defines which type of defenses the spell allows, and what effect the spell has if it is resisted.

Negates: A failed attack means the spell has no effect.

Partial: A failed attack means the spell still has a partial effect.

Half: A failed attack means the spell deals half damage.

None: No attack is required.

Disbelief: The spell can be disbelieved (Unreal Spells, page 133).

(object): The spell can be cast on objects, which have defenses only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's defenses unless its own are greater. (This notation does not mean that a spell can be cast only on objects. Most spells of this sort can be cast on creatures or objects.) A magic item's special defenses are each equal to 12 + one-half the item's caster level.

Magic Attack Bonus

To beat a creature's defenses, you make a magic attack. Your magic attack bonus is equal to half your caster level + your casting attribute (Intelligence for a wizard, Wisdom for a druid, and Charisma for a sorcerer, paladin, and cleric). If you have more than one caster level, use the caster level appropriate to the class that you are casting the spell from, including any modifiers specific to that spell (such as from Spell Focus).

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 65).

Not Resisting a Spell

A creature can voluntarily forego its defenses and willingly accept a spell's result. However, a character with a special resistance to magical effects cannot suppress that quality.

Spell Resistance

Some creatures are unusually resistant to spells. Spell resistance is like an additional defense. When you cast a spell or use a spell-like ability that affects creatures with spell resistance, you must make a special attack with a bonus equal to your caster level. If that attack beats a creature's spell resistance, the spell or spell-like ability works normally on that creature. Otherwise, it has no effect on the creature.

Most creatures with spell resistance can willingly allow spells through their resistance if they desire. 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.

10.4 Arcane And Divine Spells

Wizards and sorcerers cast arcane spells, which involve the direct manipulation of mystic energies. These manipulations require natural talent (in the case of sorcerers) or long study (in the case of wizards).

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells do not directly manipulate magical energy. Instead, they call upon divine powers to intercede on the caster's behalf, creating magical effects. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells.

Casting and Regaining Spells

An spellcaster's class level limits the number of spells he or she can cast. A spellcaster must have a casting attribute score at least equal to the spell's level to cast a spell.

Spell Slots: To cast a spell of a given level, a spellcaster 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 its actual level, not the level of the slot used to cast it.

Rest for Arcane Casters: To regain his daily spells, an arcane caster must have a clear mind. To clear her mind she must first rest for 8 hours. The spellcaster does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to regaining her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Divine casters simply request their spells from a divine source, so they do not need rest to regain their spells.

Daily Readying of Spells: Regardless of whether they need rest, all spellcasters must spend 15 minutes concentrating at the beginning of the day. During this period, the caster readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Recent Casting Limit/Rest Interruptions: If a spellcaster has cast spells recently, the drain on her resources reduces her capacity to regain spell slots. When she regains spells for the coming day, all the spell slots she has used within the last 8 hours count against her daily limit.

Adding Spells Known: A spellcaster gains spells each time he attains a new level in his class. When your character gains a new

level, consult the table for your character's class to learn how many spells from the appropriate spell list he now knows.

Changing Spells Known: At each new level, a spellcaster can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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.

10.5 Special 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 cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. 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 cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. 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.

10.6 Arcane Invocations

Arcane invocations 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 arcane invocations take a standard action to cast unless specified otherwise in the description. Arcane invocations 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.

10.7 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 10.2: Ritual Costs.

Table 10.2: 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

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, 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.

Chapter 11

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.

Hit Values: The term "Hit Values" is used synonymously with "character levels" for effects that affect a number of Hit Values of creatures. Creatures with Hit Values only from their race, not from classes, have character levels equal to their Hit Values.

Caster Level: A spell's power often depends on caster level. Every spellcaster has a caster level which is primarily determined by its class level. A creature who uses spells without class levels has a caster level equal to its Hit Values unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Enhancement Bonuses: If a spell or magical effect provides a numerical bonus, it is an enhancement bonus unless otherwise stated. Enhancement bonuses do not stack with each other; only the highest bonus applies.

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.

11.1   Arcane Magic

Arcane Spells

1st-level Arcane Spells

Abjur **Mage Armor:** Armor made of magical force gives +2 AC.
Protection from Alignment: +2 to special defenses, +4 against chosen alignment.
Sanctuary: Opponents can't attack subject until it attacks.
Ablative Shield: Immediately reduce damage from foes' spells.

Conj **Grease:** Makes 10 ft. square or one object slippery.
Obscuring Mist: Fog surrounds you.
Summon Monster I: Calls extraplanar creature to fight for you.
Retrieve Object: Teleport an unattended item you can see to your hand.

Div **:**
Locate Object: Senses direction toward visualized object.
Message: Whispered conversation at distance.
Precognition, Lesser: See into the future to gain attack and damage bonus.

Ench **Command:** One subject obeys selected command for 1 round.
Sanctuary: Opponents can't attack subject until it attacks.
Sleep: Tire a creature, possibly putting it to sleep.
Forget: A creature forgets something.

Evoc **Burning Hands:** 1d6 fire damage in medium cone.
Mage Hand: 5-pound telekinesis.
Magic Missile: Force missiles unerringly deal 2d4 damage.
Shocking Grasp: Touch deals 2d6 electricity damage.
Feather Fall: Objects or creatures fall slowly.

Illus **Color Spray:** Creatures in medium cone are bewildered.
Dancing Lights: Creates torches or other lights.
Ventriloquism: Throws voice for medium duration.
Create Sound: Figment sounds.

Necro **Enfeeblement:** Inflicts −4 penalty to physical attribute.
Ghoul Touch: Sicken or nauseate creauture.
Inflict Light Wounds: Deals 2d6 damage.
Unliving Heart: Gain 5 temporary HP, treated as undead.

Trans **Alter Weapon:** Change weapon into similar weapon.
Expeditious Retreat: Your speed doubles.
Magic Vestment: Armor or shield becomes +2.
Reduce Person: Humanoid creature halves in size.

2nd-level Arcane Spells

Abjur **Inertial Shield:** Subject gains damage reduction.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Share Pain: Split damage with willing subject.
Ablate Impact: Immediately reduce damage from physical attacks.

Conj **Acid Arrow:** Ranged touch attack deals 2d8 damage, more over time.
Fog Cloud: Medium cylinder of fog obscures vision.
Glitterdust: Outlines concealed and invisible creatures in small radius.
Summon Monster II: Calls extraplanar creature to fight for you.
Retrieve Ally: Teleport willing creature next to you.

Div **Darkvision:** See 60 ft. in total darkness.
Locate Creature: Senses direction toward visualized creature.
Precognition, Lesser: See into the future to gain attack and damage bonus.
See Invisibility: Reveals invisible creatures or objects.
Foresee Probability: Know creature's next die results.

Ench **Calm Emotions:** Calms creatures, negating emotion effects.

Hold Person: Paralyzes one humanoid for short duration.

Touch of Idiocy: Subject takes −4 penalty to Int, Wis, and Cha.

Charm Person: Makes one person your friend.

Evoc   **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.

Interposing Hand: Hand provides cover against one opponent at a time.

Sound Burst: 2d6 sonic damage in a small radius.

Knock: Opens locked or magically sealed door.

Illus   **Blur:** Subject is harder to see.

Mirror Image: Creates decoy duplicates of you.

Phantasmal Wound: Subject believes it is grievously wounded.

Silent Image: Creates minor illusion of your design.

Necro   **Blindness/Deafness:** Creature is blinded or deafened.

Inflict Moderate Wounds: Deals 4d6 damage.

Share Pain: Split damage with willing subject.

Death Knell: Gain temporary HP when subject dies.

Trans   **Magic Weapon:** Weapon becomes +2.

Spider Climb: Grants ability to walk on walls and ceilings.

Totemic Mind: Subject gains +2 to Int, Wis, or Cha.

Totemic Power: Subject gains +2 to Str, Dex, or Con.

Slow: Subject takes only one action/round.

3rd-level Arcane Spells

Abjur   **Dimensional Anchor:** Bars extradimensional movement.

Dispel Magic: Cancels magical spells and effects.

Protection from Energy: Reduce damage from one kind of energy.

Share Pain, Forced: Split damage with unwilling subject.

Deflection: Gain +2 to physical defenses.

Conj   **Dimensional Anchor:** Bars extradimensional movement.

Summon Monster III: Calls extraplanar creature to fight for you.

Web: Fills medium radius spread with sticky spiderwebs.

Dimension Slide: Teleports nearby creature short distance.

Div   **Locate Object, Greater:** Senses direction toward distant visualized objects.

Read Mind: Learn a creature's surface thoughts.

Unliving Eyes: Grants lifesight ability.

Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check.

Ench   **Confusion:** Subject acts randomly.

Crushing Despair: Subjects in medium cone are demoralized.

Heroism: Gives +2 on attacks, checks, and saves.

Hypnotic Pattern: Fascinates creatures in small radius.

Aversion: Subject has aversion you specify.

Evoc   **Fireball:** Small radius of fire deals 3d6 damage.

Lifeseeking Missile: Homing missiles unerringly deal 3d10 damage.

Lightning Bolt: Large line of electricity deals 3d6 damage.

Levitate: Subject moves up and down at your direction.

Telekinetic Maneuver: Telekinetically dirty trick, disarm, grapple, shove, trip your target.

Illus   **Hypnotic Pattern:** Fascinates creatures in small radius.

Invisibility: Subject is invisible until it attacks.

Minor Image: As *silent image*, plus some sound.

Necro   **Inflict Serious Wounds:** Deals 6d6 damage.

Lifeseeking Missile: Homing missiles deal 3d10 damage.

Share Pain, Forced: Split damage with unwilling subject.

Unliving Eyes: Grants lifesight ability.

Link Vitality: Two targets share each others' damage and healing.

Trans   **Gaseous Form:** Subject becomes insubstantial and can fly slowly.

Shrink Item: Object shrinks to one-sixteenth size.

Enlarge Person: Humanoid creature doubles in size.

Univ   **Prismatic Beam:** Beam of multicolored light has random effects.

4th-level Arcane Spells

Abjur   **Dismissal:** Forces a creature to return to native plane.

:

Retributive Shield: Grant DR 8 that reflects damage at foes.

Spell Resistance: Subject gains spell resistance.

Conj   **Blink:** You randomly vanish and reappear for short duration.

Dismissal: Forces a creature to return to native plane.

Ice Storm: Hail deals 4d4 damage in small cylinder.

Summon Monster IV: Calls extraplanar creature to fight for you.

Dimension Door: Teleports you within 1,000 feet.

Div   **Discern Vulnerability:** Quickly find weaknesses in foe's defenses.

Locate Creature, Greater: Senses direction toward distant visualized creatures.

Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check.

Precognition: See into the future to gain combat bonuses.

Ench   **Hold Monster:** As hold person, but any creature.

Phantasmal Killer: Fearsome illusion can frighten target to death.

Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

Suggestion: Compels subject to follow stated course of action.

Evoc   **Ice Storm:** Hail deals 4d4 damage in small cylinder.

Shout: Deafens all within medium cone and deals 4d6 sonic damage.

Wall of Fire: Passing through wall deals 4d6 damage.

Telekinetic Force: Move things with your your mind.

Illus   **Displacement:** Attacks miss subject 50% of the time.

Phantasmal Killer: Fearsome illusion can frighten target to death.

:

Major Image: As silent image, plus sound, smell and thermal effects.

Necro   **Enervation:** Inflict three negative levels.

Inflict Critical Wounds: Deals 8d6 damage.

Retributive Shield: Grants DR 8 that reflects damage at foes.

Bestow Curse: −6 to an attribute; −4 on attack rolls, saves, checks, and AC; or 25% chance of losing each action.

Trans   **Alter Weapon, Greater:** Change weapon dramatically.

Fly: Subject flies at speed of 30 ft.

Invest Magic: All of subject's equipment is magical.

Stoneskin: +3 AC, ignore 8 damage per round.

Haste: Subject moves faster, gets extra attack.

5th-level Arcane Spells

Abjur   **Delay Damage:** Take half damage now and half later.

Fire Shield: Creatures attacking you take damage; you're protected from heat or cold.

Resist Energy, Greater: As *resist energy*, but all energy types.

Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium *(20 ft.)* radius and hedge out opposing outsiders.

Retributive Brilliance: Subject can dazzle or blind attacker once.

Spelltheft: As *dispel magic*, but you gain the effects of dispelled spells.

Conj   **Acid Arrow, Greater:** As acid arrow, but 5d8 damage initially and more over time.

Stinking Cloud: Fog nauseates creatures inside.

Summon Monster V: Calls extraplanar creature to fight for you.

Wall of Stone: Creates a stone wall that can be shaped.

Retrieve, Greater: Teleport an item you can see to your hand.

Div   **Precognition:** See into the future to gain combat bonuses.

Foresight: "Sixth sense" warns of impending danger.

Telepathy: Grants ability to communicate mentally.

Manipulate Probability: Control creature's next die results.

Ench **Fear:** Subjects within medium cone flee for short duration.

:

Phantasmal Maze: Subject acts as if affected by *maze*.

Charm Monster: Makes monster believe it is your ally.

Evoc **Chain Lightning:** 5d10 damage; secondary targets take half damage.

Cone of Cold: 5d6 cold damage and fatigue in medium cone.

Fire Shield: Creatures attacking you take damage; you're protected from cold.

Resilient Sphere: Force globe protects but traps one creature or object.

Telekinetic Thrust: Hurl objects with the force of your mind.

Illus **Mirror Image, Greater:** Creates regenerating decoy duplicates of you.

Phantasmal Maze: Subject acts as if affected by *maze*.

Retributive Brilliance: Subject can dazzle or blind attacker once.

:

Necro **Agony:** Creature suffers penalties due to debilitating pain.

Inflict Light Wounds, Mass: Deals 5d6 damage to many creatures.

Waves of Fatigue: Creatures in large cone become fatigued.

Drain Life: Deals 10d6 damage and steals life.

Trans **Delay Damage:** Take half damage now and half later.

Totemic Mind, Greater: Subject gains +4 to Int, Wis, or Cha.

Totemic Power, Greater: Subject gains +4 to Str, Dex, or Con.

Wall of Stone: Creates a stone wall that can be shaped.

Reduce Person, Mass: Reduces several creatures.

Univ **Prismatic Wall:** Multicolored wall has random effects.

6th-level Arcane Spells

Abjur **Banishment:** Banish multiple extraplanar creatures.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Protection from Energy, Greater: As *protection from energy*, but against all energy types.

Repulsion: Creatures can't approach you.

Prohibition: Punish creatures that take specific action.

Conj **Banishment:** Banish multiple extraplanar creatures.

Solid Fog: Fog blocks vision and slows movement.

Summon Monster VI: Calls extraplanar creature to fight for you.

Ethereal Jaunt: You become ethereal for short duration.

Div **Locate Entity:** Locates creatures or objects within 1 mile.

True Seeing:^MLets you see all things as they really are.

True Strike: +20 on your next attack roll.

Moment of Prescience: Roll twice with bonus for single attack, save, or opposed check.

Ench **Insanity:** Subject indefinitely acts randomly.

Power Word Confuse: Bloodied subject acts randomly.

Song of Discord: Confuse creatures with sustained music.

Charm Person, Mass: As *charm person*, but affects multiple creatures.

Evoc **Delayed Blast Fireball:** 6d6 fire damage in medium radius; you can postpone blast for 5 rounds.

Grasping Hand: Hand provides cover, pushes, or grapples.

Wall of Force: Wall is immune to damage.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Illus **Mislead:** Turns you invisible and creates illusory double.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Persistent Image: As *major image*, but no concentration required.

Necro **Cripple:** Subject cannot use its limbs.

Harm: Touch deals 12d8 damage and 4 Con damage.

Inflict Moderate Wounds, Mass: Deals 6d6 damage to many

creatures.

Link Vitality, Mass: As *link vitality*, but affects one creature/level.

Trans **Disintegrate:** Deals 12d8 damage, leaving only dust.

Totemic Mind, Mass: As *totemic mind*, but affects multiple creatures.

Totemic Power, Mass: As *totemic power*, but affects multiple creatures.

Transmute Flesh and Stone: Turns subject creature into statue, or restores petrified creature.

Slow, Mass: Many subjects take only one action/round.

7th-level Arcane Spells

Abjur **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Antimagic Field: Negates magic in small emanation from you.

Conj **Black Tentacles:** Tentacles grapple all within small spread.

Cloudkill: Fog deals Con damage each round.

Summon Monster VII: Calls extraplanar creature to fight for you.

Dimension Door, Mass: Teleport you and multiple allies within 1,000 feet.

Div **Moment of Prescience:** Roll twice with bonus for single attack, save, or opposed check.

Read Mind, Greater: Unavoidably learn a creature's surface thoughts.

Precognition, Greater: See into the future to gain combat bonuses and extra attack.

Ench **Confusion, Mass:** Multiple creatures act randomly.

Deep Slumber: Subject falls asleep for a long time.

Feeblemind: Subject's Intelligence drops to −9.

Heroism, Greater: Gives combat bonuses, temporary hit points.

Dominate Person: Controls humanoid telepathically.

Evoc **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.

Missile Storm: Swarm of missiles strike many creatures.

Shout, Greater: Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.

Forcecage:^MCube or cage of force imprisons all inside.

Illus **Invisibility, Mass:** As *invisibility*, but affects multiple creatures.

Project Image: Illusory double can talk and cast spells.

Shadow Body: You become a living shadow.

:

Necro **Finger of Death:** Kills one subject.

Inflict Serious Wounds, Mass: Deals 7d6 damage to many creatures.

Power Word Blind: Blinds bloodied creature.

Strip the Flesh: Rend foe's skin from its body.

Lifebreaker Curse: Target takes permanent damage.

Trans **Black Tentacles:** Tentacles grapple all within small spread.

Combat Transformation:^MYou gain combat bonuses.

Shadow Body: You become a living shadow.

Enlarge Person, Mass: Multiple humanoid creatures double in size.

Univ **Prismatic Spray:** Cone of multicolored light has random effects.

Univ **Limited Wish:**^MAlters reality – within spell limits.

8th-level Arcane Spells

Abjur **Shadow Umbra:** Shadowy aura has a 50% chance to absorb attacks.

Spelltheft, Greater: As *greater dispel magic*, but you gain the effects of dispelled spells.

Conj **Acid Fog:** Acidic solid fog deals damage each round.

Sea of Fog: 200 ft. radius of fog obscures vision.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Maze: Traps subject in extradimensional maze.

Div **Precognition, Greater:** See into the future to gain combat bonuses and extra attack.

Read Mind, Mass: Learn surface thoughts from multiple creatures.

Revelation: Grant target vision of one of three futures.

Ench **Hold Person, Mass:** As *hold person*, but affects multiple creatures.

Scintillating Pattern: Twisting colors bewilder foes.

Power Word Stun: Stuns a creature.

Suggestion, Mass: As *suggestion*, but shorter and affects multiple creatures.

Evoc **Cone of Cold, Greater:** 8d6 cold damage and fatigue in large cone.

Polar Ray: Ranged touch attack slows and deals 16d6 cold damage.

: *Crushing Hand:* Large hand provides cover or crushes your foes.

Illus **Scintillating Pattern:** Twisting colors bewilder foes.

Shadow Umbra: Shadowy aura has a 50% chance to absorb attacks.

: Necro **Energy Drain:** Subject gains six negative levels.

Inflict Critical Wounds, Mass: Deals 8d6 damage to many creatures.

Waves of Exhaustion: Creatures in medium cone become exhausted.

Horrid Wilting: Deals 8d6 damage to many foes.

Trans **Iron Body:** Your body becomes living iron.

Reverse Gravity: Objects and creatures fall upward.

Temporal Stasis:^M Puts subject into suspended animation.

Haste, Mass: Many subjects move faster, get extra attack.

9th-level Arcane Spells

Abjur **Mage's Disjunction:** Dispels all magic.

Prohibition, Greater: Forcibly prevent creatures from taking specific action.

Conj **Imprisonment:** Entombs subject beneath the earth.

Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.

Summon Monster IX: Calls extraplanar creature to fight for you.

Etherealness: Travel to Ethereal Plane with companions.

Div **Foresight, Greater:** Powerful "sixth sense" warns of impending danger.

Revelation: Grant target vision of one of three futures.

Moment of Prescience, Greater: Roll twice with large bonus for single attack, save, or opposed check.

Ench **Hold Monster, Mass:** As *hold monster*, but affects multiple creatures.

Irresistible Dance: Forces subject to dance.

Weird: As *phantasmal killer*, but affects multiple creatures.

Dominate Monster: As dominate person, but any creature.

Evoc **Meteor Swarm:** Massive hail of meteors deals 9d8 damage.

: *Clenched Fist:* Large hand provides cover or attacks your foes.

Illus **Shadow Puppet:** Step into Plane of Shadow and create shadow duplicate in your stead.

Weird: As *phantasmal killer*, but affects multiple creatures

False Reality: As *persistent image*, but affects massive area.

Necro **Assimilate:** Incorporate creature into your own body.

Power Word Kill: Kills one bloodied creature.

Wail of the Banshee: Kills many creatures.

Trans **Assimilate:** Incorporate creature into your own body.

Transmute Any Object: Transforms objects into new forms.

Imprisonment: Entombs subject beneath the earth.

Time Stop: You act freely for 1d3+1 rounds.

Univ **Prismatic Storm:** Sphere of multicolored light has random effects.

Univ **Wish:**^M As *limited wish*, but with fewer limits.

Arcane Invocation List

Abjur **Ablative Aura:** Damage foes who attack a shielded ally.

Bestow Protection: Protect ally from physical or magical attacks.

Conj **Acid Orb:** Propel a small orb of acid at a foe for d6 damage.

Conjure Projectile: Summon projectiles that hit a foe for d6 damage.

Div **Premonition:** Grant ally temporary attack bonus.

Twist Fate: Know foe's future action and apply penalty of choice.

Ench **Confusion, Lesser:** Subject briefly acts randomly.

Distract: Foe is bewildered.

Evoc **Combat Telekinesis:** Attack with weapon telekinetically.

Magic Ray: Fire ray of magical energy.

Illus **False Foe:** Create illusionary creature that acts like an ally.

Phantasmal Darkness: Touched foe believes it is blinded.

Necro **Draining Touch:** Steal life force from touched foe.

Exhaustion: Briefly exhaust foe.

Trans **Imbue Weapon:** Weapon deals d6 extra damage when it next hits.

Slow, Lesser: Subject only takes one action next round.

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 **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).

Prestidigitation: Performs minor tricks.

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 **Shape Wood:** Sculpt wood into any shape.

Gentle Repose: Preserves one corpse.

3rd-level Arcane Rituals

Abjur **Nondetection:** Hides subject from divination, scrying.

Obscure Object: Masks object against scrying.

Sepia Snake Sigil: Creates text symbol that immobilizes reader.

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.

Necro **Animate Dead:** Creates undead skeletons and zombies.

Speak with Dead: Corpse answers one question/two levels.

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.

4th-level Arcane Rituals

Conj **Minor Creation:** Creates one cloth or wood object.

Secret Chest:[F]Hides expensive chest on Ethereal Plane; you retrieve it at will.

Secure Shelter: Creates sturdy cottage.

Div **Arcane Eye:** Invisible floating eye moves 30 ft./round.

Detect Scrying: Alerts you of magical eavesdropping.

Modify Memory: Alter subject's memories.

Tongues: Speak and understand any language.

Ench **Modify Memory:** Alter subject's memories.

Symbol of Persuasion: Trap compels triggering creature to follow *suggestion*.

Evoc **Secure Shelter:** Creates sturdy cottage.

Illus **Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

Illusory Script: Only intended reader can decipher.

Sculpt Sound: Alter the sounds creatures or objects make.

Seeming: Changes appearance of group of creatures.

Necro **Remove Curse:** Frees object or person from curse.

Trans **Shape Metal:** Sculpts metal into any shape.

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.

Major Creation: As minor creation, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HV or less until it performs a task.

Div **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.

Prying Eyes: Floating eyes scout for you.

Scrying:[F]Spies on subject from a distance.

Sending: Delivers short message anywhere, instantly.

Illus **Dream:** Sends message to anyone sleeping.

False Vision: Fools scrying with an illusion.

Necro **Create Undead:** Creates ghouls, ghasts, mummies, or mohrgs.

Symbol of Pain: Trap fills triggering creature with pain.

Trans **Fabricate:** Transforms raw materials into finished items.

Passwall: Creates passage through wood or stone wall.

Sending: Delivers short message anywhere, instantly.

Univ **Permanency:** Makes certain spells permanent.

6th-level Arcane Rituals

Conj **Phase Door:** Creates an invisible passage through wood or stone.

Planar Binding: As lesser planar binding, but up to 12th level.

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.

Plane Shift:[F]As many as eight subjects travel to another plane.

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 Fear:** Trap frightens triggering creature.

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.

Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

Ench **Demand:** As *sending*, plus you can send *suggestion*.

Illus **Screen:** Illusion hides area from vision, scrying.

Necro **Create Greater 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.

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.

Necro **Soul Bind:**[F]Traps newly dead soul to prevent resurrection.

11.2   Divine Magic

Divine Spells

1st-level Divine Spells

Bane: Nearby enemies take −2 to attack.

Command: One subject obeys selected command for 1 round.

Cure Light Wounds: Cures 2d6 damage.

Delay Poison: Quickly stops poison from harming subject.

Divine Favor: You gain +2 on attack and damage rolls.

Inflict Light Wounds: Deals 2d6 damage.

Locate Object: Senses direction toward visualized object.

Magic Vestment: Armor or shield becomes +2.

Obscuring Mist: Fog surrounds you.

Protection from Alignment: +2 to special defenses, +4 against chosen alignment.

Sanctuary: Opponents can't attack subject until it attacks.

Shield of Faith: Grants +2 or higher shield bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

2nd-level Divine Spells

Aid: Ally gains 10 temporary hit points.

Bless: Nearby allies gain +2 to attack.

Blindness/Deafness: Creature is blinded or deafened.

Cure Moderate Wounds: Cures 4d6 damage.

Daylight: Large radius of bright light.

Entropic Shield: Ranged attacks against subject have 50% miss chance.

Hold Person: Paralyzes one humanoid for short duration.

Inflict Moderate Wounds: Deals 4d6 damage.

Invisibility Purge: Dispels invisibility within large radius.

Locate Creature: Senses direction toward visualized creature.

Magic Weapon: Weapon becomes +2.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Share Pain: Split damage with willing subject.

Silence: Subject cannot make sound.

Spiritual Weapon: Magic weapon attacks on its own.

Summon Monster II: Calls extraplanar creature to fight for you.

Totemic Mind: Subject gains +2 to Int, Wis, or Cha.

Totemic Power: Subject gains +2 to Str, Dex, or Con.

3rd-level Divine Spells

Cure Serious Wounds: Cures 6d6 damage.

Death Ward: Grants immunity to death spells and negative energy effects.

Detect Alignment: Reveals creatures, spells, or objects of selected alignment.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Inflict Serious Wounds: Deals 6d6 damage.

Locate Object, Greater: Senses direction toward distant visualized objects.

Protection from Energy: Reduce damage from one kind of energy.

Searing Light: Ray deals 6d6 damage and blinds, more against undead.

Share Pain, Forced: Split damage with unwilling subject.

Summon Monster III: Calls extraplanar creature to fight for you.

4th-level Divine Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Cure Critical Wounds: Cures 6d6 damage.

Dismissal: Forces a creature to return to native plane.

Disrupting Weapon: Melee weapon destroys undead.

Divine Favor, Greater: You gain +2 Str and attack and damage bonus.

Enervation: Inflict three negative levels.

Freedom: Subject moves normally despite impediments.

Inflict Critical Wounds: Deals 8d6 damage.

Invest Magic: All of subject's equipment is magical.

Locate Creature, Greater: Senses direction toward distant visualized creatures.

Poison: Touch deals 1d6 Con damage repeatedly.

Resist Energy, Greater: As *resist energy*, but all energy types.

Summon Monster IV: Calls extraplanar creature to fight for you.

5th-level Divine Spells

Bestow Curse: −6 to an attribute score; −4 on attack rolls, saves, and checks; or 25% chance of losing each action.

Command, Mass: As *command*, but affects multiple creatures.

Cure Light Wounds, Mass: Cures 5d6 damage for many creatures.

Flame Strike: Smite foes with divine fire for 5d6 damage.

Inflict Light Wounds, Mass: Deals 5d6 damage to many creatures.

Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium *(20 ft.)* radius and hedge out opposing outsiders.

Righteous Might: Your size increases, and you gain combat bonuses.

Revivify: Restores recently dead body to life.

Summon Monster V: Calls extraplanar creature to fight for you.

Totemic Mind, Greater: Subject gains +4 to Int, Wis, or Cha.

Totemic Power, Greater: Subject gains +4 to Str, Dex, or Con.

6th-level Divine Spells

Banishment: Banish multiple extraplanar creatures.

Blade Barrier: Wall of blades deals 6d6 damage.

Cure Moderate Wounds, Mass: Cures 6d6 damage for many creatures.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Harm: Touch deals 12d8 damage and 4 Con damage.

Heal: Cures 12d8 damage, all diseases and mental conditions.

Inflict Moderate Wounds, Mass: Deals 6d6 damage to many creatures.

Protection from Energy, Greater: As *protection from energy*, but against all energy types.

Summon Monster VI: Calls extraplanar creature to fight for you.

Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.

Totemic Power, Mass: As *Totemic power*, but affects multiple creatures.

True Seeing:[M]Lets you see all things as they really are.

Word of Recall: Teleports you back to designated place.

7th-level Divine Spells

Antilife Shell: Small, immobile emanation hedges out living creatures.

Blasphemy: Kills, paralyzes, nauseates, or sickens nonevil subjects in large radius.

Cure Serious Wounds, Mass: Cures 7d6 damage for many creatures.

Death Ward, Mass: As *death ward*, but affects multiple creatures.

Destruction:[F]Kills subject and destroys remains.

Dictum: Kills, paralyzes, stuns, or staggers nonlawful subjects in 40 ft. cube.

Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects in large radius.

Inflict Serious Wounds, Mass: Deals 7d6 damage to many creatures.

Summon Monster VII: Calls extraplanar creature to fight for you.

Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

8th-level Divine Spells

Antimagic Field: Negates magic in small emanation from you.

Cloak of Chaos:^FProtect multiple creatures against lawful foes.

Cure Critical Wounds, Mass: Cures 8d6 damage for many creatures.

Earthquake: Intense tremor shakes large radius.

Energy Drain: Subject gains six negative levels.

Freedom, Mass: As *freedom*, but affects multiple creatures.

Hold Person, Mass: As *hold person*, but affects multiple creatures.

Holy Aura:^FProtect multiple creatures against evil foes.

Inflict Critical Wounds, Mass: Deals 8d6 damage to many creatures.

Regenerate: Touched creature heals 10 hit points/round.

Shield of Law:^FProtect multiple creatures against chaotic foes.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Unholy Aura:^FProtect multiple creatures against good foes.

9th-level Divine Spells

Implosion: Kills one creature/round.

Miracle:^MRequests a deity's intercession.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

Cleric Domains

Air Domain Spells

1 **Feather Fall:** Objects or creatures fall slowly.

1 **Gust of Wind:** Blows away or knocks down smaller creatures in large line.

2 **Gentle Descent:** Subject can glide.

2 **Windstrike:** Wind bludgeons target for 4d6 damage.

3 **Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.

3 **Zephyr Blade:** Melee weapon can strike from a short distance for half damage.

4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

4 **Summon Monster V*:** Calls creature to fight.

5 **Call Lightning, Greater:** As *call lightning*, but 5d8 damage per bolt.

5 **Windstrike, Greater:** Wind moves and bludgeons target for 10d6 damage.

6 **Skysmite:** Unerring lightning deals 6d6 damage.

6 **Zephyr Blade, Greater:** Melee weapon can strike from a distance for full damage.

7 **Stormlord:** Air protects you from attacks.

7 **Summon Monster VIII*:** Calls creature to fight.

8 **Reverse Gravity:** Objects and creatures fall upward.

9 **Elemental Swarm*:** Summons multiple elementals.

9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

*Summons air elementals only

Chaos Domain Spells

1 **Forget:** A creature forgets something.

1 **Protection from Alignment:** +2 to special defenses, +4 against chosen alignment.

2 **Align Weapon:** Weapon becomes +2 and chaotic.

2 **Entropic Shield:** Ranged attacks against subject have 50% miss chance.

3 **Confusion:** Subject acts randomly.

3 **Summon Monster III*:** Calls extraplanar creature to fight for you.

4 **Chaos Hammer:** Bewilders, deals 8d6 damage to nonchaotic creature.

5 **Prismatic Wall:**

5 **Magic Circle against Law:** Protect allies in a Medium *(20 ft.)* radius.

6 **Song of Discord:** Confuse creatures with sustained music.

6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Prismatic Spray:** Rays hit subjects with a variety of effects.

7 **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

8 **Cloak of Chaos:**^FProtect multiple creatures against lawful foes.

8 :

9 **Irresistible Dance:** Forces subject to dance.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summon chaotic creatures only

Death Domain Spells

1 **Enfeeblement:** Target takes −4 to physical attribute.

1 **Unliving Heart:** Gain 5 temporary HP, treated as undead.

2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.

2 **Blindness/Deafness:** Creature is blinded or deafened.

3 **Death Ward:** Grants immunity to death spells and negative energy effects.

3 :

4 **Enervation:** Inflict three negative levels.

4 **Poison:** Touch deals 1d6 Con damage repeatedly.

5 **Bestow Curse:** −6 to an attribute; −4 on attack rolls, saves, checks, and AC; or 25% chance of losing each action.

5 **Waves of Fatigue:** Creatures in large cone become fatigued.

6 :

6 **Harm:** Touch deals 12d8 damage and 4 Con damage.

7 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.

7 **Finger of Death:** Kills one subject.

8 **Energy Drain:** Subject gains six negative levels.

8 **Waves of Exhaustion:** Creatures in medium cone become exhausted.

9 **Power Word Kill:** Kills bloodied creature.

9 **Wail of the Banshee:** Scream kills many creatures.

Destruction Domain Spells

1 **Burning Hands:** 1d6 fire damage in small cone.

1 **Shocking Grasp:** Touch delivers 2d6 electricity damage.

2 **Sound Burst:** 2d6 sonic damage in a small radius.

2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.

3 **Fireball:** Small radius of fire deals 3d6 damage.

3 **Lightning Bolt:** Large line of electricity deals 3d8 damage.

4 **Ice Storm:** Hail deals 4d4 damage in small cylinder.

4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.

5 **Chain Lightning:** 5d10 damage; secondary targets take half damage.

5 **Flame Strike:** Smite foes with divine fire for 5d6 damage.

6 **Disintegrate:** Deals 12d8 damage, leaving only dust.

6 **Skysmite:** Unerring lightning deals 6d6 damage.

7 **Destruction:**^FKills subject and destroys remains.

7 **Shout, Greater:** Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.

8 **Earthquake:** Intense tremor shakes large radius.

8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.

9 **Implosion:** Kills one creature/round.

9 **Meteor Swarm:** Massive hail of meteors deals 9d8 damage.

Earth Domain Spells

1 **Earth's Pull:** Subject feels gravity more strongly.

1 **Tremorsense:** "See" through the ground by concentrating.

2 **Earthen Blade:** Create magical weapon from the ground.

2 :

3 **Meld into Stone:** You and your gear merge with stone.

3 **Earthspike:** Spike from the ground deals damage.

4 **Stoneskin:** +3 AC, ignore 8 damage per round.

4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
5 **Earth Glide:** Creature glides through earth.
5 **Wall of Stone:** Creates a stone wall that can be shaped.
6 **Earthspike, Mass:** Spikes from the ground deal damage to multiple targets.
6 **Transmute Flesh and Stone:** Turns subject creature into statue, or restores petrified creature.
7 :
7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.
8 **Earthquake:** Intense tremor shakes large radius.
8 **Iron Body:** Your body becomes living iron.
9 **Elemental Swarm*:** Summons multiple elementals.
9 **Imprisonment:** Entombs subject beneath the earth.
*Summons earth elementals only.

Evil Domain Spells

1 **Bane:** Nearby enemies take −2 to attack.
1 **Protection from Alignment:** +2 to special defenses, +4 against chosen alignment.
2 **Align Weapon:** Weapon becomes +2 and evil.
2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
3 **Share Pain, Forced:** Split damage with unwilling subject.
3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
4 **Enervation:** Inflict three negative levels.
4 **Unholy Blight:** Sickens and deals 8d6 damage to good creature.
5 **Bestow Curse:** −6 to an attribute score; −4 on attack rolls, saves, and checks; or 25% chance of losing each action.
5 **Magic Circle against Good:** Protect allies in a Medium *(20 ft.)* radius and hedge out opposing outsiders.
6 **Harm:** Touch deals 12d8 damage and 4 Con damage.
6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
7 **Blasphemy:** Kills, paralyzes, nauseatees, or sickens nonevil subjects in large radius.
7 :
8 **Energy Drain:** Subject gains six negative levels.
8 **Unholy Aura:**[F]Protect multiple creatures against good foes.
9 **Assimilate:** Incorporate creature into your own body.
9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
*Summons evil creatures only

Fire Domain Spells

1 **Burning Hands:** 1d6 fire damage in medium cone.
1 :
2 **Flame Blade:** Wield fire as scimitar.
2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.
3 :
3 **Fireball:** Small radius of fire deals 3d6 damage.
4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
4 **Wall of Fire:** Passing through wall deals 5d6 fire damage.
5 **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.
5 **Flame Strike:** Smite foes with divine fire for 5d6 damage.
6 **Delayed Blast Fireball:** 6d6 fire damage in medium radius; you can postpone blast for 5 rounds.
6 **Fire Seeds:** Acorns and berries become grenades and bombs.
7 :
7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.
8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
9 **Elemental Swarm**:** Summons multiple elementals.
9 **Meteor Swarm:** Massive hail of meteors deals 9d8 damage.
*Summons fire elementals only.

Good Domain Spells

1 :
1 **Protection from Alignment:** +2 to special defenses, +4 against chosen alignment.
2 **Align Weapon:** Weapon becomes +2 and good.
2 **Bless:** Nearby allies gain +2 to attack.
3 **Death Ward:** Grants immunity to death spells and negative energy effects.
3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
4 :
4 **Holy Smite:** Blinds and deals 8d6 damage to nongood creature.
5 **Magic Circle against Evil:** Protect allies in a Medium *(20 ft.)* radius and hedge out opposing outsiders.
5 **Righteous Might:** Your size increases, and you gain combat bonuses.
6 **Heal:** Cures 12d8 damage, all diseases and mental conditions.
6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
7 **Holy Word:**[F]Kills, paralyzes, slows, or deafens nongood subjects in large radius.
7 :
8 :
8 **Holy Aura:** Protect multiple creatures against evil foes.
9 :
9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
*Summons good creatures only.

Knowledge Domain Spells

1 **Locate Object:** Senses direction toward visualized object.
1 :
2 **Locate Creature:** Senses direction toward visualized creature.
2 :
3 **Locate Object, Greater:** Senses direction toward distant visualized objects.
3 **Read Mind:** Learn a creature's surface thoughts.
4 **Locate Creature, Greater:** Senses direction toward distant visualized creatures.
4 **Moment of Prescience, Lesser:** Roll twice for single attack, save, or opposed check.
5 **Foresight:** "Sixth sense" warns of impending danger.
5 :
6 **True Seeing:**
6 **Locate Entity:** Locates creatures or objects within 1 mile.
7 :
7 **Moment of Prescience:** Roll twice with bonus for single attack, save, or opposed check.
8 :
8 :
9 **Foresight:** Powerful "sixth sense" warns of impending danger.
9 **Revelation:**

Law Domain Spells

1 **Command:** One subject obeys selected command for 1 round.
1 **Protection from Alignment:** +2 to special defenses, +4 against chosen alignment.
2 **Align Weapon:** Weapon becomes +2 and lawful.
2 **Hold Person:** Paralyzes one humanoid for short duration.
3 **Discern Lies:** Reveals deliberate falsehoods.
3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
4 **Hold Monster:** As *hold person*, but any creature.
4 **Order's Wrath:** Bewilders and deals 8d6 damage to nonlawful creature.
5 **Command, Mass:** As *command*, but affects multiple creatures.
5 **Magic Circle against Chaos:** Protect allies in a Medium *(20 ft.)* radius

and hedge out opposing outsiders.

6 **Prohibition:** Punish creatures that take specific action.

6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Dictum:** Kills, paralyzes, stuns, or staggers nonlawful subjects in 40 ft. cube.

7 **:**

8 **Power Word Stun:** Stuns bloodied creature.

8 **Shield of Law:**^FProtect multiple creatures against lawful foes.

9 **Prohibition, Greater:** Forcibly prevent creatures from taking specific action.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons lawful creatures only.

Magic Domain Spells

1 **Ablative Shield:** Immediately reduce damage from foes' spells.

1 **:**

2 **:**

2 **:**

3 **Dispel Magic:** Cancels magical spells and effects.

3 **Ablative Fortress:** Immediately reduce damage from foes' spells in area.

4 **:**

4 **Spell Resistance:** Subject gains spell resistance.

5 **:**

5 **Spelltheft:** As *dispel magic*, but you gain the effects of dispelled spells.

6 **:**

6 **Dispel Magic, Greater:** As dispel magic, but up to +20 on check.

7 **Antimagic Field:** Negates magic in small emanation from you.

7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.

8 **:**

8 **:**

9 **Mage's Disjunction:** Dispels all magic.

9 **:**

Protection Domain Spells

1 **Sanctuary:** Opponents can't attack subject until it attacks.

1 **Shield of Faith:** Grants +2 or higher shield bonus.

2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.

2 **Retrieve Ally:** Teleport willing creature next to you.

3 **Protection from Energy:** Reduce damage from one kind of energy.

3 **:**

4 **Spell Resistance:** Subject gains spell resistance.

4 **Stoneskin:** +3 AC, ignore 8 damage per round.

5 **:**

5 **Foresight:** "Sixth sense" warns of impending danger.

6 **Protection from Energy, Greater:** As *protection from energy*, but against all energy types.

6 **Repulsion:** Creatures can't approach you.

7 **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.

7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.

8 **:**

8 **:**

9 **Foresight:** Powerful "sixth sense" warns of impending danger.

9 **:**

Strength Domain Spells

1 **Divine Favor:** You gain +2 on attack and damage rolls.

1 **Longstrider:** Increases your speed.

2 **Totemic Power:** Subject gains +2 to Str, Dex, or Con.

2 **:**

3 **Enlarge Person:** Humanoid creature doubles in size.

---

3 **:**

4 **Divine Favor, Greater:** You gain +2 Str and attack and damage bonus.

4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.

5 **Righteous Might:** Your size increases, and you gain combat bonuses.

5 **Totemic Power, Greater:** Subject gains +4 to Str, Dex, or Con.

6 **Totemic Power, Mass:** As *totemic power*, but affects multiple creatures.

6 **:**

7 **Enlarge Person, Mass:** Enlarges several creatures.

7 **Shout, Greater:** Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.

8 **Iron Body:** Your body becomes living iron.

8 **:**

9 **:**

9 **:**

Travel Domain Spells

1 **Feather Fall:** Objects or creatures fall slowly.

1 **Longstrider:** Increases your speed.

2 **Retrieve Ally:** Teleport willing creature next to you.

2 **Spider Climb:** Grants ability to walk on walls and ceilings.

3 **Dimension Slide:** Teleports nearby creature short distance.

3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.

4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

4 **Freedom:** Subject moves normally despite impediments.

5 **:**

5 **:**

6 **Repulsion:** Creatures can't approach you.

6 **Word of Recall:** Teleports you back to designated place.

7 **Ethereal Jaunt:** You become ethereal for short duration.

7 **Phase Door:** Creates an invisible passage through wood or stone.

8 **Freedom, Mass:** As *freedom*, but affects multiple creatures.

8 **Dimension Door, Mass:** Teleport you and multiple allies within 1,000 feet.

9 **Etherealness:** Travel to Ethereal Plane with companions.

9 **Gate:** Connects two planes for travel.

Trickery Domain Spells

1 **:**

1 **Ventriloquism:** Throws voice for medium duration.

2 **Phantasmal Wound:** Subject believes it is near death.

2 **Silence:** Subject cannot make sound.

3 **Confusion:** Subject acts randomly.

3 **Invisibility:** Subject invisible until it attacks.

4 **:**

4 **Phantasmal Killer:** Fearsome illusion can frighten target to death.

5 **:**

5 **Phantasmal Maze:** Subject acts as if affected by *maze*.

6 **Mislead:** Turns you invisible and creates illusory double.

6 **:**

7 **Invisibility, Mass:** As *invisibility*, but affects multiple creatures.

7 **Confusion, Mass:** Multiple subjects act randomly.

8 **:**

8 **Reverse Gravity:** Objects and creatures fall upward.

9 **Maze:** Traps subject in extradimensional maze.

9 **Weird:** As *phantasmal killer*, but affects multiple creatures

Vitality Domain Spells

1 **Cure Light Wounds:** Cures 2d6 damage.

1 **Inflict Light Wounds:** Deals 2d6 damage.

2 **Cure Moderate Wounds:** Cures 4d6 damage.

2 **Inflict Moderate Wounds:** Deals 4d6 damage.

3 **Cure Serious Wounds:** Cures 6d6 damage.

3   **Inflict Serious Wounds:** Deals 6d6 damage.

4   **Cure Critical Wounds:** Cures 8d6 damage.

4   **Inflict Critical Wounds:** Deals 8d6 damage.

5   **Cure Light Wounds, Mass:** Cures 5d6 damage for many creatures.

5   **Inflict Light Wounds, Mass:** Inflicts 5d6 damage to many creatures.

6   **Heal:** Cures 12d8 damage, all diseases and mental conditions.

6   **Harm:** Touch deals 12d8 damage and 4 Con damage.

7   **Cure Serious Wounds, Mass:** Cures 7d6 damage for many creatures.

7   **Inflict Serious Wounds, Mass:** Inflicts 7d6 damage to many creatures.

8   **Cure Critical Wounds, Mass:** Cures 8d6 damage for many creatures.

8   **Inflict Critical Wounds, Mass:** Inflicts 8d6 damage to many creatures.

9   :

9   :

War Domain Spells

1   **Bane:** Nearby enemies take −2 to attack.

1   **Divine Favor:** You gain +2 on attack and damage rolls.

2   **Bless:** Nearby allies gain +2 to attack.

2   **Spiritual Weapon:** Magical weapon attacks on its own.

3   :

3   :

4   **Invest Magic:** All of subject's equipment is magical.

4   **Divine Favor, Greater:** You gain +2 Str and attack and damage bonus.

5   **Flame Strike:** Smite foes with divine fire for 5d6 damage.

5   **Waves of Fatigue:** Creatures in large cone become fatigued.

6   **Blade Barrier:** Wall of blades deals 6d6 damage.

6   :

7   :

7   :

8   **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.

8   **Waves of Exhaustion:** Creatures in medium cone become exhausted.

9   :

9   **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Water Domain Spells

1   **Obscuring Mist:** Fog surrounds you.

1   :

2   **Aqueous Blade:** Weapon makes touch attacks.

2   **Control Water:** Raises or lowers bodies of water.

2   **Fog Cloud:** Medium cylinder of fog obscures vision.

3   :

3   **Water Walk:** Subject treads on water as if solid.

4   **Ice Storm:** Hail deals 4d4 damage in small cylinder.

4   **Summon Nature's Ally IV*:** Calls creature to fight.

5   :

5   :

6   **Freezing Sphere:** Freezes water or deals cold damage.

6   **Solid Fog:** Fog blocks vision and slows movement.

7   :

7   **Summon Nature's Ally VII*:** Calls creature to fight.

8   **Horrid Wilting:** Deals 8d6 damage to many foes.

8   **Polar Ray:** Ranged touch attack slows and deals 16d6 cold damage.

9   **Elemental Swarm*:** Summons multiple elementals.

9   **Storm of Vengeance:** Storm rains acid, lightning, and hail.

*Summons water elementals or aquatic creatures only.

Wild Domain Spells

1   **Earth's Pull:** Subject feels gravity more strongly.

1   **Entangle:** Plants entangle everyone in small spread.

2   **Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.

2   :

3   :

3   **Summon Nature's Ally III:** Calls creature to fight.

4   **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

4   **Entangling Growth:** New plants grow and entangle everyone in medium spread.

5   :

5   **Wall of Thorns:** Thorns damage anyone who tries to pass.

6   **Fire Seeds:** Acorns and berries become grenades and bombs.

6   **Summon Nature's Ally VI:** Calls creature to fight.

7   **Antilife Shell:** Small stationary emanation hedges out living creatures.

7   **Animal Growth:** Enlarges multiple animals.

8   **Changestaff:** Your staff becomes a treant on command.

8   **Summon Nature's Army:** Calls one creature/level to fight.

9   **Stampede:** Summon bison to trample foes.

9   **Summon Nature's Ally IX:** Calls creature to fight.

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:[MF] 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.

Gentle Repose: Preserves one corpse.

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.

Contagion: Infects subject with chosen disease.

Glyph of Warding:[M] Inscription harms those who pass it.

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.
Raise Dead: 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.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d10 damage or 6th level spell.
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.
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 Greater 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.

11.3 Nature Magic

Nature Spells

1st-level Nature Spells

Burning Hands: 1d6 fire damage in medium cone.
Cure Light Wounds: Cures 2d6 damage.
Delay Poison: Quickly stops poison from harming subject.
Earth's Pull: Subject feels gravity more strongly.

Entangle: Plants entangle everyone in small spread.
Faerie Fire: Outlines subjects in small radius with light, canceling concealment, invisibility, and the like.
Gust of Wind: Blows away or knocks down smaller creatures in large line.
Longstrider: Your speed increases by 10 ft.
Obscuring Mist: Fog surrounds you.
Shillelagh: Cudgel or quarterstaff becomes +2 weapon.
Summon Nature's Ally I: Calls creature to fight.
Tremorsense: "See" through the ground by concentrating.

2nd-level Nature Spells

Aqueous Blade: Weapon makes touch attacks.
Barkskin: Grants +2 bonus to AC and DR 2/adamantine.
Control Water: Raises or lowers bodies of water.
Cure Moderate Wounds: Cures 4d6 damage.
Earthen Blade: Create magical weapon from the ground.
Flame Blade: Wield fire as scimitar.
Fog Cloud: Medium cylinder of fog obscures vision.
Gentle Descent: Subject can glide.
Heat Metal: Make metal so hot it damages those who touch it.
Magic Fang: One natural weapon of subject creature becomes +2 weapon.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha.
Totemic Power: Subject gains +2 to Str, Dex, or Con.
Tree Shape: You look exactly like a tree for extended duration.
Windstrike: Wind bludgeons target for 4d6 damage.

3rd-level Nature Spells

Call Lightning: Calls down lightning bolts (3d8 per bolt) from sky.
Cure Serious Wounds: Cures 6d6 damage.
Earthspike: Spike from the ground impales target.
Lightning Bolt: Large line of electricity deals 3d6 damage.
Meld into Stone: You and your gear merge with stone.
Poison: Touch deals 1d6 Con damage repeatedly.
Protection from Energy: Reduce damage from one kind of energy.
Summon Nature's Ally III: Calls creature to fight.
Water Walk: Subject treads on water as if solid.
Zephyr Blade: Melee weapon can strike from a short distance for half damage.

4th-level Nature Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Cure Critical Wounds: Cures 6d8 damage.
Dispel Magic: Cancels spells and magical effects.
Entangling Growth: New plants grow and entangle everyone in medium spread.
Freedom: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Ice Storm: Hail deals 4d4 damage in small cylinder.
Magic Fang, Greater: All subject's natural weapons get +2 bonus.
Resist Energy, Greater: As *resist energy*, but all energy types.
Stoneskin: +3 AC, ignore 8 damage per round.
Summon Nature's Ally IV: Calls creature to fight.
Wall of Fire: Passing through wall deals 4d6 damage.

5th-level Nature Spells

Call Lightning, Greater: As call lightning, but 5d8 damage per bolt.
Chain Lightning: 5d10 damage; secondary targets take half damage.
Cone of Cold: 5d6 cold damage and fatigue in medium cone.
Cure Light Wounds, Mass: Cures 5d6 damage for many creatures.
Earth Glide: Creature glides through earth.
Summon Nature's Ally V: Calls creature to fight.
Sunbeam: Beam dazzles and deals 5d6 damage.
Totemic Mind, Greater: Subject gains +4 to Int, Wis, or Cha.
Totemic Power, Greater: Subject gains +4 to Str, Dex, or Con.
Wall of Stone: Creates a stone wall that can be shaped.
Wall of Thorns: Thorns damage anyone who tries to pass.
Windstrike, Greater: Wind moves and bludgeons target for 10d6 damage.

6th-level Nature Spells

Antilife Shell: Small radius emanation hedges out living creatures.
Cure Moderate Wounds, Mass: Cures 5d6 damage for many creatures.
Dispel Magic, Greater: As dispel magic, but up to +20 on check.
Earthspike, Mass: Spikes from the ground impale multiple targets.
Fire Seeds: Acorns and berries become grenades and bombs.
Protection from Energy, Greater: As *protection from energy*, but against all energy types.
Skysmite: Unerring lightning deals 12d6 damage.
Solid Fog: Fog blocks vision and slows movement.
Summon Nature's Ally VI: Calls creature to fight.
Totemic Mind, Mass: As *totemic mind*, but affects multiple creatures.
Totemic Power, Mass: As *totemic power*, but affects multiple creatures.
Zephyr Blade, Greater: Melee weapon can strike from a distance for full damage.

7th-level Nature Spells

Animal Growth: Enlarges multiple animals.
Changestaff: Your staff becomes a treant on command.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Serious Wounds, Mass: Cures 7d6 damage for many creatures.
Heal: Cures 12d8 damage, all diseases and mental conditions.
Stormlord: Air protects you from attacks.
Summon Nature's Ally VII: Calls creature to fight.

8th-level Nature Spells

Cone of Cold, Greater: 8d6 cold damage and fatigue in large cone.
Cure Critical Wounds, Mass: Cures 8d6 damage for many creatures.
Earthquake: Intense tremor shakes large radius.
Fire Storm: Deals 8d6 fire damage to enemies in large spread.
Freedom, Mass: As *freedom*, but affects multiple creatures.
Regenerate: Touched creature heals 10 hit points/round.
Repel Metal or Stone: Pushes away metal and stone in large line.
Sea of Fog: 500 ft. cylinder of fog obscures vision.
Summon Nature's Ally VIII: Calls creature to fight.
Summon Nature's Army: Calls one creature/level to fight.
Sunburst: Blinds all within large radius, deals 8d8 damage.

9th-level Nature Spells

Elemental Swarm: Summons multiple elementals.
Stampede: Summon bison to trample foes.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature's Ally IX: Calls creature to fight.

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.
Pass without Trace: Creatures leave no tracks.
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.
Find Traps: Notice traps better.
Gentle Repose: Preserves one corpse.
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.
Mending, Greater: Repairs an object.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Disease: Cures all diseases affecting subject.
Shape Stone: Sculpts stone into any shape.
Snare: Creates a magic booby trap.
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:[F]Spies 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.

11.4   Spell Descriptions

Ablate Impact   2nd Level

You instantly reduce the force of an incoming blow.
Abjur (Shielding)   **Lists:** Abjur
Casting Time: Immediate action   **Components**: Verbal only
Duration: 1 round

Target: You
   Effect: You gain physical damage reduction, reducing the physical damage you take each round by 8 + 1 per caster level above 4th. If you take force damage, you cannot use your damage reduction for 1 round.
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.

Ablative Shield   1st Level

   You instantly encase yourself a shimmering field of magical energy, protecting you from hostile magic.
Abjur (Negation) [Magic]   **Lists:** Abjur, Magic
Casting Time: Immediate action   **Components**: Verbal only
Duration: 1 round

Target: You
   Effect: You gain spell damage reduction, reducing the damage you take each round from spells by 4 + 1 per caster level above 2nd. If you take force damage, you cannot use your damage reduction for 1 round.
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 *ablative shield*.

Acid Arrow   2nd Level

   You fire a magical arrow of acid from your hand that speeds to its target.
Conj (Creation) [Acid]   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: 1 round per two caster levels

Target: One creature or object   **Attack**: Magic vs. Reflex
   Success: 2d8 acid damage immediately, and d8 acid damage at the end of each round after the first.
   Failure: As above, but no lingering damage.
Notes: If the target becomes submerged in water or takes at least ten points of cold or fire damage, this spell's effect ends.

Acid Arrow, Greater   5th Level

   You fire a magical arrow of acid from your hand that speeds to its target.
Conj (Creation) [Acid]   **Lists:** Arcane
Range: Long *(300 ft.)*
Duration: 1 round per two caster levels

Target: One creature or object
   Attack: Magic vs. Reflex and Fortitude
   Success (Reflex): 5d8 acid damage immediately, and 2d8 acid damage at the end of each round after the first.
   Failure (Reflex): As above, but no lingering damage.
   Success (Fortitude): The target is sickened *(−2 to attacks, defenses, and checks)*.
Notes: As *acid arrow*, except that twenty points of cold or fire damage are required to end the effect.

Acid Fog   8th Level

   A billowing mass of acidic vapors fills the area, slowing creatures down and obscuring sight.
Conj (Creation) [Acid, Fog]   **Lists:** Arcane, Destruction
Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: Fog fills the area, as *solid fog*, except that the fog is acidic.
Trigger: End of every round
   Target: Everything in the area   **Attack**: Magic vs. Fortitude
      Success: 4d6 acid damage.
      Failure: As above, but half damage.
Notes: As *solid fog*.

Agony   5th Level

   You inflict debilitating pain on your foe, crippling its ability to act.
Necro (Flesh)   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target takes a −4 penalty to attacks, defenses, and checks.

Aid   2nd Level

   You fill your ally with confidence, improving its resilience in combat.
Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Divine
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target gains 10 temporary hit points + 1 per caster level above 4th, and a +2 enhancement bonus to Will defense. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.
Notes: If the target takes life damage, it loses all temporary hit points provided by this spell before applying the damage.

Air Walk   4th Level

   You imbue an ally with the ability to walk on nothing but air.
Trans (Imbuement) [Air]   **Lists:** Air, Divine, Nature, Travel
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature (Gargantuan size or smaller)
   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.
   Should the spell end 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 1d6 damage per 10 feet of fall.

Align Weapon   2nd Level

   You enhance a weapon while bringing it closer to your ideals.
Evoc/Trans (Augment, Channeling) [see text]
Lists: Chaos, Evil, Good, Law
Range: Close *(30 ft.)*

Target: One weapon or fifty projectiles (in a single group)
   Effect: The weapon is enhanced, as *magic weapon*.
   Attack: Magic vs. Will (object)

Success: The item becomes good, evil, lawful, or chaotic, as you choose, allowing it to overcome damage reduction of the appropriate type. This overrides any existing alignments.

Notes: As *magic weapon*.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Alter Weapon   1st Level

You transform a weapon into a slightly different form.
Trans (Alteration)   **Lists:** Arcane
Range: Touch
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: One weapon   **Attack**: Magic vs. Will (object)
    Success: The weapon transforms into a different weapon from the same weapon group. In addition, you can decrease (but not increase) its size by one size category.

Alter Weapon, Greater   4th Level

You transform a weapon into a completely different shape.
Trans (Alteration)   **Lists:** Arcane
Range: Touch
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: One weapon   **Attack**: Magic vs. Will (object)
    Success: The weapon transforms into any other manufactured weapon (but not an improvised weapon). In addition, you can increase or decrease its size by one size category.
    Effect: As a standard action that requires concentration, you can touch the weapon to change its shape again.

Animal Growth   7th Level

You cause a number of animals grow to twice their normal size and eight times their normal weight. Trans (Polymorph) [Size-Affecting]
Lists: Nature, Wild
Casting Time: Full-round action
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Target: Five animals in the area   **Attack**: Magic vs. Fortitude
    Success: The target grows larger, as *enlarge person*, except that it affects animals.

Antilife Shell   7th Level

You create an immobile, spherical energy field that hedges out living creatures.
Abjur (Interdiction) [Barrier]   **Lists:** Divine, Nature, Wild
Zone: Small *(10 ft.)* radius centered on you
Duration: Long *(1 hour)* (Dismissable)
Effect: Living creatures cannot enter the spell's area. Nonliving creatures, such as constructs and undead, suffer no ill effect.
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.
Spell Resistance: Yes

Antimagic Field   7th Level

You create a mobile, spherical energy field that suppresses magic.
Abjur (Negation) [Magic]   **Lists:** Abjur, Divine, Magic
Emanation: Small *(10 ft.)* radius centered on you
Duration: Long *(1 hour)* (Dismissable)
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.

Summoned creatures of any type disappear if they enter an *antimagic field*. They reappear in the same spot once the field goes away.

Creatures within an *antimagic field* cannot dismiss spells. However, you can dismiss your own antimagic field.

Notes: This spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures).

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 does not remove the field. Two or more *antimagic fields* sharing any of the same space have no effect on each other.

Any part of a creature that lies outside the field is unaffected by the field. Artifacts and deities are unaffected by mortal magic such as this.

Aqueous Blade   2nd Level

You transform the active part of your ally's weapon into water, weakening its blows but allowing it penetrate your foe's defenses more easily.
Trans (Alteration) [Water]   **Lists:** Nature, Water
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: One weapon   **Attack**: Magic vs. Will
    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.

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.
Necro/Trans (Augment, Life)   **Lists:** Arcane, Evil
Range: Touch
Duration: Instantaneous and one hour; see text
Spell Resistance: Yes

Target: One living creature   **Attack**: Magic vs. Fortitude
    Success: 18d8 life damage + d6 per four caster levels above 18th.
    Failure: As above, but half damage.
    Effect: If the target has no hit points remaining after taking damage from this spell, it is entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

If the creature has at least 1 hit point following your use of this power, you gain temporary hit points equal to half the damage you dealt for 1 hour.

If the creature is completely assimilated, you gain a number of temporary hit points equal to the damage you dealt and a +4 enhancement bonus to each of your attributes for 1 hour. In addition, you gain the appearance of the creature for 1 hour, granting you a +10 enhancement bonus on Disguise checks made to appear as that creature during that time.

Notes: If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Aversion   3rd Level

You make a creature want to avoid something.
Ench (Emotion) [Mind-Affecting]   **Lists:** Ench
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  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 for 1 round.

Bane   1st Level

You fill your enemies with dismay, impairing their ability to fight.
Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Divine, Evil, War
Burst: Medium *(20 ft.)* radius centered on you
Duration: 5 rounds
Spell Resistance: Yes

Targets: All enemies in the area   **Attack**: Magic vs. Will
  Success: −2 penalty to physical attacks.

Banishment   6th Level

You force extraplanar creatures back to their home plane.
Abjur/Conj (Interdiction, Translocation)   **Lists:** Arcane, Divine
[Planar]
Components: Verbal, Somatic, and Focus
Range: Medium *(100 ft.)*
Duration: Concentration

Targets: One extraplanar creature   **Attack**: Magic vs. Will
  Success: The target is banished, as *dismissal*.

Effect: As long as you concentrate on this spell, you can attack a new target each round. An individual creature can only be targeted once per casting of this spell.

Notes: You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +2 bonus on your caster level with the spell. For example, if this spell were cast on a demon that hated light and was vulnerable *(−2 to attacks, defenses, and checks)* to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell. The three items would give you a +6 bonus on your caster level.

  Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +4 bonus to your caster level).
Focus: Any item that is distasteful to the target (optional, see above)

Barskin   2nd Level

You toughen a creature's skin, giving it the appearance of tree bark.
Trans (Augment)   **Lists:** Nature, Wild
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One living creature
  Effect: The target gains a +2 enhancement bonus to its armor modifier. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level. In addition, the target gains physical damage reduction, reducing the physical damage it takes each round by

2 + 1 per two caster levels above 4th. If it is hit by an adamatine weapon or takes fire damage, it cannot use its damage reduction for 1 round.

Bestow Curse   4th Level

You place a curse on your foe, crippling its ability to act.
Range: Close *(30 ft.)*
Necro (Life) [Curse]   **Lists:** Death, Divine, Evil, Necro
Duration: Permanent
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target suffers one of the following three effects, chosen by you:
    • −6 penalty to an attribute.
    • −4 penalty on attacks, defenses, and checks.
    • Each turn, the target has a 25% chance to take no action; otherwise, it acts normally.
  You may also invent your own curse, but it should be no more powerful than those described above.

Notes: Curses cannot be dispelled.

Black Tentacles   7th Level

You conjure 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.
Conj/Trans (Animation, Creation)   **Lists:** Arcane
Zone: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Effect: The area is considered difficult terrain.
Trigger: End of every movement phase
  Targets: All creatures in the area within 5 feet of the ground
    Attack: Caster level + casting attribute vs. Maneuver defense (grapple)
    Success: The target is grappled and takes 1d8+4 bludgeoning damage. It remains grappled until it escape the tentacle. The tentacle's Maneuver defense is equal to 10 + your caster level + your casting attribute.

Notes: The tentacles are immune to all forms of attack.

Blade Barrier   6th Level

You create an immobile, vertical curtain of whirling blades shaped of pure force.
Evoc (Energy) [Force, Wall]   **Lists:** Divine, War
Zone: 100 ft. wall, 20 ft. high (S)   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

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. The wall is considered difficult terrain.
Trigger: A creature passes through the wall
  Target: The creature in the wall   **Attack**: Magic vs. Reflex
    Success: 6d6 force damage + d6 per four caster levels above 12th.
    Failure: As above, but half damage.

Blasphemy   7th Level

You speak an unholy utterance of great power, afflicting all those nearby who do not share your allegiance to evil.

Evoc (Channeling) [Evil]   **Lists:** Divine, Evil

Components: Verbal only

Burst: Large *(50 ft.)* radius centered on you

Spell Resistance: Yes

Targets: All nonevil creatures in the area

Effect: If the target's level does not exceed your caster level, it is sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.

If the target is also bloodied *(half hit points)*, it also suffers one or more of the following ill effects, depending on its level.

- Up to caster level −5: The target is also nauseated *(unable to act in action phase, −2 to attacks, defenses, and checks)* for 1 round.
- Up to caster level −10: The target is also paralyzed *(helpless, unable to move)* for 5 rounds.
- Up to caster level −15: The target immediately dies. A nonliving creature is destroyed.

Bless   2nd Level

You fill your allies with confidence, improving their prowess in combat.

Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Divine, Good, War

Burst: Medium *(20 ft.)* radius

Duration: 5 rounds

Spell Resistance: Yes

Targets: All allies in the area

Effect: The target gains a +2 enhancement bonus to physical attacks. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Blindness/Deafness   2nd Level

You remove one of your foe's senses.

Necro (Flesh)   **Lists:** Arcane, Divine, Death

Range: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude

Success: The target is sickened *(−2 to attacks, defenses, and checks)*.

If the target is bloodied *(half hit points)*, it is also blinded *(unable to see, moves at half speed, defenseless)* for 1 round or deafened *(unable to hear)* for the duration of the spell, as you choose.

Blink   4th Level

You rapidly blink in and out of reality, confounding your foes and protecting you from their attacks.

Conj (Translocation) [Planar]   **Lists:** Arcane

Range: Personal

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You

Effect: You "blink" back and forth between the Material Plane and the Ethereal Plane. This has several effects, as follows.

- All attacks made against you and spells targeted on you have a 50% chance to fail. This failure chance is reduced to 20% if the attack can strike ethereal targets or if the attacker can see ethereal targets. If both are true, the attack suffers no chance of failure. Force effects can strike ethereal targets.
- You take half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).
- You take half damage from falling, since you fall only while you are material.

- All of your attacks and spells have a 20% chance to happen while you are in the Ethereal Plane, which usually means they have no effect.
- You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)
- You can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 damage per 5 feet so traveled.
- You can see and interact with ethereal creatures in roughly the same way you interact with material ones.

Blur   2nd Level

You distort an ally's outline so it appears blurred, shifting, and wavering.

Illus (Glamer)   **Lists:** Arcane

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature

Effect: Other creatures take a −2 penalty on sight-based checks and physical attacks against the target, such as on Perception and Sense Motive checks.

Notes: A *see invisibility* spell does not counteract the blurring effect, but a *true seeing* spell does.

Burning Hands   1st Level

You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.

Evoc (Energy) [Fire]   **Lists:** Arcane, Destruction, Nature, Fire

Burst: Medium *(20 ft.)* cone

Spell Resistance: Yes

Targets: Everything in the area   **Attack**: Magic vs. Reflex

Success: 1d6 fire damage + 1d6 per four caster levels above 2nd.

Failure: As above, but half damage.

Call Lightning   3rd Level

You repeatedly call bolts of lightning that flash down from thin air to smite your foes.

Evoc (Energy) [Destructive, Electricity]   **Lists:** Air, Nature

Burst: Large *(50 ft.)* vertical line   **Range**: Medium *(100 ft.)*

Duration: Medium *(5 minutes)* or until discharged (Dismissable)

Spell Resistance: Yes

Targets: Everything in the area   **Attack**: Magic vs. Reflex

Success: 3d8 electricity damage + d8 per four caster levels above 6th. If you are outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado – this deals 3d10 electricity damage + d10 per four caster levels above 6th instead.

Failure: As above, but half damage.

Effect: Until the spell is discharged, you can call a new bolt of lightning anywhere within range as a standard action that requires concentration. You may call a total number of bolts equal to your caster level before the spell is discharged.

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.

Call Lightning, Greater   5th Level

You repeatedly call intense bolts of lightning that flash down from thin air to smite your foes.

Evoc (Energy) [Destructive, Electricity]   **Lists:** Air, Nature
Burst: Large *(50 ft.)* vertical line   **Range**: Medium *(100 ft.)*
Duration: Medium *(5 minutes)* or until discharged (Dismissable)
Spell Resistance: Yes

Targets: Everything in the area
  Attack: Magic vs. Reflex and Fortitude
  Success: If you beat the target's Reflex defense, it takes 5d8 electricity damage + d8 per four caster levels above 10th. If you are outdoors in a stormy area, it takes 5d10 electricity damage + d10 per four caster levels above 10th instead.
    If the target is bloodied *(half hit points)* after the damage is dealt, and you also beat its Fortitude defense, it is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 5 rounds.
  Failure: As above, but half damage and the target is not staggered.
Effect: You may call additional bolts, as *call lightning*.

Notes: As *call lightning*.

Calm Emotions   2nd Level

You calm a group of creatures, preventing the situation from getting out of hand.

Ench (Emotion) [Mind-Affecting]   **Lists:** Arcane
Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Concentration

Targets: All creatures in the area   **Attack**: Magic vs. Will
  Success: The target has its emotions calmed. It cannot take violent actions (although it can defend itself) or do anything destructive.

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.
Spell Resistance: Yes

Chain Lightning   5th Level

You create a stroke of lightning which strikes a single foe before arcing to hit a number of other foes of your choice.

Evoc (Energy) [Electricity]   **Lists:** Arcane, Destruction, Nature
Range: Medium *(100 ft.)*
Limit: Medium *(20 ft.)* radius centered on the primary target
Spell Resistance: Yes

Targets: One primary target, plus up to five secondary targets in the area
  Attack: Magic vs. Reflex
  Success: 5d10 electricity damage + d10 per four caster levels above 10th. Secondary targets take half damage.
  Failure: As above, but half damage.

Changestaff   7th Level

You plant your staff in the ground and transform it into a massive tree-like creature which obeys your every command.

Trans (Alteration, Animation)   **Lists:** Nature, Wild
Components: Verbal, Somatic, and Focus
Casting Time: Full-round action
Target: Your touched staff   **Range**: Touch
Duration: Medium *(5 minutes)* (Dismissable)

Effect: Your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees.

  If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer   4th Level

You unleash a multicolored explosion of leaping, ricocheting energy to smite your foes.

Evoc (Channeling) [Chaotic]   **Lists:** Chaos
Range: Medium *(100 ft.)*
Duration: 5 rounds
Spell Resistance: Yes

Target: One nonchaotic creature   **Attack**: Magic vs. Will
  Success: 8d6 divine damage + d6 per two caster levels above 8th, and the target is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.
  Failure: As above, but half damage.

Charm Monster   5th Level

You manipulate a creature's mind so it thinks of you as a trusted friend and ally.

Ench (Emotion) [Charm, Mind-Affecting]   **Lists:** Ench
Components: Somatic only
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target is charmed, as *charm person*, except that the effect is not restricted by creature type.

Charm Person   2nd Level

You manipulate a person's mind so he thinks of you as a trusted friend and ally.

Ench (Emotion) [Charm, Mind-Affecting]   **Lists:** Ench
Components: Somatic only
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One humanoid creature   **Attack**: Magic vs. Will
  Success: The target regards you as its trusted friend and ally. If it is currently faced with any obvious threat from you or your allies, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the creature, you take a −5 penalty on the magic attack.
    The spell does not enable you to control the target as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the target orders, but you must succeed at a Persuasion check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) Treat the target 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.

Notes: Any act by you or your apparent allies that threatens the *charmed* person breaks the spell.

  You can only affect any individual creature with this spell once per 24

hours.

Charm Person, Mass   6th Level

You manipulate the minds of many people so they think of you as a trusted friend and ally.

Ench (Emotion) [Charm, Mind-Affecting]   **Lists:** Ench
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Five humanoid creatures in the area
  Success: This spell functions like *charm person*, except that it affects multiple humanoid creatures.

Circle of Death   6th Level

You snuff out the life force of your weakened foes by flooding them with negative energy.

Necro (Vitalism) [Death, Negative]   **Lists:** Death, Divine
Components: Verbal, Somatic, and Focus
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Effect: This spell affects all bloodied *(half hit points)* living creatures in the area, starting with the creature with the lowest level, until it affects a total number of levels equal to twice your caster level. Among creatures with equal levels, those closest to the burst's point of origin are affected first. No creature whose level is greater than half your caster level can be affected, and levels that are not sufficient to affect a creature are wasted. Healthy creatures are not affected by this spell, and do not count against its level limit.
Targets: Several bloodied living creatures in the area
  Attack: Magic vs. Fortitude
  Success: If the target is bloodied, it is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying.

Material Components: The powder of a crushed black pearl with a minimum value of 100 gp.

Clenched Fist   9th Level

You create a floating, disembodied hand made of magical force that strikes your foe.

Evoc (Control) [Force]   **Lists:** Evoc, Strength
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Effect: This spell creates a hand, as *interposing hand*, except that the hand attacks its target instead of protecting you from it.
Target: One creature
  Attack: Caster level + casting attribute vs. Armor defense
  Success: 2d10 force damage + half casting attribute.
    If the target is bloodied *(half hit points)* after the damage is dealt, you make an additional attack.
  Target: Struck bloodied creature   **Attack**: Magic vs. Fortitude
    Success: The target is dazed *(unable to act)* for 1 round.

Notes: As *interposing hand*. The hand attacks during the action phase, regardless of when you direct it to attack a target.

Cloak of Chaos   8th Level

You shield your allies with an an powerful aura that resembles a random pattern of color – an affront to your lawful foes.

Abjur (Shielding) [Chaotic]   **Lists:** Chaos, Divine
Components: Verbal, Somatic, and Focus
Limit: Medium *(20 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes
Targets: Five creatures in the area
  The target gains a +5 enhancement bonus to its defenses. In addition, it gains spell resistance against lawful spells and spells cast by lawful creatures.
    At the end of each round, all lawful creatures within Close *(30 ft.)* range of the target that attacked it with their body or a melee weapon that round take 4d6 points of damage. A creature that attacks multiple creatures shielded by this spell can take this damage multiple times.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 250 gp.

Cloudkill   7th Level

You conjure a yellowish green fog bank that obscures vision and slowly poisons creatures inside.

Conj (Creation) [Fog, Poison]   **Lists:** Arcane
Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: Fog in the area, as *fog cloud*, except that the fog is mobile and poisonous.
  The fog moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new area each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.
Trigger: End of every round
  Targets: Everything in the area   **Attack**: Magic vs. Fortitude
    Success: 1d4 Constitution damage.

Notes: As *fog cloud*.
  Holding one's breath doesn't help against the poison, but creatures immune to poison are unaffected. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. This spell cannot penetrate liquids, nor can it be cast underwater.

Color Spray   1st Level

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

Illus (Figment) [Light, Sight-Dependent]   **Lists:** Arcane
Burst: Medium *(20 ft.)* cone
Duration: 1d4 rounds
Spell Resistance: Yes

All creatures in the area Targets:
Success:
  The target is dazzled *(20% miss chance, −4 to visual Perception)* and bewildered *(−2 to attacks, defenses, and checks)*.

Notes: Creatures who cannot see the light are not affected by this spell. Merely closing one's eyes is insufficient protection, however.

Combat Transformation   7th Level

You become a virtual fighting machine – stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat instead of casting spells.

Trans (Augment)   **Lists:** Arcane
Components: Verbal, Somatic, and Material
Range: Personal
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You
  Effect: You gain a +3 enhancement bonus to Strength, Dexterity, Constitution, and Fortitude defense. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level. In addition, you gain proficiency with any weapons you hold (except exotic weapons).

Notes: If you cast a spell or use a spell activation or spell completion magic item, the spell immediately ends.

Material Components: A potion of *totemic power* (which costs 40 gp), which you drink (and whose effects are subsumed by the spell effects).

Command   1st Level

You compel a foe to obey a single command of your choice.

Ench (Compulsion)   **Lists:** Arcane, Divine, Law
[Language-Dependent, Mind-Affecting,
Sound-Dependent]
Components: Verbal only
Range: Medium *(100 ft.)*
Duration: 1 round
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target is bewildered *(−2 to attacks, defenses, and checks)*.
    If the target is bloodied *(half hit points)*, it must also perform one of the following actions, as you choose.
    Approach: On its turn, the target moves toward you as quickly and directly as possible. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
    Drop: As soon as possible, the target drops whatever it is holding. It may act normally on its turn, except that it can't pick up any dropped items.
    Fall: As soon as possible, the target falls to the ground. It may act normally on its turn, except that it can't get up from its prone position.
    Flee: On its turn, the target moves away from you as quickly as possible. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
    Halt: On its turn, the target can take no actions, but it can defend itself normally.
    Laugh: On its turn, the target takes a standard action to do nothing but laugh uproariously, provoking attacks of opportunity. After that, it can act normally.

Notes: If the target can't understand or carry out your command, the spell automatically fails.

Command, Mass   5th Level

You compel many foes to obey your command.

Ench (Compulsion) [Language-Dependent,   **Lists:** Divine, Law
Mind-Affecting, Sound-Dependent]
Components: Verbal only
Range: Medium *(100 ft.)*
Limit: Medium *(20 ft.)* radius
Duration: 1 round
Spell Resistance: Yes

Target: Five creatures in the area
  Success: The target obeys a command, as *command*.

Cone of Cold   5th Level

You create an area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.

Evoc (Energy) [Cold, Destructive]   **Lists:** Arcane, Nature
Burst: Medium *(20 ft.)* cone
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 5d6 cold damage + d6 per four caster levels above 10th. In addition, the target is fatigued *(unable to sprint or charge, −2 to attacks, defenses, and checks)*.

Failure: As above, but half damage and the target is not fatigued.

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.

Cone of Cold, Greater   8th Level

You create a massive area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.

Evoc (Energy) [Cold, Destructive]   **Lists:** Arcane, Nature
Burst: Large *(50 ft.)* cone

Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 8d6 cold damage + d6 per four caster levels above 16th. In addition, the target is fatigued *(unable to sprint or charge, −2 to attacks, defenses, and checks)* for 5 rounds.
  Failure: As above, but half damage and the target is not fatigued.

Notes: As *cone of cold*.

Confusion   3rd Level

You compel a creature to act randomly, sowing confusion in your foes' ranks.

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane, Chaos, Trickery
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target is bewildered *(−2 to attacks, defenses, and checks)*. As long as the target is bloodied *(half hit points)*, it is instead confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Confusion, Mass   7th Level

You compel a group of creatures to act randomly, sowing confusion in your foes' ranks.

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane, Trickery
Range: Medium *(100 ft.)*
Limit: Medium *(20 ft.)* radius

Target: Five creatures in the area   **Attack**: Magic vs. Will
  Success: As *confusion*.

Control Water   2nd Level

You manipulate elemental forces to control water around you.

Evoc (Control) [Water]   **Lists:** Nature, Water
Zone: One 5 ft. cube/caster level   **Range**: Long *(300 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

Effect: Depending on the version you choose, this spell raises or lowers water.

Lower Water This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

Raise Water This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

Notes: With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Create Sound   1st Level

You create false sounds from nowhere.
Illus (Figment) [Unreal]   **Lists:** Illus
Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)* (Dismissable)

Effect: This spell creates a volume of sound within the area, as determined by you. As a standard action, you can concentrate to alter the sound within the area.

The volume of sound created depends on your caster level. You can produce as much noise as two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise can be virtually any type of sound within the volume limit, including speech. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Notes: Creatures can identify the illusion, as *silent image*. This spell can be made permanent with a *permanency* ritual.

Creeping Doom   7th Level

You summon uncountable hordes of centipedes to overwhelm your foes.
Conj (Summoning)   **Lists:** Nature
Casting Time: Full-round action
Range: Medium *(100 ft.)*
Duration: Medium *(5 minutes)*

Effect: This spell creates one centipede swarm per two caster levels. They must all be adjacent at least one other swarm. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within range of you. Any swarm out of range of you remains stationary, attacking any creatures in its area.

Cripple   6th Level

You render your foe's limbs useless.
Necro (Flesh)   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
Success: The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)*.

As long as the target is bloodied *(half hit points)*, it cannot move its limbs, including any wings. Generally, that means it is paralyzed, except that it can move its head and mouth.

Crushing Despair   3rd Level

You fill a number of creatures with sadness and gloom.
Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Arcane
Burst: Medium *(20 ft.)* cone
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Targets: All creatures in the area
The target is vulnerable *(−2 to attacks, defenses, and checks)*.

Crushing Hand   8th Level

You create a floating, disembodied hand made of magical force that crushes your foe in its grasp.
Evoc (Control) [Force]   **Lists:** Evoc
Range: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)* (Dismissable)
Spell Resistance: Yes

Effect: This spell creates a hand, as *interposing hand*, except that the hand grapples its target instead of protecting you from it.
Target: One creature
Attack: Caster level + casting attribute vs. Maneuver defense
Success: The target is grappled. It takes 2d6 bludgeoning damage + half your casting attribute.

Notes: As *interposing hand*. The hand attacks during the action phase, regardless of when you direct it to attack a target.

Cure Critical Wounds   4th Level

You lay your hand on a creature and channel positive energy into it, healing even the most grievous injuries.
Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
Effect: If the target is living, it is healed for 8d6 damage + d6 per two caster levels above 8th. For every 5 points of healing granted by this spell, it can instead cure 1 point of critical damage.
Success: If the target is undead, it takes that much positive damage.
Failure: As above, but half damage.

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.
Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature
Range: Close *(30 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
Effect: As *cure critical wounds*, except that it heals 8d6 damage + d6 per four caster levels above 16th.
Success: If the target is undead, it takes that much positive damage.
Failure: As above, but half damage.

Cure Light Wounds   1st Level

You lay your hand on a creature and channel positive energy into it, healing some of its wounds.
Necro (Vitalism) [Positive]   **Lists:** Divine, Nature
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
Effect: If the target is living, it is healed for 2d6 damage + d6 per two caster levels above 2nd.
Success: If the target is undead, it takes that much positive damage.
Failure: As above, but half damage.

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.
Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature

Limit: Medium *(20 ft.)* radius
Range: Close *(30 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
    Effect: As *cure light wounds*, excpet that it heals 5d6 damage + d6 per four caster levels above 10th.
    Success: As *cure light wounds*.
    Failure: As above, but half damage.

Cure Moderate Wounds   2nd Level

You lay your hand on a creature and channel positive energy into it, healing its wounds.

Necro (Life) [Positive]   **Lists:** Divine, Life, Nature
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
    Effect: If the target is living, it is healed for 4d6 damage + d6 per two caster levels above 4th. For every 15 points of healing granted by this spell, it can instead cure 1 point of critical damage.
    Success: If the target is undead, it takes that much positive damage.
    Failure: As above, but half damage.

Cure Moderate Wounds, Mass   6th Level

You stretch out your hand and channel positive energy into all of your allies, healing their wounds.

Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
    Effect: As *cure moderate wounds*, except that it heals 6d6 damage + d6 per four caster levels above 12th.
    Success: If the target is undead, it takes that much positive damage.
    Failure: As above, but half damage.

Cure Serious Wounds   3rd Level

You lay your hand on a creature and channel positive energy into it, healing even serious injuries.

Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
    Effect: If the target is living, it is healed for 6d6 damage + d6 per two caster levels above 6th. For every 10 points of healing granted by this spell, it can instead cure 1 point of critical damage.
    Success: If the target is undead, it takes that much positive damage.
    Failure: As above, but half damage.

Cure Serious Wounds, Mass   7th Level

You stretch out your hand and channel positive energy into all of your allies, healing even serious injuries.

Necro (Vitalism) [Positive]   **Lists:** Divine, Life, Nature

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
    Effect: As *cure serious wounds*, except that it heals 7d6 damage + d6 per four caster levels above 14th.
    Success: If the target is undead, it takes that much positive damage.
    Failure: As above, but half damage.

Dancing Lights   1st Level

You create floating lights to guide your way.

Illus (Figment) [Light]   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

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, and all the lights must remain within a single Medium *(20 ft.)* radius. Any light which goes beyond those limits winks out.

Notes: This spell can be made permanent with a *permanency* ritual.

Darkvision   2nd Level

You grant an ally the ability to see in complete darkness.

Div (Awareness)   **Lists:** Arcane
Range: Touch
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One creature
    Effect: The target gains the ability to see 60 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.

Notes: This spell does not grant the ability to see in magical darkness. This spell can be made permanent with a *permanency* ritual.

Daylight   2nd Level

You infuse an object with the power of the sun, causing it to illuminate a large area.

Illus (Figment) [Light]   **Lists:** Divine
Range: Touch
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes

Target: Object touched
    Effect: The object touched sheds light as bright as full daylight in a Large *(50 ft.)* radius, and dim light for an additional 50 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by bright light.

    If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Notes: *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Death Knell   2nd Level

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Necro (Life) [Death]   **Lists:** Death, Evil, Necro
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*; see text

Target: Living creature   **Attack**: Magic vs. Fortitude
    Success: As long as the target is bloodied, it is vulnerable *(−2 to attacks,*

defenses, and checks). If it drops to 0 hit points, it dies immediately, and you gain 10 temporary hit points + 1 per caster level above 4th. These temporary hit points last for 1 round per level the target had.

Notes: If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Death Ward   3rd Level

You shield an ally from deadly spells.

Abjur/Necro (Shielding, Vitalism) [Positive]   **Lists:** Death, Divine, Good, Protection
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One living creature
  Effect: The target is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

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.

Death Ward, Mass   7th Level

You shield your allies from deadly spells.

Abjur/Necro (Shielding, Vitalism) [Positive]   **Lists:** Death, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: Five living creatures in the area
  Effect: The target is protected, as *death ward*.

Deep Slumber   7th Level

You fill your foe with an overpowering urge to sleep, inevitably rendering him comatose.

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target is bewildered *(−2 to attacks, defenses, and checks)*.
    If the target becomes bloodied *(half hit points)* at any point during the spell's duration, it immediately falls asleep. If left undisturbed, it will sleep until it dies. As long as it remains bloodied, it cannot be awakened until the spell's duration expires, though it can be awakened normally after that point.

Deflection   3rd Level

You shield yourself from enemy attacks, causing them to deflect away from you harmlessly.

Abjur (Shielding)   **Lists:** Abjur
Duration: Long *(1 hour)*

Target: You
  Effect: You gain a +2 enhancement bonus to your physical defenses. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Notes: The enhancement bonus from this spell stacks with any enhancement bonuses to defense modifiers, such as enhancement bonuses to your armor. It does not stack with other enhancement bonuses that apply directly to your physical defenses.

Delay Damage   5th Level

You partially shift yourself into the future, delaying the impact of attacks against you.

Abjur/Trans (Shielding, Temporal)   **Lists: Lists**: Arcane
Duration: Medium *(5 minutes)*

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. For every point of damage dealt in this way in excess of your hit points, you take 1 point of critical damage.

Delay Poison   1st Level

Necro (Flesh)   **Lists:** Divine, Nature
Casting Time: 1 swift action
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
  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.

Notes: This spell does not cure any damage that poison may have already done.

Delayed Blast Fireball   6th Level

Evoc (Energy) [Destructive, Fire]   **Lists:** Arcane, Fire
Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: 5 rounds or less; see text
Spell Resistance: Yes

Effect: 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 caster level with it increases by 2.

  If you choose a delay, a glowing bead sits at the point of origin until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Targets: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 6d6 fire damage + d6 per four caster levels above 12th.
  Failure: As above, but half damage.

Notes: As
Notes: fireball.

Destruction   7th Level

Necro (Flesh) [Death]   **Lists:** Destruction, Divine
Components: Verbal, Somatic, and Focus
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
  Success: The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 5 rounds.
    If the target is bloodied *(half hit points)*, it loses all its hit points and takes 9 critical damage, causing it to begin dying.

Notes: The remains of a creature killed by this spell are consumed utterly (but not its equipment or possessions). The only way to restore life such a creature is to use *true resurrection*, a carefully worded *wish* spell followed

by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 250 gp).

Detect Alignment   3rd Level

You sense the presence of creatures with a particular alignment.

Div (Awareness) [Detection]   **Lists:** Divine

Emanation: Large *(50 ft.)* cone from you

Duration: Concentration

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.

By concentrating on an aura (a standard action), you can determine the strength of the aura. Most aligned creatures and magic items have a faint aura. Creatures that embody the alignment (such as undead and outsiders with an aligned creature subtype) have a moderate aura. Creatures that act directly on behalf of the alignment (such as paladins and some clerics), and exceptionally potent aligned magic items (primarily artifacts) have a strong aura.

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.

Dictum   7th Level

Evoc (Channeling) [Lawful]   **Lists:** Divine, Law

Components: Verbal only

Burst: Large *(50 ft.)* radius centered on you

Duration: Instantaneous/5 rounds

Spell Resistance: Yes

Targets: All nonlawful creatures in the area

Effect: If the target's level does not exceed your caster level, it is sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.

If the target is also bloodied *(half hit points)* when the spell is cast, it also suffers one or more of the following ill effects, depending on its level.

Level	Effect
Equal to caster level	Staggered
Up to caster level −5	Stunned, staggered
Up to caster level −10	Paralyzed, stunned, staggered
Up to caster level −15	Killed[1]

1 Living creatures die. Nonliving creatures are destroyed.

Staggered The creature is staggered for 5 rounds. It can take a move action or a standard action each round, but not both.

Stunned The creature is stunned for 1 round.

Paralyzed The creature is paralyzed and helpless for 5 rounds.

Killed Living creatures die. Nonliving creatures are destroyed.

Dimension Door   4th Level

Conj (Translocation) [Teleportation]   **Lists:** Arcane, Travel

Range: Extreme *(1,000 ft.)* (Unrestricted)

Target: You

Effect: The target is instantly teleported from its current location to any location within range, regardless of intervening obstacles. The destination can be visualized or specified by stating a direction and distance. The target can bring along objects as long as their weight doesn't exceed its maximum load.

After arriving, the target is dazed until the next action phase.

Notes:

If you arrive in a place that is already occupied by a solid body, you take

2d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location that is within the range of the spell.

If there is no free space within 100 feet, you take an additional 4d6 damage and the spell simply fails.

Dimension Door, Mass   7th Level

Conj (Translocation) [Teleportation]   **Lists:** Conj, Travel

Limit: Medium *(20 ft.)* radius centered on you   **Range**: Extreme *(1,000 ft.)*

Target: You and up to five other willing creatures in the area

Effect: The target is teleported, as *dimension door*.

Notes: You can choose the destinations for each target independently, within the range of the spell.

Dimension Slide   3rd Level

Conj (Translocation) [Teleportation]   **Lists:** Conj, Travel

Range: Close *(30 ft.)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

Effect: The target is instantly teleported from its current location to any other spot within range, regardless of intervening obstacles. The destination must be an unoccupied space on stable ground. The target can bring along objects as long as their weight doesn't exceed the target's maximum load.

Notes: If you somehow attempt to transfer the creature into a location occupied by a solid body or a location you can't see, the spell simply fails to function.

Dimensional Anchor   3rd Level

You surround your foe in a shimmering emerald field that completely blocks extradimensional travel, preventing it from escaping you.

Abjur (Negation)   **Lists:** Arcane, Divine, Magic

Range: Medium *(100 ft.)*

Duration: Long *(1 hour)*/5 rounds

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

Success: The target cannot travel extradimensionally for 1 hour. Effects barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or supernatural abilities.

Failure: As above, but the effect lasts for 5 rounds.

Notes: This spell does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as summoning monsters. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Discern Lies   3rd Level

You can discern subtle magical disturbances caused by lying.

Div (Awareness) [Detection]   **Lists:** Divine, Law

Emanation: Large *(50 ft.)* cone from you

Duration: Concentration

Effect: You know when any creature in the area deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

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.

Discern Vulnerability   4th Level

Div (Knowledge)   **Lists:** Arcane
Casting Time: 1 swift action
Range: Medium *(100 ft.)*
Target: One creature

   Effect: You instantly recognize all of the target's vulnerabilities. This grants you a +2 bonus to attacks and weapon damage against that creature. In addition, you learn any significant weaknesses the creature has. 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

Notes: This spell gives no information about a creature's strengths or abilities – only its weaknesses.

Disintegrate   6th Level

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.

Trans (Alteration)   **Lists:** Arcane, Destruction
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature or attended object

   Attack: Magic vs. Reflex and Fortitude (object)
   Success: 12d8 physical damage + d8 per two caster levels above 12th.
   Failure (Fortitude): As above, but half damage.
   Failure (Reflex): No effect.
   Effect: Any creature reduced to 0 hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. Its equipment is unaffected.

     When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted.

Notes: This spell affects even objects constructed entirely of force, such as *wall of force*, but not magical effects such as an *antimagic field*.

Dismissal   4th Level

Abjur/Conj (Interdiction, Translocation)   **Lists:** Arcane, Divine
[Planar]
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One extraplanar creature   **Attack**: Magic vs. Will

   Success: The target is sent back to its proper plane. There is a 20% chance of actually sending it to a plane other than its own.

Dispel Magic   3rd Level

Abjur (Negation) [Magic]   **Lists:** Arcane, Divine, Magic, Nature
Range: Medium *(100 ft.)*
Special: This spell has two versions: a targeted dispel, and an area dispel. Its effects depend on which version is chosen.

Target: One creature or object   **Attack**: Caster level vs. Special

   Effect: For every spell affecting the target, if the attack result beats a DC equal to 10 + the caster level of the spell, it is dispelled.

     If the target is an object, and the attack result beats a DC equal to 10 + the caster level 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 caster level of the spell, the target is treated as if the spell that created it was dispelled.

This usually causes the target to disappear.

Burst: Medium *(20 ft.)* radius
Targets: All creatures and unattended objects in the area

   Attack: Caster level vs. Special
   Effect: If the attack result beats a DC equal to 10 + the caster level of the highest level spell on the target, that effect is dispelled. If there are multiple spells of the same level, choose one randomly.

Notes: A dispelled spell ends as if its duration had expired. 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.

     Some spells, as detailed in their descriptions, can't be dispelled by this spell. A spell without a duration cannot be dispelled, even if it has a lasting effect.

     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.

Dispel Magic, Greater   6th Level

Abjur (Negation) [Magic]   **Lists:** Arcane, Divine, Magic, Nature
Area: Medium *(20 ft.)* radius limit   **Range**: Medium *(100 ft.)*
Targets: All creatures and unattended objects in the area

   Attack: Caster level vs. Special
   Effect: Spells affecting the target are dispelled, as a targeted *dispel magic*.

Notes: As *dispel magic*. In addition, this spell has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Displacement   4th Level

Illus (Glamer)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: One creature

   Effect: The target appears to be about 2 feet away from its true location. Attacks against it have a 50% miss chance, as if it were invisible. However, unlike invisibility, this spell does not prevent enemies from targeting the creature normally, and it does not allow the creature to hide.

Disrupting Weapon   4th Level

Necro/Trans (Imbuement, Positive)   **Lists:** Divine
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Primary Target: One melee weapon

   Effect: The target weapon becomes deadly to undead.
Trigger: The primary target strikes a bloodied *(half hit points)* undead creature for the first time in a round

   Secondary Target: The bloodied undead creature
     Attack: Magic vs. Fortitude
     Success: The target creature is utterly destroyed.

Divine Favor   1st Level

You imbue yourself with skill in combat by calling upon the divine power of your patron.

Trans (Augment)   **Lists:** Divine, Strength, War
Duration: Short *(Concentration + 5 rounds)*

Target: You

Effect: +2 enhancement bonus on attack and weapon damage rolls. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Divine Favor, Greater 4th Level

You imbue yourself with great strength and skill in combat by calling upon the divine power of your patron.

Trans (Augment) **Lists:** Divine, Strength, War
Duration: Short *(Concentration + 5 rounds)*
Target: You

Effect: As *divine favor*, except that you also gain a +2 enhancement bonus to Strength.

Dominate Monster 8th Level

Ench (Compulsion) [Domination, Mind-Affecting] **Lists:** Ench
Range: Medium *(100 ft.)*
Duration: One day

Target: One creature **Attack**: Magic vs. Will
Success: The target is dominated, as *dominate person*, except that the effect does not depend on creature type.

Dominate Person 7th Level

Ench (Compulsion) [Domination, Mind-Affecting] **Lists:** Ench
Range: Medium *(100 ft.)*
Duration: One day

Target: One humanoid creature **Attack**: Magic vs. Will
Success: You can control the actions of the target through a telepathic link that you establish with the target's mind.

If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." If you concentrate on the spell, you know what the target is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the target's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). It takes time for the link to be established. For the first hour after the spell is cast, you must concentrate on the spell (a standard action) to control the target's actions. While you are not concentrating on the spell, the creature acts as if confused, as the *confusion* spell, except that it never attacks you. If the target would randomly attack you, it instead is forced to follow your commands. At the end of the hour, you must make a second Will attack. If you concentrate on the spell during this time, you gain a +4 bonus to the attack. If your attack succeeds, you dominate the creature fully for the remainder of the spell duration. Otherwise, the creature is freed.

After the first hour, changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the target, though it still can't communicate with you. You can't actually see through the target's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

The target resists this control, and you must make a new attack to force it to take an action against its nature. Failure means it breaks free.

This does not apply when a target is merely ordered to perform an action it disagrees with – the action must be directly opposed to the target's beliefs. Ordering a paladin to murder an innocent would require a new attack, but ordering him to build a bridge that would allow an evil army to cross a river would not. If your command would obviously lead to the creature's death, your attack takes a −10 penalty. Once control is established, the range at which it can be exercised is unlimited, as long as you and the target are on the same plane. You need not see the target to control it.

If you recast this spell on a target you have dominated before it escapes your control, you can extend the duration of the spell indefinitely. You do not need to make a new attack when you renew your control in this fashion.

Drain Life 5th Level

Necro (Life) **Lists:** Necro
Range: Close *(30 ft.)*
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One living creature **Attack**: Magic vs. Fortitude
Success: 10d6 life damage + d6 per two caster levels above 8th. 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 1 hour. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

As long as you have temporary hit points from this spell, 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.

Failure: As above, but half damage.
Spell Resistance: Yes

Earth's Pull 1st Level

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Evoc (Control) [Earth] **Lists:** Earth, Nature
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One Large or smaller creature
Effect: The target moves at half speed and takes a −2 penalty to physical defenses. If it is flying within 10 feet of the ground, it falls to the ground.
Notes: If the target gets farther than 10 feet from the ground, the spell's effect is broken. As a result, the spell cannot affect creatures flying high above the ground.

Earthen Blade 2nd Level

Trans (Alteration, Augment) [Earth] **Lists:** Earth, Nature
Range: Touch
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes

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.

Earth Glide 5th Level

Trans (Imbuement) [Earth] **Lists:** Earth, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

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 except metal as if it were air. It 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.

Notes: The target's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earthquake   8th Level

An intense but highly localized tremor shakes the ground. The shock knocks creatures down and makes fighting or escaping difficult. Eventually, the ground swallows those foolish enough to remain.

Evoc (Control) [Earth]   **Lists:** Destruction, Divine, Earth, Nature

Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*

Duration: 5 rounds

Effect: The area is difficult terrain. Creatures in the area take a −2 penalty to physical attacks, defenses, and checks. Casting a spell in the area requires a Concentration check against a DC equal to 10 + your caster level + double the level of the spell being cast.

Trigger: End of every round, except the last round

Target: All creatures in the area   **Attack**: Magic vs. Reflex

Success: The target is knocked prone.

Target: All buildings and structures in the area

Effect: 8d8 bludgeoning damage + d8 per four caster levels above 16th.

Trigger: End of the last round

Target: All creatures in the area

Effect: 8d6 bludgeoning damage + d6 per four caster levels above 16th. In addition, the target is grappled by the ground until it escapes. To escape, it must beat a Maneuver defense equal to 10 + your caster level + your casting attribute.

Notes: In terrain with unusual ground, such as rivers or swamps, this spell may have different effects.

Earthspike   3rd Level

You create a spike from the ground that impales your foe.

Trans (Animation) [Earth]   **Lists:** Earth, Nature

Range: Medium *(100 ft.)*

Spell Resistance: Yes

Target: One creature or object within 10 feet of natural earth or stone

Attack: Caster level + casting attribute vs. Armor defense and Maneuver defense

Success (Armor defense): 6d8 piercing damage + d8 per two caster levels above 6th.

Success (Armor defense and Maneuver defense): The target is immobilized *(Unable to leave its location)* by a spike from the ground for 5 rounds. It can break free by destroying the spike. The spike's physical defenses are all 10, and it has 2 hit points per caster level.

Earthspike, Mass   6th Level

Trans (Animation) [Earth]   **Lists:** Earth, Nature

Range: Medium *(100 ft.)*

Limit: Small *(10 ft.)* radius

Targets: Everything in the area within 10 feet of natural earth or stone

Attack: Caster level + casting attribute vs. Armor defense and Maneuver defense

Success: The target is damaged and possibly immobilized, as *earthspike*, except that it takes 6d8 piercing damage + d8 per four caster levels above

12th.

Notes: This spell cannot attack more than one target within a single 5-ft. square. Each immobilized creature must destroy a separate spike to break free.

Elemental Swarm   9th Level

Conj (Summoning) [see text]   **Lists:** Air, Earth, Fire, Nature, Water

Limit: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*

Duration: Long *(1 hour)* (Dismissable)

Effect: This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Five minutes later, 1d4 Huge elementals appear. Five minutes after that, one greater elemental appears. All creatures initially appear wherever you desire within the spell's area. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

Notes: When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Energy Conversion   7th Level

Abjur/Evoc (Energy, Shielding) [see text]   **Lists:** Arcane, Protection

Duration: Long *(1 hour)* or until discharged

Spell Resistance: Yes

Target: You

Effect: You resist energy damage, as *greater resist energy*, except that you store up the energy you absorb. As a standard action, you can expend some of that energy to make an attack.

Range: Close *(30 ft.)*

Target: One creature   **Attack**: Magic vs. Reflex

Effect: Choose an energy type that you have stored. You expend damage of that type of up to three times your caster level.

Success: The target takes damage equal to the energy expended.

Notes: This spell's descriptor is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the spell's duration.

Energy Drain   8th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Death, Divine, Evil

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude

Effect: If the target is living, it gains six negative levels *(−1 to attacks, special defenses, and checks, −5 hit points, lose spell slot)*.

Effect: If the target is undead, it gains temporary hit points equal to 40 + your caster level. In addition, it gains physical damage reduction, reducing the physical damage it takes each round by 16 + 1 per caster level above 16th. If it takes positive damage, it cannot use its damage reduction for 1 round.

Enervation   4th Level

Your foe's body loses its color momentarily as you drain its life force away.

Necro (Vitalism) [Negative]   **Lists:** Arcane, Death, Divine, Evil

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
Effect: If the target is living, it gains three negative levels *(−1 to attacks, special defenses, and checks, −5 hit points, lose spell slot)*.

If the target is undead, it gains physical damage reduction, reducing the physical damage it takes each round by 8 + 1 per caster level above 8th. If it takes positive damage, it cannot use its damage reduction for 1 round.

Notes: This spell stacks with any effect that bestows negative levels, including itself.

Enfeeblement   1st Level

Necro (Flesh)   **Lists:** Arcane, Death
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
Success: The target takes a −4 penalty to your choice of Strength, Dexterity, or Constitution.
Failure: As above, but the penalty is halved.

Notes: This spell cannot reduce an attribute below −9.

Enlarge Person   3rd Level

Trans (Polymorph) [Size-Affecting]   **Lists:** Strength, Trans
Casting Time: Full-round action
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: One humanoid creature (Huge or smaller)
Attack: Magic vs. Fortitude
Effect: The target instantly grows, doubling its height and multiplying its weight by 8. This increase 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.
- −2 penalty to Dexterity.
- +2 enhancement bonus to Strength.
- −4 penalty to Stealth checks.

A typical humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it – the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Notes: Multiple magical effects that increase size do not stack. This spell can be made permanent with a *permanency* ritual.

Enlarge Person, Mass   7th Level

Trans (Polymorph) [Size-Affecting]   **Lists:** Strength, Trans
Casting Time: Full-round action
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: Five humanoid creatures in the area (Huge or smaller)
Effect: The target is enlarged, as *enlarge person*.

Entangle   1st Level

Grasses, weeds, bushes, and even trees ensnare creatures in the area.
Trans (Animation)   **Lists:** Nature, Wild
Zone: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: The area is difficult terrain.
Trigger: End of every movement phase
Target: All creatures in the area within 5 feet of plants
Attack: Magic vs. Reflex
Success: The target is entangled *(move at half speed, unable to sprint or charge, −2 to physical attacks, defenses, and checks)* and immobilized *(Unable to leave its location)*. It can break free of the effect as a standard action by making a grapple attack or Escape Artist check that beats your magic attack result.

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.

Entangling Growth   4th Level

Grasses, weeds, bushes, and even trees grow out of thin air to ensnare creatures in the area.
Trans (Alteration, Animation)   **Lists:** Nature, Wild
Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: The area is difficult terrain. Plants grow in the area, even if the terrain would not normally support plant life. At the end of the spell's duration, the plants recede into the ground, leaving no trace that they were ever there.
Trigger: End of every movement phase
Target: All creatures in the area within 5 feet of the ground
Attack: Magic vs. Reflex
Success: The target is ensnared, as *entangle*.

Notes: The effects of this spell may be altered somewhat based on the nature of the plants in the area.

Entropic Shield   2nd 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.
Abjur (Shielding)   **Lists:** Chaos, Divine
Range: Touch
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: One creature
Effect: Each physical ranged attack directed at the target has a 50% miss chance (similar to the effects of active cover). Other attacks that simply work at a distance are not affected.

Ethereal Jaunt   7th Level

Conj (Translocation) [Planar]   **Lists:** Arcane, Travel
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
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 60 feet.

   Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (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.

Etherealness   9th Level

Conj (Translocation) [Planar]   **Lists:** Arcane, Travel
Range: Touch
Spell Resistance: Yes
Target: You and up to five willing creatures
   Effect: The target becomes ethereal, as *ethereal jaunt*.
Notes: When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Expeditious Retreat   1st Level

Trans (Temporal)   **Lists:** Trans
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Target: One creature
   Effect: The target's land speed doubles, to a maximum of a +30 foot increase. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement.
Notes: As with any effect that increases your speed, this spell affects your ability to jump (see Athletics, page 53).
Spell Resistance: Yes

Faerie Fire   1st Level

Illus (Figment) [Light]   **Lists:** Nature
Burst: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes
Target: 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. Illusory figments, such as those created by the *silent image* spell, are not outlined, which may reveal their false nature.
Notes: The light is too dim to have any special effect on creatures vulnerable to light.

False Reality   9th Level

Illus (Figment) [Unreal]   **Lists:** Illus
Zone: 1 mile radius centered on you
Duration: Long *(1 hour)* (Dismissable)
Effect: A scripted figment of your design appears within the area, as *persistent image*.
Notes: Creatures can identify the illusion, as *silent image*.

Fear   5th Level

You project an invisible cone that drives creatures away from you in abject fear.
Ench (Emotion) [Fear, Mind-Affecting]   **Lists:** Arcane
Burst: Medium *(20 ft.)* cone
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes
Target: All creatures in the area   **Attack**: Magic vs. Will
   Success: The target is shaken *(−2 to attacks, defenses, and checks)*.
     As long as the target is bloodied *(half hit points)*, it is frightened *(flees, −2 to attacks, defenses, and checks)* instead.

Feather Fall   1st Level

Evoc (Control) [Air]   **Lists:** Air, Evoc, Travel
Casting Time: 1 swift action   **Components**: Verbal only
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* or until landing
Spell Resistance: Yes
Targets: Five freefalling objects or willing creatures in the area (Medium or smaller)
   Effect: This spell changes at which the target falls to a mere 60 feet per round (equivalent to the end of a fall from a few feet). It takes no damage from falling. If it 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.
Notes: This spell affects up to five Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

   This spell works only upon free-falling objects. It no special effect on ranged weapons unless they are falling an extraordinary distance. It does not affect a sword blow or a charging or flying creature.

Feeblemind   7th Level

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* or permanent
Spell Resistance: Yes
Target: One creature   **Attack**: Magic vs. Will
   Success: The target is bewildered *(−2 to attacks, defenses, and checks)* for Short *(Concentration + 5 rounds)* duration.
     If the target is bloodied *(half hit points)*, its Intelligence drops to −9, giving it roughly the intellect of a lizard. It is unable to use Intelligence-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The target remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*.

Finger of Death   7th Level

Necro (Life) [Death]   **Lists:** Arcane, Death
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One living creature   **Attack**: Magic vs. Fortitude
  Success: The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 5 rounds.
      If it is bloodied *(half hit points)*, it instead loses all its hit points and takes 9 critical damage, causing it to begin dying.

Fire Seeds   6th Level

Evoc/Trans (Energy, Imbuement) [Fire]   **Lists:** Fire, Nature, Wild
Duration: Extreme *(12 hours)* or until discharged
Spell Resistance: Yes

Effect: You can imbue up to five acorns, holly berries, or other seeds with fiery energy capable of dealing up to 6d6 damage + d6 per four caster levels above 12th. You may freely decide the distribution of damage between the target berries.

  As a standard action, you can say a command word to detonate any number of affected seeds. In addition, the seeds detonate on impact. They may be thrown, with a range increment of 20 feet.

Burst: Small *(10 ft.)* radius centered on a detonating seed
Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: The target takes the damage imbued into the seed.
  Failure: As above, but half damage.
  Special: This attack automatically succeeds against a creature that is struck directly by a thrown seed or holding a seed when it detonates.
Material Component The seeds.

Notes: You can only have one *fire seeds* spell active at any time.

Fire Shield   4th Level

  You appear to immolate yourself in a wreath of flame that lashes out at anyone who tries to harm you.
Abjur/Evoc (Energy, Shielding) [Fire or Cold]   **Lists:** Arcane, Fire
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: You
  Effect: You gain cold damage reduction, reducing the cold damage you take each round by 20 + 2 per caster level above 8th. In addition, you radiate light as a torch, and creatures that attack you take damage.
Trigger: Creature within Close *(30 ft.)* range makes a physical attack against you
  Target: The attacking creature   **Attack**: Magic vs. Reflex
    Success: 5d6 fire damage + d6 per four caster levels above 10th.
    Failure: Half damage.

Fire Storm   8th Level

  You fill a massive area with sheets of roaring flame, burning everyone who opposes you.
Evoc (Energy) [Fire]   **Lists:** Destruction, Fire, Nature, War
Burst: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Everything in the area, except allied creatures
  Attack: Magic vs. Reflex
  Success: 8d6 fire damage + d6 per four caster levels above 16th.
  Failure: As above, but half damage.

Fireball   3rd Level

  You create an explosion of flame that detonates with a low roar, damaging nearby creatures and objects.
Evoc (Energy) [Destructive, Fire]   **Lists:** Arcane, Fire
Burst: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 3d6 fire damage + d6 per four caster levels above 6th.
  Failure: As above, but half damage.

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.

Flame Blade   2nd Level

Evoc (Energy) [Fire]   **Lists:** Nature, Fire
Spell Resistance: Yes
Duration: Long *(1 hour)* (Dismissable)
Effect: A 3 foot long beam of red-hot fire springs forth from your hand. In addition to providing illumination like a torch, you can wield this bladelike beam as a weapon. It is treated like a scimitar, except that all damage dealt with it is fire damage, you add half your casting attribute to damage in place of half your Strength, and it is treated as a light weapon, so you can use Dexterity to attack with it. Alternately, you can hurl flames from the weapon up to Medium *(100 ft.)* range as if it were a thrown weapon.

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.

  Spell resistance applies when a foe is struck by the weapon, but not when the blade is created.

Flame Strike   5th Level

  You call a vertical column of divine fire that roars downward, consuming your unworthy foes.
Evoc (Channeling, Energy)   **Lists:** Destruction, Divine, Fire, War
[Destructive, Fire]
Range: Close *(30 ft.)*
Burst: Medium *(20 ft.)* radius cylinder, 40 ft. high
Spell Resistance: Yes

Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 5d6 fire and divine damage + d6 per four caster levels above 8th. If the target is an ally, it takes half damage, and all of the damage it takes is fire damage.
  Failure: As above, but half damage.

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.

Fly   4th Level

Trans (Imbuement)   **Lists:** Arcane
Range: Touch
Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

    Effect: The target gains a 30 foot fly speed with good maneuverability.

Notes: An unencumbered creature with a fly speed can fly through the air. See Flying, page 117, for more details.

Fog Cloud   2nd Level

    You conjure a bank of fog, concealing those inside.

Conj (Creation) [Fog]   **Lists:** Arcane, Nature, Water

Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)*

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)*.

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.

Forcecage   7th Level

Evoc (Control) [Force]   **Lists:** Evoc

Range: Medium *(100 ft.)*

Zone: Solid wall in 20-foot cube or 10-foot cube

Duration: Long *(1 hour)* (Dismissable)

Effect: An immobile, invisible cubical prison appears. You choose whether the walls made of bars of force or perfect sheets of force. A barred prison is a 20-foot cube. The bars are a half-inch wide, with half-inch gaps between them. An unbarred prison is a 10-foot cube.

Target: All creatures adjacent to the prison   **Attack**: Magic vs. Reflex

    Success: The prison is formed normally.

    Failure: The target can disrupt the prison, preventing it from being formed in any squares adjacent to the target. The rest of the prison is unaffected.

Notes: As *wall of force*.

Foresee Probability   2nd Level

Div (Knowledge)   **Lists:** Div, Knowledge

Range: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* or until expended

Spell Resistance: Yes

Special: When you cast this spell, you roll a d20 twice. Store the results in order. At 10th caster level, and every 5 caster levels thereafter, you roll an additional die when you cast this spell.

Target: One creature   **Attack**: Magic vs. Will

    Success: Each time the target would roll a d20, it instead uses a die result you rolled for it. The die results are used in the same order you rolled them. When all the die results have been used, the spell is expended.

Notes: Any die results unused when the spell duration expires are discarded.

Foresight   5th Level

Div (Knowledge)   **Lists:** Arcane, Knowledge, Protection

Range: Touch

Duration: Short *(Concentration + 5 rounds)* or Long *(1 hour)*; see text (Dismissable)

Target: One creature

    Effect: The target receives instantaneous warnings of impending danger or harm that would befall it. It gains an enhancement bonus to initiative checks equal to your caster level, and a +3 enhancement bonus to its dodge modifier and Reflex defense. This bonus increases to +4 at 14th

caster level, and to +5 at 20th caster level.

    If you cast this spell on yourself, it lasts for Long *(1 hour)* duration. On any other creature, it lasts for Short *(Concentration + 5 rounds)* duration.

Foresight, Greater   9th Level

    You bestow a powerful sixth sense to your ally, giving them clear visions of any imminent danger.

Div (Knowledge)   **Lists:** Arcane, Knowledge, Protection

Range: Touch

Duration: Short *(Concentration + 5 rounds)* or Long *(1 hour)*; see text (Dismissable)

Target: One creature

    Effect: As *foresight*, except that the target is also never surprised or unaware.

Forget   1st Level

Ench (Compulsion)   **Lists:** Chaos, Ench

Range: Medium *(100 ft.)*

Duration: Long *(1 hour)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

    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.

Freedom   4th Level

Trans (Imbuement)   **Lists:** Divine, Nature, Travel

Range: Touch

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

    Effect: The target can move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The target gains a +20 enhancement bonus to Maneuver Class against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

    The spell also allows the target to move and attack with melee weapons normally while underwater.

Freedom, Mass   8th Level

Trans (Imbuement)   **Lists:** Divine, Nature, Travel

Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Spell Resistance: Yes

Targets: Five creatures in the area

    Effect: The target can move freely, as *freedom*.

Gaseous Form   3rd Level

Trans (Polymorph)   **Lists:** Arcane, Air, Travel

Components: Somatic only

Range: Touch

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: One willing corporeal creature

    Effect: The target and all its equipment becomes insubstantial, misty, and translucent. Its armor modifier becomes 0, though other defense modifiers continue to apply normally. It gains physical damage reduction,

reducing the physical damage it takes each round by 15 + 2 per caster level above 6th. If it takes damage from a spell or magic weapon, it cannot use its damage reduction for 1 round. It becomes immune to critical hits.

The target can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can fly at a speed of 10 feet (special maneuverability). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Gentle Descent   2nd Level

You grant your ally ephemeral wings which allow him to glide.

Trans (Imbuement) [Air]   **Lists:** Air, Nature
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: One creature
   Effect: The target gains a 30 foot glide speed.

Notes: A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 117).

Ghoul Touch   1st Level

Your foe feels the touch of a ghoul's undead hand against its flesh.

Necro (Flesh)   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: 1 round
Spell Resistance: Yes

Target: One living creature   **Attack**: Magic vs. Fortitude
   Success: The target is sickened *(−2 to attacks, defenses, and checks)*.
      If it is bloodied *(half hit points)*, it is nauseated *(unable to act in action phase, −2 to attacks, defenses, and checks)* instead.

Giant Vermin   4th Level

Trans (Polymorph)   **Lists:** Nature, Wild
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: Up to three vermin in the area
   Effect: You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into Large-sized forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Glitterdust   2nd Level

Conj (Creation)   **Lists:** Arcane
Burst: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Target: 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.

Notes: Water and similar substances can remove the dust.

Grasping Hand   6th Level

Evoc (Control) [Force]   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Effect: This spell creates a hand, as *interposing hand*, except that the hand grapples its target instead of protecting you from it.
Target: One creature or object
   Attack: Caster level + casting attribute vs. Maneuver defense
   Success: The target is grappled. The hand deals no damage.

Notes: As *interposing hand*. The hand attacks during the action phase, regardless of when you direct it to attack a target.

Grease   1st Level

You conjure a layer of slippery grease on the ground, tripping up your foes.

Conj (Creation)   **Lists:** Arcane
Zone: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: Any creature moving through the area must make an Acrobatics check to balance. The DC is equal to half your caster level + your casting attribute. Success means it moves normally (though usually at half speed, because it is balancing). Failure means the creature's movement is wasted. Failure by 10 or more means it also falls prone.

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   1st Level

You create a severe blast of air that knocks your foes flying.

Evoc (Control) [Air]   **Lists:** Air, Nature
Zone: Large *(50 ft.)* line from you

Target: Everything in the area
   Attack: Caster level + casting attribute 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.

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.

Harm   6th Level

You fill your foe with a massive influx of negative energy, crippling its body.

Necro (Vitalism)   **Lists:** Arcane, Death, Divine, Evil, Vitality
[Negative]

Range: Close *(30 ft.)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude

Effect: If the target is undead, it is healed for 12d6 damage + d6 per two caster levels above 12th.

Success: If the target is not undead, it takes that much negative energy damage, as well as four points of Constitution damage.

Failure: As above, but both the negative energy damage and constitution damage is halved.

Haste   4th Level

You accelerate your ally's motions, causing her to move and act more quickly than normal.

Trans (Temporal)   **Lists:** Trans

Range: Touch

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

Effect: The target is hasted. It doubles all of its movement speeds (to a maximum of an additional 30 feet of movement), and can take an additional attack at a −5 penalty when it makes a standard attack. The increase to movement speed is considered an enhancement bonus.

Notes: The extra attack granted is not cumulative with similar effects.

Haste, Mass   8th Level

You accelerate your allies' motions, causing them to move and act more quickly than normal.

Trans (Temporal)   **Lists:** Trans

Limit: Medium *(20 ft.)* radius centered on you

Targets: Five creatures in the area

Effect: The target moves and acts more quickly, as *haste*.

Heal   6th Level

You fill an ally with a massive influx of positive energy, restoring its body to its fullest.

Necro (Vitalism) [Positive]   **Lists:** Divine, Good, Nature, Vitality

Range: Close *(30 ft.)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude

Effect: If the target is living, it gains three benefits. First, it is healed for 12d6 damage + d6 per two caster levels above 12th. Second, for every 5 points of healing granted by the spell, it can instead cure 1 point of critical damage. Third, all of the following conditions are also removed from the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned.

Success: If the target is undead, it takes that much positive damage.

Failure: As above, but half damage.

Heat Metal   2nd Level

You heat your foe's armor, blistering its skin.

Evoc (Energy) [Fire]   **Lists:** Nature

Range: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Primary Target: One metal object

Effect: The target object becomes extremely hot.

Trigger: End of every round

Secondary Targets: The primary target and everything touching it

Attack: Magic vs. Fortitude

Success: The target takes 2d6 fire damage + d6 per four caster levels above 4th.

Failure: As above, but half damage.

Notes: 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. This spell can affect the armor worn by a typical Medium creature, but not generally by a larger creature.

Heroism   3rd Level

You imbue your ally with great bravery and morale in battle.

Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Arcane

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature

Effect: The target gains a +2 enhancement bonus on physical attacks, all checks, and special defenses. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Heroism, Greater   7th Level

Ench (Emotion) [Mind-Affecting, Morale]   **Lists:** Arcane

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature

Effect: As *heroism*, except the target also gains 35 temporary hit points + 1 per caster level above 14th. In addition, it is immune to hostile morale effects.

Hold Monster   4th Level

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane, Law

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable); see text

Spell Resistance: Yes

Target: One creature

Success: As *hold person*, except that the target can have any creature type.

Hold Monster, Mass   9th Level

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable); see text

Spell Resistance: Yes

Targets: Five creatures in the area

Success: As *hold person*, except that the target can have any creature type.

Hold Person   2nd Level

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane, Divine, Law, War

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable); see text

Spell Resistance: Yes

Target: One humanoid creature   **Attack**: Magic vs. Will

  Success: The target is bewildered *(−2 to attacks, defenses, and checks)*. As long as the target is bloodied *(half hit points)*, it is also dazed *(unable to act)* and unable to act. At the end of every round where the creature is bloodied, you must make a new Magic vs. Will attack against it to sustain the effect. If this attack fails, the creature is no longer dazed for the remainder of the spell, though it remains bewildered.

Hold Person, Mass   8th Level

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable); see text
Spell Resistance: Yes

Targets: Five creatures in the area
  Success: As *hold person*.

Holy Aura   8th Level

Abjur (Interdiction) [Good]   **Lists:** Divine, Good
Components: Verbal, Somatic, and Focus
Limit: Medium *(20 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Targets: Five creatures in the area
  The target gains a +5 enhancement bonus to its defenses. In addition, it gains spell resistance against evil spells and spells cast by evil creatures.
  At the end of each round, all evil creatures within Close *(30 ft.)* range of the target that attacked it with their body or a melee weapon that round take 4d6 points of damage. A creature that attacks multiple creatures shielded by this spell can take this damage multiple times.

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 250 gp.

Holy Smite   4th Level

Evoc (Channeling) [Good]   **Lists:** Good
Range: Medium *(100 ft.)*
Duration: 5 rounds
Spell Resistance: Yes

Target: One nongood creature   **Attack**: Magic vs. Will
  Success: 8d6 divine damage + d6 per two caster levels above 8th, and the target is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.
  Failure: As above, but half damage.

Holy Word   7th Level

Evoc (Channeling) [Good]   **Lists:** Good, Divine
Components: Verbal only
Burst: Large *(50 ft.)* radius centered on you
Spell Resistance: Yes

Targets: All nongood creatures in the area
  Effect: If the target's level does not exceed your caster level, it is deafened *(unable to hear)* for 5 rounds.
  If it is also bloodied *(half hit points)*, it suffers one or more of the following ill effects, depending on its level.
- Up to caster level −5: The target is also blinded *(unable to see, moves at half speed, defenseless)* for 1 round.
- Up to caster level −10: The target is also paralyzed *(helpless, unable to move)* for 5 rounds.
- Up to caster level −15: The target immediately dies. A nonliving creature is destroyed.

Horrid Wilting   8th Level

You dessicate your foes from a great distance, shriveling their bodies.
Necro (Flesh)   **Lists:** Necro, Water
Limit: Large *(50 ft.)* radius   **Range**: Long *(300 ft.)*
Spell Resistance: Yes

Targets: Ten living creatures in the area   **Attack**: Magic vs. Fortitude
  Special: You gain a +5 bonus to attack plants and creatures with the water subtype.
  Success: 8d6 physical damage + d6 per four caster levels above 16th.
  Failure: As above, but half damage.

Hypnotic Pattern   3rd Level

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.
Ench/Illus (Compulsion, Figment) [Light,   **Lists:** Arcane
Mind-Affecting, Sight-Dependent]
Zone: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Target: All creatures in the area   **Attack**: Magic vs. Will
  Success: The target is fascinated *(Unable to act unless threatened)*.

Notes: Creatures who cannot see the lights are not affected by this spell.
Spell Resistance: Yes

Ice Storm   4th Level

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.
Conj/Evoc (Creation,   **Lists:** Arcane, Destruction, Nature, Water
Energy) [Cold,
Destructive]
Range: Medium *(100 ft.)*
Burst: Small *(10 ft.)* radius cylinder, 20 ft. high
Duration: 1 round
Effect: The area is difficult terrain for 1 round.
Spell Resistance: Yes
Targets: Everything in the area
  Success: 4d4 cold and bludgeoning damage + d4 per four caster levels above 8th.

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.

Implosion   9th Level

You create a destructive responance in your foe's body that destroys it from the inside out.
Evoc (Control)   **Lists:** Destruction, Divine
Range: Close *(30 ft.)*
Duration: Concentration (up to 5 rounds)
Spell Resistance: Yes

Trigger: End of every round
  Target: One creature
    *[Magic vs. Fortitude]
  Success: The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 5 rounds.
    If the target is bloodied *(half hit points)*, it is instead instantly slain.
  Special: You cannot target the same creature more than once per casting of this spell.

Notes: *Implosion* has no effect on creatures in *gaseous form* or on incorporeal creatures.

Imprisonment   9th Level

You teleport your foe deep beneath the earth, leaving it in stasis forever.
Conj/Trans (Time, Translocation)   **Lists:** Arcane, Earth, Law [Teleportation]
Range: Close *(30 ft.)*
Duration: See text
Spell Resistance: Yes

Target: One creature touching the ground   **Attack**: Magic vs. Will
  Success: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.
  Success: If the target is bloodied *(half hit points)*, it instead 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.

Notes: If the target becomes inprisoned 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.

Inertial Shield   2nd Level

You create a barrier around your ally that resists physical intrusion.
Abjur (Shielding)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
  Effect: The target gains physical damage reduction, reducing the physical damage it takes each round by 4 + 1 per caster level above 4th. If it takes force damage, it cannot use its damage reduction for 1 round.

Inflict Critical Wounds   4th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
  Success: If the target is not undead, this spell inflicts 8d6 negative energy damage + d6 per two caster levels above 8th. For every 5 points of damage dealt in excess of the target's hit points, it can instead inflict 1 point of critical damage.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Critical Wounds, Mass   8th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
  Success: As *inflict light wounds*, except that it deals 8d6 negative energy damage + d6 per four caster levels above 16th.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Light Wounds   1st Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Range: Close *(30 ft.)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
  Success: If the target is not undead, it takes 2d6 negative energy damage + d6 per two caster levels above 2nd.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Light Wounds, Mass   5th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
  Success: As *inflict light wounds*, except that it deals 5d6 negative energy damage + d6 per four caster levels above 10th.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Moderate Wounds   2nd Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Target: One creature   **Attack**: Magic vs. Fortitude
  Success: If the target is not undead, this spell inflicts 4d6 negative energy damage + d6 per two caster levels above 4th. For every 15 points of damage dealt in excess of the target's hit points, it can instead inflict 1 point of critical damage.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Moderate Wounds, Mass   6th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
  Success: As *inflict moderate wounds*, except that it deals 6d6 negative energy damage + d6 per four caster levels above 12th.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Serious Wounds   3rd Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
  Success: If the target is not undead, this spell inflicts 6d6 negative energy damage + d6 per two caster levels above 6th. For every 10 points of damage dealt in excess of the target's hit points, it can instead inflict 1 point of critical damage.
  Failure: As above, but half damage.
  Effect: If the target is undead, it is instead healed for that much damage.

Inflict Serious Wounds, Mass   7th Level

Necro (Vitalism) [Negative]   **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area   **Attack**: Magic vs. Fortitude
  Success: As *inflict serious wounds*, except that it deals 7d6 negative

energy damage + d6 per four caster levels above 14th.

Failure: As above, but half damage.

Effect: If the target is undead, it is instead healed for that much damage.

Insanity   6th Level

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane

Range: Close *(30 ft.)*

Duration: Permanent

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

Success: As long as the target is bloodied *(half hit points)*, it is confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Notes: *Remove curse* and *dispel magic* do not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Interposing Hand   2nd Level

You create a massive hand from thin air that blocks your foe's attacks.

Evoc (Control) [Force]   **Lists:** Arcane

Range: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Effect: This spell creates a floating, disembodied hand made of magical force. Each round, as a swift action, you can direct the hand to protect you from a target. If you do not direct the hand, it remains motionless.

The hand is 10 feet long and about that wide with its fingers outstretched. It has 3 hit points per caster level, an Armor defense of 10 + half your caster level, and a Maneuver defense of 10 + your caster level + your casting attribute. Most effects that don't affect objects do not affect the hand.

Target: One creature

Effect: The hand provides you with active cover from the target. Each physical attack the target makes against you has a 20% chance to strike the hand instead. In addition, if the target is Large size or smaller, it moves at half speed while moving towards you.

Notes: The hand can move up to 60 feet per round. It never provokes attacks of opportunity from opponents. Since the hand 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 hand goes out of range of you, it winks out.

Invest Magic   4th Level

Trans (Augment)   **Lists:** Arcane, Divine, War

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

Effect: All weapons and armor that the target wields gain a +3 enhancement bonus for as long as it wields them. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level.

Invisibility   3rd Level

Illus (Glamer)   **Lists:** Arcane, Trickery

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature or object weighing no more than 100 lb./caster level

Effect: The target and its equipment become invisible. An invisible creature cannot be seen, even by darkvision. Invisible creatures can be detected with the Perception skill (see Perception, page 60).

If the target attacks any creature, such as by casting any spell that

affects an unwilling creature, it becomes visible.

Notes: This spell can be made permanent (on objects only) with a *permanency* ritual.

Invisibility, Greater   6th Level

Illus (Glamer)   **Lists:** Illus

Range: Close *(30 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature or object weighing no more than 100 lb./caster level

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.

Invisibility, Mass   7th Level

Illus (Glamer)   **Lists:** Arcane, Trickery

Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Targets: Five creatures or objects weighing no more than 100 lb./caster level in the area

Effect: The target becomes invisible, as *invisibility*.

Iron Body   8th Level

Trans (Polymorph)   **Lists:** Arcane, Earth, Strength

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You

Effect: This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain physical damage reduction, reducing the physical damage you take each round by 16 + 1 per caster level above 16th. If you are hit by an adamantine weapon, you cannot use your damage reduction 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. You take only half damage from acid and fire of all kinds.

You gain a +5 enhancement bonus to your Strength score, but you take a −5 penalty to Dexterity as well, and your speed is reduced to half normal. You have 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.

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.

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane, Chaos

Range: Close *(30 ft.)*

Duration: 1 round

Spell Resistance: Yes

Target: One creature

Effect: The target is defenseless and must spend a standard action to do nothing but dance, which provokes attacks of opportunity.

Knock   2nd Level

Evoc (Control)   **Lists:** Evoc
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One object (Medium or smaller)
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 caster level 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 an enhancement bonus on the Disable Device check equal to half your caster level.

Notes: If knock is cast on an *arcane locked* door, make a caster level check against a DC of 11 + the caster level 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.

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

Evoc (Control)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: One object or willing creature (total weight up to 100 lb./caster level)
Effect: You can telekinetically move the target vertically. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. As a swift action, you can mentally direct the target to move up or down as much as 20 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).

Lifebreaker Curse   7th Level

You permanently cripple your foe's life force.
Necro (Life) [Curse]   **Lists:** Necro
Range: Medium *(100 ft.)*
Duration: Permanent
Spell Resistance: Yes

Target: One living creature   **Attack**: Magic vs. Will
Success: 12d6 life damage + d6 per two caster levels above 12th. The target's maximum hit points are reduced by the amount of life damage it takes from this attack (to a minimum of 1).
Failure: As above, but half damage, and the target's maximum hit points are not reduced.

Notes: If this spell is cast multiple times on the same target, the reduction of maximum hit points does not stack. Only the largest reduction applies.

Curses cannot be dispelled.

Lifeseeking Missile   3rd Level

Evoc/Necro (Control, Life) [Force]   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Special: You create three missiles + one missile per four caster levels above 6th. Each missile can deal d10 force damage to a single creature.

Any missiles you do not explicitly target will automatically strike a living creature within the area. The missiles are able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. You can direct the missiles to avoid specific targets, allowing you to strike a hidden foe among your allies.
Targets: Any number of creatures in the area
Effect: The target is struck by as many missiles as you choose.

Lightning Bolt   3rd Level

Evoc (Energy) [Destructive, Electricity]   **Lists:** Arcane, Destruction, Nature
Burst: Large *(50 ft.)* line, 10 ft. wide
Spell Resistance: Yes

Target: Everything in the area   **Attack**: Magic vs. Reflex
Success: 3d6 electricity damage + d6 per four caster levels above 6th.
Failure: As above, but half damage.

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.

Limited Wish   7th Level

Universal   **Lists:** Arcane
Components: Verbal, Somatic, and Material
Target or Area: See text   **Range**: See text
Duration: See text
Attack: None; see text
Effect: A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- Duplicate any general sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any general sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 3rd level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as geas/quest or insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a −5 penalty to its defenses for 5 rounds.

When casting a limited wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 15 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a *limited wish* to turn a foe to stone would normally mimic the *flesh to stone* effect of the *transmute flesh and stone* spell. However, if the Wisdom check failed, your foe might gain the benefit of a *stoneskin* spell instead.

When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,000 gp cost for this spell).

Material Components: A diamond worth no less than 1,000 gp (see above).
Spell Resistance: Yes

Link Vitality   3rd Level

Necro (Life)   **Lists:** Necro
Limit: Medium *(20 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Targets: Any two living creatures in the area   **Attack**: Magic vs. Will
  Special: This spell has no effect unless the attack succeeds against both targets.
  Success: Whenever one target gains or loses hit points, the other target also gains or loses the same amount of hit points.

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.

Link Vitality, Mass   6th Level

Necro (Life)   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Targets: Five living creatures in the area
  Special: This spell has no effect unless the attack succeeds against at least two targets.
  Success: Whenever one target gains or loses hit points, all other affected targets also gain or lose the same amount of hit points.

Living Projectile   3rd Level

Abjur/Evoc (Control, Shielding)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: 1 round

Targets: One willing creature and one creature or object
  Attack: Caster level + casting attribute vs. Armor defense
  Effect: You telekinetically fling a willing creature at great speed towards a foe. The willing target is moved adjacent to the foe attacked, gains the benefit of the *ablate impact* spell for 1 round, and is knocked prone. If the attack hits a different target than intended, such as because of active cover, the flung creature moves adjacent to that target instead.
  Success: The target creature or object takes 6d6 damage + d6 per two caster levels above 6th. The flung creature takes half this amount of damage.
  Failure: As above, but half damage to the target creature or object. The damage taken by the flung creature is not halved.

Locate Entity   6th Level

Div (Awareness) [Detection]   **Lists:** Arcane, Knowledge
Range: Extreme *(1,000 ft.)*
Duration: Long *(1 hour)* (Dismissable)

Effect: This spell functions as *locate object*, except that it can also detect creatures, as *locate creature*. When you cast this spell, you choose to locate an object or creature, following the restrictions stated in the respective location spells.

Locate Creature   2nd Level

Div (Awareness) [Detection]   **Lists:** Arcane, Divine
Range: Long *(300 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

Effect: You sense the direction of a well-known or clearly visualized creature if it is within the spell's range. You can search for general creatures based on visual characteristics (such as "pointy ears" or "looking human"), in which case you locate the nearest one of its kind if more than one is within the range. Attempting to find a certain creature requires a specific and accurate mental image of a distinguishing visual characteristic, such as its clothes or face; if the image is not close enough to the actual creature, the spell fails.

Notes: 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.

Locate Creature, Greater   4th Level

Div (Awareness) [Detection]   **Lists:** Arcane, Divine, Knowledge
Range: Extreme *(1,000 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

Effect: As *locate creature*, except that it detects creatures within Extreme *(1,000 ft.)* range. In addition, you detect all appropriate creatures within the range, rather than only the nearest creature.

Locate Object   1st Level

Div (Awareness) [Detection]   **Lists:** Arcane, Divine
Range: Long *(300 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

Effect: You sense the direction of a well-known or clearly visualized object if it is within the spell's range. You can search for general items, in which case you locate the nearest one of its kind if more than one is within the range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

Notes: 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.

Locate Object, Greater   3rd Level

Div (Awareness) [Detection]   **Lists:** Arcane, Divine, Knowledge
Range: Extreme *(1,000 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

Effect: This spell functions like *locate object*, except that it detects objects within Extreme *(1,000 ft.)* range. In addition, you detect all appropriate objects within the range, rather than only the nearest object.

Longstrider   1st Level

Trans (Augment)   **Lists:** Nature, Travel
Duration: Long *(1 hour)* (Dismissable)

Target: You
  Effect: You gain a +10 enhancement bonus to your land speed. This has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Mage Armor   1st Level

You create an invisible but tangible field of force that surrounds you, protecting you from attacks.

Abjur (Shielding) [Force]   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* or Long *(1 hour)*; see text (Dismissable)
Spell Resistance: Yes

Target: One creature
  Effect: As you cast this spell, you choose whether to create body armor or a shield. If you choose body armor, the target gains a +2 armor modifier. If you choose a shield, the target gains a +2 shield modifier. The bonus granted increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.
  Unlike mundane armor, *mage armor* entails no armor check penalty,

arcane spell failure chance, or speed reduction.

If you are the target, this spell lasts for Long *(1 hour)* duration. On any other creature, it lasts for Short *(Concentration + 5 rounds)* duration.

Notes: If you cast this spell on the same creature twice, you can grant the creature 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 *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mage Hand   1st Level

Evoc (Control)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Target: One nonmagical, unattended object weighing up to 5 lb.
Effect: You point your finger at an object and can lift it and move it in any direction from a distance. By directing the spell as a swift action, you can propel the object as far as 15 feet in any direction each round, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Notes: Fine manipulation, including any motion other than simply moving the object in a particular direction, is not possible with this spell.

Mage's Disjunction   9th Level

Abjur (Negation) [Magic]   **Lists:** Arcane, Magic
Target or Area: One magic item or   **Range**: Medium *(100 ft.)*
Medium *(20 ft.)* radius burst
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
Targets: All spells in the area
Effect: The target spell is dispelled. If you cast the target spell, you may choose not to dispel it.

Target: One magic item   **Attack**: Caster level vs. Special
Special: The attack is made against a DC equal to 10 + the caster level of the item.

If the item is an artifact, there is only a 1% chance per caster level that the spell works. If you destroy an artifact in this way, you permanently lose the ability to cast *mage's disjunction*.
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.

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.

Magic Circle against Alignment   5th Level

Abjur (Interdiction)   **Lists:** Arcane, Chaos, Divine, Evil, Good, Law
[Barrier, Good]
Range: Touch
Primary Target: One creature
Emanation: Small *(10 ft.)* radius from the primary target
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes
Special: When you cast this spell, choose an alignment (chaotic, good, lawful, or evil).

Effect: Summoned creatures which have the chosen alignment cannot enter the area.

Secondary Targets: All creatures in the area
Effect: The target is protected from the chosen alignment, as *protection from alignment*.

Magic Fang   2nd Level

Trans (Augment)   **Lists:** Nature
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
Effect: One of the target's natural weapons gains a +2 enhancement bonus to attack and damage. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Notes: This spell can be cast multiple times on the same creature. Each time, you can choose a new natural weapon. It does not change an unarmed strike's damage from nonlethal damage to lethal damage.

This spell can be made permanent with a *permanency* ritual.

Magic Fang, Greater   4th Level

Trans (Augment)   **Lists:** Nature
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
Effect: All of the target's natural weapons gain a +3 enhancement bonus to attack and damage. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level.

Notes: This spell can be made permanent with a *permanency* ritual.

Magic Missile   1st Level

Evoc (Control) [Force]   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Spell Resistance: Yes

Special: You create two missiles + one missile per two caster levels above 2nd. Each missile can deal d4 force damage to a single creature.
Targets: Any number of creatures in the area
Effect: The target is struck by as many missiles as you choose.

Magic Vestment   1st Level

Trans (Augment)   **Lists:** Arcane, Divine
Range: Close *(30 ft.)*
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: One suit of armor or shield
Effect: The target gains a +2 enhancement bonus, increasing the defense bonus it provides. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Notes: An outfit of regular clothing counts as armor that grants no armor defense bonus for the purpose of this spell.

Magic Weapon   2nd Level

Trans (Augment)   **Lists:** Arcane, Divine
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One weapon or fifty projectiles (in a single group)
Effect: The target gains a +2 enhancement bonus to attack and damage. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Notes: You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

If you use this spell to enhance projectiles, the projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat darts and shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Major Image   4th Level

Illus (Figment) [Unreal]   **Lists:** Illus
Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: A figment of your design appears within the area, as *silent image*, except that sound, smell, and thermal elements are included.

Notes: Creatures can identify the illusion, as *silent image*.

Manipulate Probability   5th Level

Div (Knowledge)   **Lists:** Div, Knowledge
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* or until expended
Spell Resistance: Yes
Special: When you cast this spell, you roll a d20 three times. Store the results. At 10th caster level, and every 5 caster levels thereafter, you roll an additional die when you cast this spell.

Target: One creature   **Attack**: Magic vs. Will
  Success: Your results replace the target's die results, as *foresee probability*, except that you choose the order in which the die results are used. In addition, you may choose to let the creature roll for itself rather than use any of your stored results.

Notes: As *foresee probability*.

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

Conj (Translocation) [Planar]   **Lists:** Conj, Trickery
Range: Medium *(100 ft.)*
Duration: Instantaneous; see text
Attack: Will partial
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
  Success: The target is banished to 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.

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.

Meld into Stone   3rd Level

Trans (Polymorph) [Earth]   **Lists:** Earth, Nature
Duration: Long *(1 hour)*
Target: You
  Effect: You can meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

  While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. If the stone is completely destroyed, you are expelled, and you die unless your Fortitude defense is at least 20.

  At any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

Notes: The following spells harm you if cast upon the stone that you are occupying: *transmute flesh and stone* expels you and deals 6d6 points of damage. *Shape stone* deals 3d6 points of damage but does not expel you. *Passwall* expels you without damage.

Message   1st Level

Div (Communication)   **Lists:** Arcane
Components: Somatic only
Duration: Long *(1 hour)*
Effect: Whenever you whisper, you may cause other creatures to hear the message.
Range: Medium *(100 ft.)*
Targets: Five creatures
  Effect: The target hears what you whispered as if you were whispering in its ear.

Notes: This is not telepathic communication, and observers can still read your lips. Very close observers may also hear the message.

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.

Evoc (Energy) [Fire]   **Lists:** Destruction, Evoc, Fire
Range: Long *(300 ft.)*
Burst: Large *(50 ft.)* radius cylinder, 100 ft. high
Spell Resistance: Yes

Targets: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 9d6 fire damage + d6 per four caster levels above 18th. 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: As above, but half damage, and the target is not knocked prone

or driven to the ground.

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.

Minor Image   3rd Level

Illus (Figment) [Unreal]   **Lists:** Illus
Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: A figment of your design appears within the area, as *silent image*, except that sound elements are included.

Notes: Creatures can identify the illusion, as *silent image*.

Miracle   9th Level

Evoc (Channeling)   **Lists:** Divine
Target or Area: See text   **Range**: See text
Duration: See text
Attack: See text

Effect: You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.
- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Examples of especially powerful miracles of this sort could include the following.
- Swiinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

Notes: If you request a miracle, your deity (or the power you pray to) will expect something of you in return. You must cast *commune*commune to learn what this is within 24 hours, or you will lose the ability to cast any cleric spells other than *commune*. For more moderate miracles, you may be required to offer 25,000gp worth of incense and gems. For especially powerful miracles, or multiple moderate miracles, you may geased with a task to complete.

When a miracle spell duplicates a spell with a material component that costs more than 5,000 gp, you must provide that component.

Spell Resistance: Yes

Mirror Image   2nd Level

You create illusory duplicates of yourself that make it difficult for enemies to know which image to attack.
Illus (Figment)   **Lists:** Arcane
Duration: Short *(Concentration + 5 rounds)* or until expended (Dismissable)
Target: You

Effect: Illusory duplicates mirror your every move. You gain four images + one per four caster levels above 2nd. For each image, you gain a +1 bonus to your physical defenses. At the end of each round, you lose one image for each physical attack that missed you that round. If you run out of images, the spell is expended.

Notes: If you are invisible, this spell has no effect. If an creature is unable to see the images, such as by closing their eyes or with the *true seeing* spell, you gain no bonus to your defenses against that creature's attacks.

Mirror Image, Greater   5th Level

Illus (Figment)   **Lists:** Arcane
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
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 is first cast.

Notes: As *mirror image*.

Mislead   6th Level

Illus (Figment, Glamer) [Unreal]   **Lists:** Arcane, Trickery
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
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.

Missile Storm   7th Level

You unleash an immense swarm of missiles which seek out and destroy all of your foes.
Evoc (Control) [Force]   **Lists:** Arcane
Limit: Large *(50 ft.)* radius centered on you
Spell Resistance: Yes

Targets: Any number of creatures in the area
Effect: 7d4 force damage + d4 per four caster levels above 14th.

Moment of Prescience   7th Level

Div (Knowledge)   **Lists:** Arcane, Div, Knowledge
Duration: Extreme *(12 hours)* or until discharged
Target: You

Effect: As *lesser moment of prescience*, except that you also gain a bonus equal to half your caster level on the roll.

Alternately, you can discharge the spell to protect yourself. As an immediate action, when you are attacked by a physical attack, you can gain a bonus to your dodge modifer equal to half your caster level. Unlike normal, you can still take this immediate action even if if you are unaware of the attack. Doing so makes you aware of the attack, allowing you to defend yourself normally.

Notes: As *lesser moment of prescience*.

Moment of Prescience, Greater   9th Level

Div (Knowledge)   **Lists:** Div
Duration: Extreme *(12 hours)* or until discharged
Target: You

Effect: As *moment of prescience*, except that the bonus and extra rolls apply to all of your physical attacks, opposed checks, and defenses until the beginning of your next turn.

Notes: As *lesser moment of prescience*.

Moment of Prescience, Lesser

4th Level

You gain a powerful sixth sense in relation to yourself.

Div (Knowledge) **Lists:** Arcane, Div, Knowledge
Duration: Extreme *(12 hours)* or until discharged
Target: You

Effect: As an immediate action, when you make a single physical attack or opposed check, you can roll twice and take the result you prefer. Once activated once, the spell is discharged.

Notes: You can't have more than one *moment of prescience* effect active on you at the same time.

Obscuring Mist

1st Level

You conjure a bank of fog that arises around you, concealing you and your allies.

Conj (Creation) [Fog] **Lists:** Arcane, Divine, Nature, Water
Zone: Medium *(20 ft.)* radius cylinder centered on you
Duration: Short *(Concentration + 5 rounds)*
Effect: Fog blocks sight in the area, as *fog cloud*.
Notes: As *fog cloud*.

Order's Wrath

4th Level

Evoc (Channeling) [Lawful] **Lists:** Law
Range: Medium *(100 ft.)*
Duration: 5 rounds
Spell Resistance: Yes
Target: One nonlawful creature

Success: 8d6 divine damage + d6 per two caster levels above 8th, and the target is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.
Failure: As above, but half damage.

Persistent Image

6th Level

Illus (Figment) **Lists:** Illus
Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)
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.
Notes: Creatures can identify the illusion, as *silent image*.

Phantasmal Killer

4th Level

You create a phantasmal image of the most fearsome creature imaginable to your foe simply by forming the fears of its subconscious mind into something that its conscious mind can visualize: this most horrible beast.

Ench/Illus (Emotion, Phantasm) [Death, Fear, Mind-Affecting] **Lists:** Arcane, Trickery
Range: Medium *(100 ft.)*
Spell Resistance: Yes

Target: One creature **Attack**: Magic vs. Will and Fortitude
Success (Will): The target is shaken *(−2 to attacks, defenses, and checks)* for 5 rounds.
Success (Will and Fortitude): If the target is bloodied *(half hit points)*, it dies.

Phantasmal Maze

5th Level

You manipulate a foe's perceptions, causing it to believe that it is trapped in a labyrinth.

Illus (Phantasm) **Lists:** Arcane, Trickery
Range: Medium *(100 ft.)*
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: One creature **Attack**: Magic vs. Will
Success: The target perceives itself to be banished to an extradimensional labyrinth of force planes, as the *maze* spell. It cannot see or hear anything to the contrary, causing it to be treated as if blinded and deafened for most purposes. However, it can still see and hear itself. Typically, this means the target moves in a random direction each round to escape the maze.

If the target encounters any physical resistance in its movements or takes any damage, you must make another attack to maintain the effect. Failure means the target disbelieves the phantasm, ending the spell.

Phantasmal Wound

2nd Level

You manipulate a foe's perceptions, causing it to believe that it is grievously wounded.

Illus (Phantasm) **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature **Attack**: Magic vs. Will
Success: The target is sickened *(−2 to attacks, defenses, and checks)*.

As long as the target is bloodied *(half hit points)*, it also perceives itself to have no hit points remaining. It is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)*, and may try to heal itself or take other appropriate actions. If its hit points are altered, such as by damage or healing, the creature disbelieves the effect automatically. It is immune to this effect for the rest of the duration, though it remains sickened.

Poison

4th Level

Calling upon the venomous powers of natural predators, you infect your foe with a horrible poison that drains its life force.

Necro (Flesh) [Poison] **Lists:** Death, Divine, Nature
Range: Close *(30 ft.)*
Duration: 5 minutes (Undispellable)
Spell Resistance: Yes
Target: One creature

Effect: The target is poisoned. At the end of every round, you make an attack against it to determine the poison's effects.
Trigger: End of every round until the poison is resisted

Target: The poisoned creature **Attack**: Magic vs. Fortitude
Success: If this is the first successful attack, the target is sickened *(−2 to attacks, defenses, and checks)*. If this is the second successful attack, the target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)*. 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.

Polar Ray

8th Level

You fire a blue-white ray of frigid air and ice, freezing your foe in place.

Evoc (Energy) [Cold] **Lists:** Arcane, Water
Range: Close *(30 ft.)*

Duration: 5 rounds
Spell Resistance: Yes

Target: One creature or object   **Attack**: Magic vs. Reflex
   Success: 16d6 cold damage + d6 per three caster levels above 16th. In addition, the target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.
   If the target is bloodied *(half hit points)* after the damage is dealt, it is also paralyzed *(helpless, unable to move)* for 5 rounds.

Power Word Blind   7th Level

Necro (Flesh)   **Lists:** Arcane
Components: Verbal only
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target is sickened *(−2 to attacks, defenses, and checks)*.
   If the target is bloodied *(half hit points)*, it is instead blinded *(unable to see, moves at half speed, defenseless)*.

Power Word Confuse   6th Level

Ench (Compulsion) [Mind-Affecting]   **Lists:** Arcane
Components: Verbal only
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target is bewildered *(−2 to attacks, defenses, and checks)*.
   If the target is bloodied *(half hit points)*, it is instead confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Power Word Kill   9th Level

   You utter a single word of power that instantly kills your foe, whether it can hear the word or not.
Necro (Life) [Death]   **Lists:** Arcane, Death
Components: Verbal only
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One living creature
   Effect: The target is sickened *(−2 to attacks, defenses, and checks)*.
   If the target is bloodied *(half hit points)*, and its level does not exceed your caster level, it dies instead.

Power Word Stun   8th 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.
Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane
Components: Verbal only
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target is bewildered *(−2 to attacks, defenses, and checks)*.
   If the target is bloodied *(half hit points)*, it is instead unable to act, −2 to attacks, defenses, and checks .

Precognition, Lesser   2nd Level

   You extend your mind a fraction of a second into the future, allowing you to strike at your foes more effectively.
Div (Knowledge)   **Lists:** Arcane, Div
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You
   Effect: You gain a +2 enhancement bonus to your physical attack and damage rolls. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Precognition   5th Level

   You extend your mind a fraction of a second into the future, allowing you to strike at your foes more effectively and avoid hostile attacks more easily.
Div (Knowledge)   **Lists:** Arcane, Div
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You
   Effect: You gain a +3 enhancement bonus to your physical attacks and damage rolls, special defenses, and dodge defense modifier. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level.

Precognition, Greater   8th Level

   You extend your mind a short time into the future, allowing you to strike at your foes more effectively and avoid hostile attacks more easily.
Div (Knowledge)   **Lists:** Arcane, Div
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: You
   Effect: You gain combat bonuses, as *precognition*. In addition, In addition, when making a standard attack, you may make an additional attack at a −5 penalty.

Prismatic Beam   3rd Level

Universal [Light]   **Lists:** Arcane
Range: Medium *(100 ft.)*
Spell Resistance: Yes

Target: One creature
   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 11.1: Prismatic Beam Effects (page 182). The damaging effects deal 6d6 damage + d6 damage per two caster levels above 6th.

Prismatic Storm   9th Level

Universal [Light]   **Lists:** Arcane
Burst: Large *(50 ft.)* radius centered on you
Spell Resistance: Yes

Targets: All creatures in the area   **Attack**: Magic 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 11.1: Prismatic Beam Effects (page 182). The damaging effects deal 9d6 damage + d6 damage per four caster levels above 18th.

Prismatic Spray   7th Level

   This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand.
Universal [Light]   **Lists:** Arcane, Chaos
Burst: Large *(50 ft.)* cone
Spell Resistance: Yes

Targets: All creatures in the area   **Attack**: Magic vs. Special
   Special: The target is struck by a randomly colored beam of light. The

Table 11.1: Prismatic Beam Effects

1d8	Color of Beam	Defense	Success[1]	Failure
1	Red	Reflex	Fire damage and ignited for 5 rounds	Half damage
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
5	Blue	Will	Slowed for 5 rounds	Slowed for 1 round
6	Indigo	Will	Confused for 1 round	No effect
7	Violet	None	Damage of all energy types (acid, cold, electricity, fire)	—
8	—	—	Struck by two beams; roll twice more, ignoring any "8" results.	

1 See Conditions, page 229 for a summary of the conditions imposed.

beam color determines the effect and the defense used, as shown on Table 11.1: Prismatic Beam Effects (page 182). The damaging effects deal 7d6 damage + d6 damage per four caster levels above 14th.

Prismatic Wall   5th Level

Universal [Light]   **Lists:** Arcane, Chaos
Zone: Large *(50 ft.)* wall, 20 ft. high   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: This spell creates a shimmering, multicolored plane of light that blocks all sight. It harms any creature that attempts to pass through it.
Trigger: A creature passes through the wall
  Target: Creature in wall   **Attack**: Magic 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 11.1: Prismatic Beam Effects (page 182). The damaging effects deal 5d6 damage + d6 damage per four caster levels above 10th.

Notes: This spell can be made permanent with a *permanency* ritual.

Prohibition   6th Level

Abjur/Div (Communication, Interdiction)   **Lists:** Abjur, Law
Emanation: Large *(50 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Effect: You loudly declare a prohibition on 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.
Trigger: A creature breaks the rule
  Target: The creature breaking the rule
    Effect: 6d6 damage + 1d6 per four caster levels above 12th. You know a creature broke the rule, but not which creature.

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.

Prohibition, Greater   9th Level

Abjur (Interdiction)   **Lists:** Abjur, Law
Emanation: Large *(50 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Effect: You declare a rule that creatures must follow, as *prohibition*.

Trigger: A creature breaks the rule
  Target: The creature breaking the rule   **Attack**: Magic vs. Will
    Effect: 9d6 damage + 1d6 per four caster levels above 18th. You know a creature broke the rule, but not which creature.
    Success: The target fails to take the prohibited action. Instead, it does nothing.

Notes: As *prohibition*.

Project Image   6th Level

Illus (Shadow)   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Medium *(5 minutes)* (Dismissable)

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.

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.

Protection from Alignment   1st Level

Abjur (Interdiction)   **Lists:** Arcane, Chaos, Divine, Evil, Good, Law
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Special: Choose an alignment other than neutral (chaotic, good, evil, lawful).

Target: One creature
  Effect: The target gains a +2 enhancement bonus to its special defenses. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

This bonus is increased by 2 against attacks from creatures or effects

with the chosen alignment.

Notes: This spell has the subtype of the alignment opposed to the chosen alignment.

Protection from Energy   3rd Level

Abjur (Shielding)   **Lists:** Arcane, Divine, Nature, Protection
Range: Touch
Duration: Long *(1 hour)* or until expended
Special: Choose a type of energy (acid, cold, electricity, or fire).
Spell Resistance: Yes

Target: One creature

  Effect: The target becomes immune to damage from the chosen type of energy. When the spell absorbs 10 points per caster level of energy damage, it is discharged.

Notes: This spell overlaps (and does not stack with) *resist energy*. If a character is shielded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Protection from Energy, Greater   6th Level

Abjur (Shielding)   **Lists:** Arcane, Divine, Nature, Protection
Range: Touch
Duration: Long *(1 hour)* or until expended
Spell Resistance: Yes

Target: One creature

  Effect: The target becomes immune to all energy damage (acid, cold, electriticity, and fire). When this spell absorbs 10 points per caster level of damage in total, regardless of its type, it is discharged.

Read Mind   3rd Level

Div (Awareness) [Mind-Affecting]   **Lists:** Arcane, Knowledge
Range: Medium *(100 ft.)*
Duration: Concentration
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

  Success: You can read the target's surface thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against creatures whose mind you are reading.

Read Mind, Greater   7th Level

Div (Awareness) [Mind-Affecting]   **Lists:** Arcane, Knowledge
Range: Medium *(100 ft.)*
Duration: Concentration
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

  Effect: You can read the target's surface thoughts, as *read mind*.

Read Mind, Mass   8th Level

Div (Awareness) [Mind-Affecting]   **Lists:** Arcane, Knowledge
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Five creatures in the area   **Attack**: Magic vs. Will

  Success: You can read the target's surface thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against creatures whose mind you are reading.

Reduce Person   1st Level

Trans (Polymorph) [Size-Affecting]   **Lists:** Trans
Casting Time: Full-round action
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Target: One humanoid creature   **Attack**: Magic vs. Fortitude

  Success: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. 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.
- −2 penalty to Strength.
- +2 enhancement bonus to Dexterity.
- +4 bonus to Stealth checks.

  All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Notes: Multiple magical effects that reduce size do not stack. This spell can be made permanent with a *permanency* ritual.

  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). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

Reduce Person, Mass   5th Level

Trans (Polymorph) [Size-Affecting]   **Lists:** Trans
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Targets: Five humanoid creatures in the area   **Attack**: Magic vs. Fortitude

  Success: The target shrinks, as *reduce person*.

Regenerate   8th Level

You grant immense healing power to a creature with a touch.
Necro (Flesh)   **Lists:** Divine, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One living creature

  Effect: The target automatically heals a number of hit points each round equal to your caster level.

  You can also use this spell to regrow lost portions of the target's body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for 5 minutes.

Repulsion   6th Level

An invisible, mobile field surrounds you and prevents creatures from approaching you.
Abjur (Shielding) [Barrier]   **Lists:** Arcane, Protection, Travel
Emanation: Large *(50 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes
Trigger: A creature in the area moves towards you
  Target: The moving creature   **Attack**: Magic vs. Will
    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.

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.

Resilient Sphere   5th Level

You trap a foe in a globe of shimmering force, removing it from the battle.
Evoc (Control) [Force]   **Lists:** Evoc
Range: Medium *(100 ft.)*
Zone: 5 ft. radius
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes
Effect: The area is surrounded by a sphere made of force. The sphere cannot be moved or broken, preventing anything in the area from interacting with anything outside the area.
Target: Everything in the area   **Attack**: Magic vs. Reflex
    Success: The target is unable to disrupt the sphere.
    Failure: The target disrupts the sphere, preventing it from being formed.
Notes: Force effects can be destroyed by *disintegrate*.

Resist Energy   2nd Level

Abjur (Shielding)   **Lists:** Arcane, Divine, Nature, Protection
Range: Touch
Duration: Long *(1 hour)* or until expended
Spell Resistance: Yes
Target: One creature
    Effect: The target gains gains damage reduction against a single energy type of your choice (acid, cold, electricity, fire). This reduces the damage it takes each round from that energy type by 10 + 2 per caster level above 4th.
    The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.
Notes: This spell overlaps (and does not stack with) *protection from energy*. If a character is shielded by both spells, the *protection* spell absorbs damage until its power is exhausted. A character can only be affected by one *resist energy* spell at once.

Resist Energy, Greater   4th Level

Abjur (Shielding)   **Lists:** Arcane, Divine, Nature
Range: Touch
Duration: Long *(1 hour)* or until expended
Spell Resistance: Yes
Target: One creature
    Effect: The target gains damage reduction against all energy types (acid, cold, electricity, fire). This reduces the energy damage it takes each round by 20 + 2 per caster level above 8th.
    The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.
Notes: As *resist energy*.

Retributive Brilliance   5th Level

Abjur/Illus (Figment, Shielding)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* or until discharged
Spell Resistance: Yes
Primary Target: One creature
    Effect: The target is protected by a retributive shield that can be activated when it is attacked. Activating the triggered attack requires an immediate action from either you or the target, and discharges the spell.
Trigger: Creature attacks the primary target with a melee weapon
    Range: Close *(30 ft.)*
    Secondary Target: Attacking creature   **Attack**: Magic vs. Reflex
      Success: The target is dazzled *(20% miss chance, −4 to visual Perception)* for 5 rounds.
        If the target is bloodied *(half hit points)*, it is also blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.
      Failure: The target is dazzled for 5 rounds.

Retributive Shield   4th Level

Abjur/Necro (Life, Shielding)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes
Target: One creature
    Effect: The target gains physical damage reduction, reducing the physical damage it takes each round by 8 + 1 per caster level above 8th. If it takes life damage, it cannot use its damage reduction for 1 round. In addition, 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.

Retrieve Ally   2nd Level

You save your ally from danger by teleporting it next to you.
Conj (Translocation) [Teleportation]   **Lists:** Conj
Range: Medium *(100 ft.)*
Spell Resistance: Yes
Target: One willing creature
    Effect: The target teleports into a free space adjacent to you. You must have line of sight and line of effect to both the target and its destination. If you accidentally attempt to teleport the creature into an invalid location, the spell simply fails.

Retrieve Object   1st Level

You teleport an object into your hand.
Conj (Translocation) [Teleportation]   **Lists:** Conj
Range: Close *(30 ft.)*
Spell Resistance: Yes
Target: One unattended object (Small or smaller)   **Attack**: Magic vs. Will
    Success: The target teleports into your hands.
Notes: Most items do not have a Will defense. In that case, this spell succeeds automatically.

Retrieve Object, Greater   5th Level

Conj (Translocation) [Teleportation]   **Lists:** Conj
Range: Medium *(100 ft.)*
Spell Resistance: Yes
Target: One object (Medium or smaller)   **Attack**: Magic vs. Will
    Effect: The target teleports into your hands.

Notes: As *retrieve object*.

Revelation   9th Level

You grant the target a powerful vision of a possible future.

Div (Awareness, Knowledge)   **Lists:** Arcane, Div, Knowledge
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes
Special: This spell has three versions. Its effects depend on which version is chosen.
Target: One creature
   Effect (*Revelation of Destruction*):   You inflict a vision of a terrible future upon the target. It takes a −4 penalty to attacks, defenses, and checks as it struggles to avoid the certainty of its own doom.
       As long as the target is bloodied *(half hit points)*, these penalties increase by 2.
   Effect (*Revelation of Prowess*): You show the target a vision of its success in the combat to come. It gains the benefits of a *greater 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.
Notes: Creatures without an Intelligence score are not affected by this spell.

Reverse Gravity   8th Level

Trans   **Lists:** Air, Arcane, Trickery
Zone: Large *(50 ft.)* radius cylinder   **Range**: Close *(30 ft.)*
Duration: Concentration (up to 5 rounds)
Target: Everything in the area
   Effect: The target falls upwards, reaching the top of the area within 1 round. If the target 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. When the spell ends, if the target is still floating, it falls, potentially taking damage for the fall.
Notes: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting.

Revivify   5th Level

You reconnect a corpse's soul with its body before the soul has completely passed on.

Necro (Life, Soul)   **Lists:** Divine
Components: Verbal, Somatic, and Material
Range: Touch
Target: One dead creature
   Effect: If the target has been dead for no more than one round per four caster levels, it is restored to life. This functions like *raise dead* ritual, except that tthe target suffers no negative effects for having died.
Material Components: Diamonds worth at least 500 gp.

Righteous Might   5th Level

Trans (Augment, Polymorph)   **Lists:** Divine, Good, Strength
[Size-Affecting]
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Target: You
   Success: You become larger, as *enlarge person*. In addition, you gain physical damage reduction, reducing the physical damage you take each round by 10 + 1 per caster level above 10th. This damage reduction is overcome by evil attacks if you are good or neutral, and by good attacks if you are evil. If you are hit by an appraitely aligned attack, you cannot use your damage reduction for 1 round.

Notes: Multiple magical effects that increase size do not stack.

Sanctuary   1st Level

Abjur/Ench (Compulsion,   **Lists:** Arcane, Divine, Protection
Shielding) [Mind-Affecting]
Range: Touch
Duration: Short *(Concentration + 5 rounds)* or until discharged
Spell Resistance: Yes
Primary Target: One creature
   Effect: The target is shielded from enemy attacks. If it attacks any creature, this spell immediately ends.
Trigger: The primary target is attacked
   Secondary Target: The attacking creature   **Attack**: Magic vs. Will
       Success: The target is unable to attack the primary target. It can attack a different creature instead.
Notes: This is considered a mind-affecting effect on any creature that attempts to attack the target. Creatures immune to mind-affecting effects can attack the target freely.

Scintillating Pattern   8th Level

You create a massive spread of colorful lights that spin and whirl in a complex pattern that bewilders your foes.

Ench/Illus (Compulsion, Figment) [Light,   **Lists:** Arcane
Mind-Affecting, Sight-Dependent]
Zone: Large *(50 ft.)* radius centered on you
Duration: Short *(Concentration + 5 rounds)*
Effect: The area is brightly illuminated, and dim illumination extends for an additional 50 feet.
Spell Resistance: Yes
Target: All enemies in the area
   Effect: The target is bewildered *(−2 to attacks, defenses, and checks)*.
Notes: Creatures unable to see the lights are not bewildered.

Scorching Ray   2nd Level

You blast your foe with a fiery ray.

Evoc (Energy) [Fire]   **Lists:** Arcane, Destruction, Fire
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes
Target: One creature or object
   Magic vs. Reflex
   Success: 4d6 fire damage + d6 per two caster levels above 4th. In addition, the target is ignited *(d6 damage/round, Dex DC 10 to extinguish, −2 to attacks, defenses, and checks)*.
   Failure: As above, but half damage, and the target is not ignited.

Sea of Fog   8th Level

Conj (Creation) [Fog]   **Lists:** Arcane, Nature
Zone: 200 ft. radius cylinder centered on you, 50 ft. high
Effect: Fog fills the area, as *fog cloud*.
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.

Searing Light   3rd Level

You channel divine power into a searing blast of light that erupts your palm, striking your foe.

Evoc (Channeling) [Light]   **Lists:** Divine
Range: Close *(30 ft.)*
Spell Resistance: Yes

Target: One creature or object   **Attack**: Magic vs. Reflex
  Effect: If the target is undead or particularly vulnerable to bright light, it is also dazzled *(20% miss chance, −4 to visual Perception)* for 5 rounds.
  Success: 6d6 divine damage + d6 per two caster levels above 6th.
  Failure: As above, but half damage.

See Invisibility   2nd Level

Div (Revelation)   **Lists:** Arcane
Range: Touch
Duration: Long *(1 hour)* (Dismissable)

Target: One creature
  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.

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.

Shadow Body   7th Level

Illus/Trans (Polymorph, Shadow)   **Lists:** Arcane
Duration: Medium *(5 minutes)* (Dismissable)

Target: You
  Effect: Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.
  You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids – even up the face of a waterfall.
  You become perfectly flat, potentially allowing you to move into locations you would not normally be able to move into.
  While in your shadow body, you gain physical damage reduction, reducing the physical damage you take each round by 14 + 1 per caster level above 14th. If you take solar damage, you cannot use your damage reduction for 1 round. You are immune to ability damage, disease, drowning, and poison. You take only half damage from energy attacks (acid, cold, electricity, and fire).
  While affected by this spell, you can be detected by spells that read thoughts, life, or presences (including true seeing), or if you make suspicious movements in lighted areas.
  You cannot harm anyone physically or manipulate any objects, but you can use your spells normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 enhancement bonus on your Hide check to remain unnoticed.

Shadow Puppet   9th Level

Conj/Illus (Shadow, Translocation) [Planar, Unreal]   **Lists:** Illus
Duration: Medium *(5 minutes)*

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.

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.

Shadow Umbra   8th Level

You shield your ally with a dark umbra that connects directly to the Plane of Shadow.

Abjur/Illus (Glamer, Shadow, Shielding) [Planar]   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
  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.

Share Pain   2nd Level

Abjur/Necro (Life, Shielding)   **Lists:** Arcane, Divine, Protection
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes

Targets: You and one willing creature
  Effect: This spell creates a connection between you and a willing target. As you cast the spell, you decide which creature will be protected. When the protected creature would take damage to its hit points, it instead takes half of that damage (rounded down), and you lose hit points equal to the other half of the damage (rounded up).
  If the target is out of range of you, the effect is suppressed until it returns within the range.

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. When this spell ends, subsequent damage is no longer divided between the target and you, but damage already shared is not reassigned.

Share Pain, Forced   3rd Level

Abjur/Necro (Life, Shielding)   **Lists:** Arcane, Divine, Evil
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes

Targets: You and one creature   **Attack**: Magic vs. Will
  Success: You share damage with the other target, as *share pain*.

Shield of Faith   1st Level

You create a shimmering, magical shield that protects your ally as long as you maintain faith.

Abjur (Shielding)   **Lists:** Divine, Protection
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* or Long *(1 hour)*; see text (Dismissable)

Spell Resistance: Yes

Target: One creature

   Effect: The target gains a +2 shield modifier. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level. Unlike a mundane shield, this shield does not require a free hand and has no armor check penalty or arcane spell failure chance.

    If you are the target, this spell lasts for Long *(1 hour)* duration. On any other creature, it lasts for Short *(Concentration + 5 rounds)* duration.

Effect: You can maintain concentration on this spell as a swift action.

Shield of Law   8th Level

A dim, blue glow surrounds your allies, protecting them from attacks.

Abjur (Shielding) [Lawful]   **Lists:** Divine, Law

Components: Verbal, Somatic, and Focus

Limit: Medium *(20 ft.)* radius centered on you

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Targets: Five creatures in the area

   The target gains a +5 enhancement bonus to its defenses. In addition, it gains spell resistance against lawful spells and spells cast by lawful creatures.

    At the end of each round, all lawful creatures within Close *(30 ft.)* range of the target that attacked it with their body or a melee weapon that round take 4d6 points of damage. A creature that attacks multiple creatures shielded by this spell can take this damage multiple times.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 250 gp.

Shillelagh   1st Level

Trans   **Lists:** Nature

Range: Touch

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One nonmagical oak club or quarterstaff

   Effect: As long as you wield it, the target is enhanced, as *magic weapon*. In addition, it deals damage as if it were one size category larger. If you stop wielding the weapon, this spell has no effect on it.

Notes: A typical club or quarterstaff wielded by a Medium creature would deal d8 damage under this spell.

Shocking Grasp   1st Level

You deliver a powerful electrical shock to your foe.

Evoc (Energy) [Electricity]   **Lists:** Arcane, Destruction

Range: 5 ft.

Spell Resistance: Yes

Target: One creature or object

   Attack: Magic vs. Reflex and Fortitude

   Special: You gain a +2 bonus to attack if the target is wearing metal armor or otherwise has a significant quantity of metal.

   Success (Reflex): 2d6 electricity damage + d6 per two caster levels above 2nd.

   Failure (Reflex): As above, but half damage.

   Success (Reflex and Fortitude): The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 1 round.

Shout   4th Level

You emit an ear-splitting yell that deafens and damages creatures in its path.

Evoc (Energy) [Sonic]   **Lists:** Arcane, Destruction, Strength

Components: Verbal only

Burst: Medium *(20 ft.)* cone

Spell Resistance: Yes

Targets: Everything in the area

   Special: You gain a +5 bonus to attack against brittle or crystalline objects and creatures.

   Success: 4d6 sonic damage + d6 per four caster levels above 8th. In addition, the target is deafened *(unable to hear)*.

   Failure: As above, but half damage, and the target is not deafened.

Shout, Greater   7th Level

Evoc (Energy) [Sonic]   **Lists:** Arcane, Destruction, Strength

Components: Verbal only

Burst: Large *(50 ft.)* cone

Spell Resistance: Yes

Targets: Everything in the area

   Special: You gain a +5 bonus to attack against brittle or crystalline objects and creatures.

   Success: 7d6 sonic damage + d6 per four caster levels above 8th. In addition, the target is deafened *(unable to hear)*.

   Failure: As above, but half damage, and the target is not deafened.

Damage: 7d6 sonic damage + d6 per four caster levels above 14th; see text

Attack: Fortitude partial or Reflex negates (object); See text

Effect: This spell functions like *shout*, except that it is larger.

Shrink Item   3rd Level

Trans (Alteration)   **Lists:** Trans

Range: Close *(30 ft.)*

Duration: 24 hours or until discharged

Spell Resistance: Yes

Special: As you cast this spell, choose a command word.

Target: One nonmagical object (Medium or smaller; see text)

   Attack: Magic vs. Will

   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.

Notes: This spell can normally target an object of up to Medium size. You can shrink a Large object at 10th caster level, a Huge object at 16th caster level, or a Gargantuan object at 24th caster level.

   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. If you recast the spell each day on an object, you can keep it at its small size indefinitely.

Silence   2nd Level

Illus (Glamer)   **Lists:** Divine, Trickery

Range: Medium *(100 ft.)*

Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Spell Resistance: Yes

Target: One creature or object   **Attack**: Magic vs. Will

   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.

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.

Silent Image   2nd Level

Illus (Figment) [Unreal]   **Lists:** Illus
Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

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.

Notes: Creatures can recognize the figment as unreal by interacting with it physically, or by making a Perception check against a DC equal to 10 + half your caster level + your casting attribute. A creature gets a +10 bonus on this Perception 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.

Skysmite   6th Level

You call down lightning from the heavens, unerringly striking your foes, even if you cannot see them.

Evoc (Energy) [Electricity]   **Lists:** Air, Arcane, Destruction, Nature
Range: Extreme *(1,000 ft.)*
Burst: Large *(50 ft.)* vertical line of lightning, 5 ft. wide
Spell Resistance: Yes
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.

Targets: Everything in the area   **Attack**: Magic vs. Reflex
    Success: 12d6 electricity damage + d6 per two caster levels above 12th.
    Failure: As above, but half damage.

Notes: The lightning can unerringly identify invisible and concealed creatures, but it does not differentiate between friend, foe, and inanimate object.

Sleep   1st Level

Ench (Compulsion) [Mind-Affecting, Sleep]   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One living creature   **Attack**: Magic vs. Will
    Success: The target is fatigued *(unable to sprint or charge, −2 to attacks, defenses, and checks)* 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.

Sleep, Mass   4th Level

Ench (Compulsion) [Mind-Affecting, Sleep]   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Targets: Five creatures within the area
    Success: The target becomes tired, as *spell*.

Slow   2nd Level

You decelerate your enemy's motions, causing her to move and act more slowly than normal.

Trans (Temporal)   **Lists:** Arcane
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
    Success: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.

Slow, Mass   6th Level

You decelerate your enemies' motions, causing them to move and act more slowly than normal.

Trans (Temporal)   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Targets: Five creatures in the area
    Effect: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.

Solid Fog   6th Level

You conjure a bank of immensely thick fog, concealing those inside.

Conj (Creation) [Fog]   **Lists:** Arcane, Nature, Water
Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: Fog blocks sight in the area, as *fog cloud*. In addition to obscuring sight, the fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a −2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

A creature in the fog can take a full-round action to make a Strength check, moving 5 feet for every 5 by which the result exceeds DC 0. This movement is affected by any other effects which impede movement, as normal.

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.

This spell can be made permanent with a *permanency* ritual. A permanent solid fog dispersed by wind reforms in 10 minutes.

Song of Discord   6th Level

Magical music fills the air, sowing confusion among your foes.

Ench (Compulsion) [Auditory, Mind-Affecting]   **Lists:** Arcane
Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Concentration
Spell Resistance: Yes

Target: All creatures in the area   **Attack**: Magic vs. Will
    Success: The target is bewildered *(−2 to attacks, defenses, and checks)*.
        As long as the target is bloodied *(half hit points)*, it is instead confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Sound Burst   2nd Level

You create a cacophony of sound.

Evoc (Energy) [Sonic]   **Lists:** Arcane
Burst: Small *(10 ft.)* radius   **Range**: Close *(30 ft.)*
Spell Resistance: Yes

Target: Everything in the area   **Attack**: Magic vs. Fortitude
   Success: 2d6 sonic damage + d6 per four caster levels above 4th.
   Failure: As above, but half damage.

Spell Resistance   4th Level

Abjur (Shielding) [Magic]   **Lists:** Abjur, Magic, Protection
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
   Effect: The target gains spell resistance against all spells.

Notes: A creature with spell resistance may always make a saving throw when a spell is cast on it. If the creature succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Spelltheft   5th Level

Abjur (Negation) [Magic]   **Lists:** Abjur, Magic
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.

Spelltheft, Greater   8th Level

Abjur (Negation) [Magic]   **Lists:** Abjur
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.

Spell Turning   7th Level

Abjur (Shielding) [Magic]   **Lists:** Arcane, Magic, Protection
Duration: Long *(1 hour)* or until expended

Target: You
   Effect: If you would be a target of a spell or spell-like ability, the caster is targeted 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 three spells have been reflected in this way, the spell ends. You can reflect one additional spell per 7 caster levels above 14th.

Spider Climb   2nd Level

You grant your ally the ability climb on walls and ceilings as well as a spider does.

Trans (Imbuement)   **Lists:** Arcane, Nature, Travel
Range: Touch
Duration: Medium *(5 minutes)*
Spell Resistance: Yes

Target: One creature
   Effect: The target gains a climb speed of 20 feet. It must have its hands free to climb in this manner.

Notes: See Climbing, page 117, for more details.

Spiritual Weapon   2nd Level

You bring into being a weapon made of pure force which attacks your foes of its own volition.

Evoc (Energy) [Force]   **Lists:** Divine, War
Range: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Effect: This spell creates a floating weapon made of magical force. Each round, as a swift action, you can direct the weapon to attack a target. 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. It has 3 hit points per caster level, an Armor defense of 10 + half your caster level, and a Maneuver defense of 10 + your caster level + your casting attribute. Most effects that don't affect objects do not affect the weapon.

Target: One creature or object
   Attack: Caster level + casting attribute vs. Armor defense
   Success: d8 force damage + half your casting attribute.

Notes: The weapon attacks during the action phase, regardless of when you direct it to attack a target.
   The weapon can move up to 60 feet per round. It never provokes attacks of opportunity from opponents. 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, it winks out.

Stampede   9th Level

You summon a stampede of bison that trample your foes before disappearing as quickly as they arrived.

Conj (Summoning)   **Lists:** Nature, Wild
Casting Time: Full-round action
Area: 100 ft. line, 20 ft. wide
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Target: Everything in the area   **Attack**: Magic vs. Reflex
   Success: 9d6 bludgeoning damage + d6 per four caster levels above 18th, and the target is knocked prone *(−4 to melee attack and defense, +4 vs ranged attacks, move action to stand)*.
   Failure: Half damage, and the target is not knocked prone.

Stinking Cloud   5th Level

You create putrid vapors which obscure sight and sicken creatures.

Conj (Creation)   **Lists:** Arcane
Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration + 5 rounds)*

Effect: Fog fills the area, as *fog cloud*, except that the fog has a putrid stench.
Trigger: End of every round
   Target: Everything in the area   **Attack**: Magic vs. Fortitude
      Success: The target is sickened *(−2 to attacks, defenses, and checks)* for as long as it remains in the cloud, and for 5 rounds after it leaves.

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.

Stoneskin   4th Level

You dramatically toughen a creature's skin, giving it the appearance of stone.

Trans (Alteration) [Earth]   **Lists:** Arcane, Earth, Nature, Protection
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature

    Effect: The target gains a +3 enhancement bonus to its armor modifier. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level. In addition, it gains physical damage reduction, reducing the damage it takes each round from physical attacks by 8 + 1 per caster level above 8th. If it is hit by an adamantine weapon, it cannot use its damage reduction for 1 round.

Storm of Vengeance   9th Level

Conj/Evoc (Energy, Control,   **Lists:** Air, Divine, Nature, War, Water
Creation)
Casting Time: Full-round action
Zone: 500 ft. radius cylinder   **Range**: Long *(300 ft.)*
Duration: Concentration (maximum 10 rounds)
Spell Resistance: Yes

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 11.2: Storm of Vengeance Effects (page 191). Damaging effects deal 9d6 damage + d6 per four caster levels above 18th.

Notes: When the storm has multiple effects in the same round, roll a single attack and compare the result to all relevant defenses.

Stormlord   7th Level

You surround yourself in a whirlwind which deflects ranged attacks and batters your foes.

Abjur/Evoc (Control, Shielding)   **Lists:** Air, Nature
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Spell Resistance: Yes

Primary Target: You

    Effect: You gain physical damage reduction against ranged attacks, reducing the physical damage you take each round from ranged attacks by 35 + 2 per caster level above 14th.

Trigger: Creature within Close *(30 ft.)* range makes a physical attack against you

    Secondary Target: Attacking   **Attack**: Magic vs. Fortitude
    creature

      Success: 7d6 bludgeoning damage + d6 per four caster levels above 14th.

      Failure: As above, but half damage.

Strip the Flesh   7th Level

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

Necro (Flesh)   **Lists:** Arcane
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Fortitude
    Effect: 7d10 physical damage + d10 per four caster levels above 14th
    Success: All damage the target takes is doubled. This does not apply to

the initial damage dealt by this spell.

Notes: The doubling of damage can be negated by a Heal check that beats your magic attack result.

Suggestion   4th Level

Ench (Compulsion) [Language-Dependent,   **Lists:** Ench
Mind-Affecting, Sound-Dependent]
Components: Verbal only
Range: Close *(30 ft.)*
Duration: Extreme *(12 hours)* or until completed
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will

    Effect: You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. Additionally, any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, grants the creature a new saving throw with a +5 bonus.

    The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the target finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

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.

Suggestion, Mass   8th Level

Ench (Compulsion) [Language-Dependent,   **Lists:** Ench
Mind-Affecting, Sound-Dependent]
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Medium *(5 minutes)*

Targets: Five creatures in the area   **Attack**: Magic vs. Will
    Effect: The target obeys a suggestion, as *suggestion*.

Notes: All targets must receive the same suggestion.

Summon Monster I   1st Level

Conj (Summoning) [see text]   **Lists:** Arcane, Divine
Casting Time: Full-round action   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

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 11.3: Summon Monster List (page 192). 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.

Table 11.2: 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	—

Summon Monster II — 2nd Level

Conj (Summoning) **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster III — 3rd Level

Conj (Summoning) **Lists:** Arcane, Chaos, Divine, Evil, Good, Law
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster IV — 4th Level

Conj (Summoning) **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster V — 4th Level

Conj (Summoning) **Lists:** Air, Arcane, Divine, Earth, Fire, Water
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VI — 6th Level

Conj (Summoning) **Lists:** Arcane, Chaos, Divine, Evil, Good, Law
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VII — 7th Level

Conj (Summoning) **Lists:** Arcane, Divine
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VIII — 7th Level

Conj (Summoning) **Lists:** Air, Arcane, Divine, Earth, Fire, Water
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Monster IX — 9th Level

Conj (Summoning) **Lists:** Arcane, Chaos, Divine, Evil, Good, Law
Limit: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.3: Summon Monster List (page 192). You can summon those creatures with this or any other *summon monster* spell.

Summon Nature's Ally I — 1st Level

Conj (Summoning) **Lists:** Nature
Casting Time: Full-round action
Range: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: This spell summons a natural creature. It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose two creatures from the 1st-level

Table 11.3: Summon Monster List

1st Level		4th Level		Fiendish monstrous spider, Huge	CE
Celestial dog	LG	Archon, lantern	LG	Fiendish snake, giant constrictor	CE
Celestial owl	LG	Celestial giant owl	LG		
Celestial giant fire beetle	NG	Celestial giant eagle	CG	**7th Level**	
Celestial porpoise[1]	NG	Celestial lion	CG	Celestial elephant	LG
Celestial badger	CG	Mephit (any)[2]	N	Avoral (guardinal)	NG
Celestial monkey	CG	Fiendish dire wolf	LE	Celestial baleen whale[1]	NG
Fiendish dire rat	LE	Fiendish giant wasp	LE	Djinni (genie)	CG
Fiendish raven	LE	Fiendish giant praying mantis	NE	Elemental, Huge (any)[2]	N
Fiendish monstrous centipede, Medium	NE	Fiendish shark, Large[1]	NE	Invisible stalker	N
Fiendish monstrous scorpion, Small	NE	Yeth hound	NE	Devil, bone	LE
Fiendish hawk	CE	Fiendish monstrous spider, Large	CE	Fiendish megaraptor	LE
Fiendish monstrous spider, Small	CE	Fiendish snake, Huge viper	CE	Fiendish monstrous scorpion, Huge	
NE Fiendish octopus[1]	CE	Howler	CE	Babau (demon)	CE
Fiendish snake, Small viper	CE			Fiendish giant octopus[1]	CE
		5th Level		Fiendish girallon	CE
2nd Level		Archon, hound	K		
Celestial giant bee	LG	Celestial brown bear	LG		
Celestial giant bombardier beetle	NG	Celestial giant stag beetle	LG	**8th Level**	
Celestial riding dog	NG	Celestial sea cat[1]	NG	Celestial dire bear	LG
Celestial eagle	CG	Celestial griffon	NG	Celestial cachalot whale[1]	NG
Lemure (devil)	LE	Elemental, Medium (any)[2]	CG	Celestial triceratops	NG
Fiendish squid[1]	LE	Achaierai	N	Lillend	CG
Fiendish wolf	LE	Devil, bearded	LE	Elemental, greater (any)[2]	N
Fiendish monstrous centipede, Large	NE	Fiendish deinonychus	LE	Fiendish giant squid[1]	LE
Fiendish monstrous scorpion, Medium	NE	Fiendish dire ape	LE	Hellcat	LE
Fiendish shark, Medium[1]	NE	Fiendish dire boar	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous spider, Medium	CE	Fiendish shark, Huge	NE	Fiendish dire tiger	CE
Fiendish snake, Medium viper	CE	Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Gargantuan	CE
		Shadow mastiff	NE	Fiendish tyrannosaurus	CE
3rd Level		Fiendish dire wolverine	NE	Vrock (demon)	CE
Celestial black bear	LG	Fiendish giant crocodile	CE		
Celestial bison	NG	Fiendish tiger	CE		
Celestial dire badger	CG			**9th Level**	
Celestial hippogriff	CG	**6th Level**		Couatl	LG
Elemental, Small (any)[2]	N	Celestial polar bear	LG	Leonal (guardinal)	NG
Fiendish ape	LE	Celestial orca whale[1]	NG	Celestial roc	CG
Fiendish dire weasel	LE	Bralani (eladrin)	CG	Elemental, elder (any)[2]	N
Hell hound	LE	Celestial dire lion	CG	Devil, barbed	LE
Fiendish snake, constrictor	LE	Elemental, Large (any)[2]	N	Fiendish dire shark[1]	NE
Fiendish boar	NE	Janni (genie)	N	Fiendish monstrous scorpion, Gargantuan	NE
Fiendish dire bat	NE	Chaos beast	CN	Night hag	NE
Fiendish monstrous centipede, Huge	NE	Devil, chain	LE	Bebilith (demon)	CE
Fiendish crocodile	CE	Xill	LE	Fiendish monstrous spider, Colossal	CE
Dretch (demon)	CE	Fiendish monstrous centipede, Gargantuan	NE	Hezrou (demon)	CE
Fiendish snake, Large viper	CE	Fiendish rhinoceros	NE		
Fiendish wolverine	CE	Fiendish elasmosaurus[1]	CE		

1 May be summoned only into an aquatic or watery environment.

2 Each variety must be learned individually.

list on Table 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II   2nd Level

Conj (Summoning)   **Lists:** Nature
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration +5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally III   3rd Level

Conj (Summoning) [see text]   **Lists:** Nature, Wild
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally IV   4th Level

Conj (Summoning) [see text]   **Lists:** Nature
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally V   5th Level

Conj (Summoning) [see text]   **Lists:** Nature
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VI   6th Level

Conj (Summoning) [see text]   **Lists:** Nature, Wild
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VII   7th Level

Conj (Summoning) [see text]   **Lists:** Nature
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VIII   8th Level

Conj (Summoning) [see text]   **Lists:** Nature
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally IX   9th Level

Conj (Summoning) [see text]   **Lists:** Nature, Wild
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: 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 11.4: Summon Nature's Ally List (page 194). You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Army   8th Level

Conj (Summoning)   **Lists:** Nature, Wild
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)

Effect: This spell functions like *summon nature's ally I*, except that you can summon up to one creature per caster level 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.

Sunbeam   5th Level

You evoke a dazzling beam of intense light, blinding your foes with the power of the sun itself.
Evoc (Control) [Light]   **Lists:** Nature
Burst: Large *(50 ft.)* line, 10 ft. wide
Spell Resistance: Yes

Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 5d6 solar damage + d6 per four caster levels above 10th.
    If the target is vulnerable to sunlight, it is also blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.
  Failure: As above, but half damage, and the target is not blinded.

Sunburst   8th Level

You cause a globe of searing radiance to explode silently from a point you select.
Evoc (Control) [Light]   **Lists:** Nature
Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Target: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 8d6 solar damage + d6 per four caster levels above 16th.
    If the target is vulnerable to sunlight, it is also blinded *(unable to see,*

Table 11.4: 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

moves at half speed, defenseless) for 5 rounds.
Failure: As above, but half damage, and the target is not blinded.

Telekinesis   6th Level

You move objects or creatures by concentrating on them.
Evoc (Control)   **Lists:** Evoc
Range: Medium *(100 ft.)*
Duration: Concentration or until discharged

Special: Each round, you choose one of three effects.
Effect (Sustained Force): As *telekinetic force*.
Effect (Combat Maneuver): As *telekinetic maneuver*.
Effect (Violent Thrust): As *telekinetic thrust*. Using this effect ends the spell.

Telekinetic Force   4th Level

Evoc (Control)   **Lists:** Evoc
Range: Medium *(100 ft.)*
Duration: Concentration
Spell Resistance: Yes
Trigger: End of every round
  Target: One creature or object
    Success: You can take a standard action using the target as if you were holding it in your hands. Your effective Strength is equal to your Charisma, and your effective Dexterity is equal to your Intelligence.

You can move the target up to thirty feet per round.
Notes: If a target resists your attempt to control it, it (and its equipment) is immune to any further attempts you make for the duration of the spell.

Telekinetic Maneuver   3rd Level

Evoc (Control)   **Lists:** Evoc
Range: Medium *(100 ft.)*
Duration: Concentration
Spell Resistance: Yes
Trigger: End of every round
  Special: Choose one of the following combat maneuvers: disarm, dirty trick, grapple, shove, or trip.
  Target: One creature or object
    Attack: Caster level + casting attribute vs. Maneuver defense
    Success: The target is affected by the chosen maneuver.

Telekinetic Thrust   5th Level

Evoc (Control)   **Lists:** Evoc
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes
Target: One creature or object   **Attack**: Magic vs. Will
  Success: You throw the target in any direction a number of feet equal to 50 + 5 per two caster levels above 10th. You can only throw it half as far vertically.

If the target strikes a solid obstacle, such as another creature, both the target and the struck obstacle take 1d6 physical bludgeoning damage per 10 feet of movement the target had left to travel.

Telepathy   5th Level

Div (Communication)   **Lists:** Arcane
Duration: Long *(1 hour)*

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 initiative 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.

Temporal Stasis   8th Level

Trans (Temporal)   **Lists:** Arcane
Range: 5 feet
Duration: Long *(1 hour)*/Permanent
Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Will
    Success: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for a Long *(1 hour)* duration.

    If the target is bloodied *(half hit points)*, it is instead permanently placed into a state of suspended animation. For the target, time ceases to flow and its condition becomes fixed. It does not grow older. Its body functions virtually cease, and no force or effect can move or harm it.

Time Stop   9th Level

Trans (Temporal)   **Lists:** Arcane
Duration: 1d3+1 rounds (apparent time); see text

Effect: 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. You are free to act for 1d3+1 rounds of apparent time. You are still vulnerable *(−2 to attacks, defenses, and checks)* to danger, such as from heat or dangerous gases, but your actions have no effect on anything in the world other than yourself. Objects and creatures appear frozen in place. You cannot cast spells that affect any targets except yourself; the temporal magic is too strong to permit interference from lesser magic, and attempts to cast magic beyond the accelerated time surrounding you simply fail. The only exception is for temporal spells, which can be cast normally inside a *time stop*. The targets are not affected and do not attempt to resist the effects until the end of the *time stop*, so you do not know whether they are affected by any spells you cast until the effect has expired.

Notes: Most spellcasters use the additional time to improve their defenses or flee from combat. You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Totemic Mind   2nd Level

    You grant your ally the mental prowess of a totem animal.
Trans (Augment)   **Lists:** Arcane, Divine, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
    Effect: The target gains a +2 enhancement bonus to a mental attribute.

The attribute depends on which version is chosen.
    Eagle's Splendor: The transmuted creature becomes more persuasive and personally forceful, gaining a bonus to Charisma.
    Fox's Cunning: The transmuted creature becomes smarter, gaining a bonus to Intelligence.
    Owl's Wisdom: The transmuted creature becomes more perceptive, gaining a bonus to Wisdom.

Totemic Mind, Greater   5th Level

Trans (Augment)   **Lists:** Arcane, Divine, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
    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.

Totemic Mind, Mass   6th Level

Trans (Augment)   **Lists:** Arcane, Divine, Nature
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Spell Resistance: Yes

Targets: Five creatures in the area
    Effect: The target's mind improves, as *totemic mind*.

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.
Trans (Augment)   **Lists:** Arcane, Divine, Nature, Strength
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
    Effect: The target gains a +2 enhancement bonus to a physical attribute. The attribute depends on which version is chosen.
    Bear's Endurance: The transmuted creature gains greater vitality and stamina, gaining a bonus to Constitution. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the target's Constitution drops back to normal. They are not lost first as temporary hit points are.
    Bull's Strength: The transmuted creature becomes stronger, gaining a bonus to Strength.
    Cat's Grace: The transmuted creature becomes more graceful, agile, and coordinated, gaining a bonus to Dexterity.

Totemic Power, Greater   5th Level

Trans (Augment)   **Lists:** Arcane, Divine, Nature, Strength
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One creature
    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.

Totemic Power, Mass   6th Level

Trans (Augment)   **Lists:** Arcane, Divine, Nature
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Spell Resistance: Yes

Targets: Five creatures in the area

Effect: The target's body improves, as *totemic power*.

Notes: All affected creatures must gain a bonus to the same attribute.

Touch of Idiocy   2nd Level

With a touch, you reduce the target's mental faculties.

Ench (Inhibition) [Mind-Affecting]   **Lists:** Arcane

Range: 5 feet

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature   **Attack**: Magic vs. Reflex and Will

Success (Reflex):   The target takes a −4 penalty to its Intelligence, Wisdom, and Charisma. This penalty can't reduce any of these attributes below −9.

Failure (Will):   As above, but the penalty is halved.

Notes: This spell's effect may make it impossible for the target to cast some or all of its spells, if its casting attribute drops below the minimum required to cast spells of that level.

Transmute Any Object   9th Level

Trans (Alteration, Polymorph)   **Lists:** Arcane

Range: Medium *(100 ft.)*

Spell Resistance: Yes

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.

Transmute Flesh and Stone   6th Level

Trans (Polymorph)   **Lists:** Arcane, Earth

Range: Medium *(100 ft.)*

Spell Resistance: Yes

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)   **Attack**: Magic vs. Fortitude

Special: If the target is not made of flesh (such as a golem), it is unaffected.

Success: 6d6 physical damage immediately, and 3d6 physical damage at the end of each round after the first.

If the target loses all its hit points, it becomes a mindless, inert statue, along with all its equipment. If the statue resulting from this effect is broken or damaged, the target (if ever returned to its original state) has similar damage or deformities. The target is neither alive nor dead in this state.

Failure: As above, but half damage.

Target: One petrified creature (Huge or smaller)

Success: The target is restored to its normal state, including its equipment. Stone which was not originally a petrified creature is unaffected.

Tree Shape   2nd Level

Trans (Polymorph)   **Lists:** Nature

Duration: Extreme *(12 hours)* (Dismissable)

Target: You

Effect: You become able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Spellcraft check can reveal the magical aura on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form. You gain a +10 enhancement bonus to your armor modifier, but you have an effective Dexterity score of −10 and cannot move. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

Tremorsense   1st Level

Trans (Imbuement)   **Lists:** Nature, Earth

Duration: Concentration

Target: You

Effect: You gain the tremorsense ability with a range of 50 feet. If you are touching a surface, you can automatically pinpoint the location of anything within 50 feet that is in contact with the surface, including inanimate objects.

Notes: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

True Seeing   6th Level

You grant your ally the ability to see all things as they actually are.

Div (Awareness)   **Lists:** Arcane, Divine, Knowledge

Components: Verbal, Somatic, and Material

Range: Touch

Duration: Short *(Concentration + 5 rounds)*

Spell Resistance: Yes

Target: One creature

Effect: The target sees through normal and magical darkness, notices secret doors hidden by magic, 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 (but not into extradimensional spaces). The effect extends out to Medium *(100 ft.)* range.

Notes: This effect does not allow the target to see into or through solid objects. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a scrying effect.

Material Components: An ointment for the eyes that costs 100 gp and is made from mushroom powder, saffron, and fat.

True Strike   6th Level

You grant your ally a temporary, intuitive insight into the immediate future during their next attack.

Div (Knowledge)   **Lists:** Arcane

Casting Time: 1 swift action   **Components**: Verbal only

Range: Medium *(100 ft.)*

Duration: 1 round or until discharged

Target: One creature

Effect: The target's next physical attack gains a +20 enhancement bonus, and ignores all miss chances.

Notes: After casting this spell, you cannot cast it again for 5 rounds.

Unholy Aura   8th Level

You shield your allies with malevolent darkness, protecting them from good foes.

Abjur (Interdiction) [Evil]   **Lists:** Divine, Evil

Components: Verbal, Somatic, and Focus

Limit: Medium *(20 ft.)* radius centered on you

Duration: Short *(Concentration +5 rounds)* (Dismissable)
Spell Resistance: Yes

Targets: Five creatures in the area

The target gains a +5 enhancement bonus to its defenses. In addition, it gains spell resistance against good spells and spells cast by good creatures.

At the end of each round, all good creatures within Close *(30 ft.)* range of the target that attacked it with their body or a melee weapon that round take 4d6 points of damage. A creature that attacks multiple creatures shielded by this spell can take this damage multiple times.

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 250 gp.

Unholy Blight   4th Level

Evoc (Channeling) [Evil]   **Lists:** Evil
Range: Medium *(100 ft.)*
Duration: 5 rounds
Spell Resistance: Yes

Target: One nonevil creature   **Attack**: Magic vs. Will
Success: 8d6 divine damage + d6 per two caster levels above 8th, and the target is sickened *(−2 to attacks, defenses, and checks)* for 5 rounds.
Failure: As above, but half damage.

Unliving Eyes   3rd Level

Div/Necro (Awareness, Life)   **Lists:** Arcane
Range: Touch
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes

Target: One creature

Effect: The target gains the ability to "see" any living creatures and their equipment within 30 feet perfectly, regardless of lighting conditions, physical barriers, invisibility, or any other means of concealment.

If the target is undead, the range of the vision is doubled to 60 feet.

Unliving Heart   1st Level

You harness the power of unlife to grant yourself a limited ability to avoid death.

Necro (Life)   **Lists:** Necro
Duration: Long *(1 hour)*

Target: You

Effect: You gain 5 temporary hit points + 1 per two caster levels above 2nd. 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.

Ventriloquism   1st Level

Illus (Figment)   **Lists:** Arcane, Trickery
Components: Somatic only
Range: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)* (Dismissable)

Target: You

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.

Wail of the Banshee   9th Level

You emit a terrible scream that kills anyone that hears it.

Necro (Life) [Death, Sound-Dependent]   **Lists:** Death, Necro
Components: Verbal only
Burst: Large *(50 ft.)* radius centered on you
Duration: Concentration, up to 2 rounds; see text
Spell Resistance: Yes

Targets: Living creatures in the area   **Attack**: Magic vs. Fortitude
Success: The target is staggered *(unable to act in movement phase, −2 to attacks, defenses, and checks)* for 1 round.
Special: If you concentrate for a second round, you make another attack.

Targets: Bloodied living creatures in the area   **Attack**: Magic vs. Fortitude
Success: The target dies.

Wall of Fire   4th Level

Evoc (Energy) [Fire, Wall]   **Lists:** Arcane, Nature, Fire
Zone: 100 ft. wall, 10 ft. high (S)   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)*
Spell Resistance: Yes

Effect: This spell creates a wall made of fire.
Trigger: A creature passes through the wall
  Target: Creature in wall   **Attack**: Magic vs. Reflex
    Success: 4d6 fire damage + d6 per four caster levels above 10th.
    Failure: As above, but half damage.

Notes: Any part of the wall takes 20 cold damage 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.

Wall of Force   6th Level

Evoc (Control) [Force, Wall]   **Lists:** Arcane
Zone: 100 ft. solid wall, 10 ft. high   **Range**: Medium *(100 ft.)*
Duration: Short *(Concentration +5 rounds)* (Dismissable)

Effect: This spell creates an invisible wall made of force. A 5-foot square of wall has 5 hit points per caster level, and hardness equal to your caster level.

Notes: Force spells also affect the Ethereal Plane.

This spell can be made permanent with a *permanency* ritual.

Wall of Stone   5th Level

Conj/Trans (Alteration, Creation) [Earth, Wall]   **Lists:** Arcane, Earth, Nature
Zone: Large *(50 ft.)* solid wall, 5 ft. high (S)   **Range**: Medium *(100 ft.)*

Effect: This spell creates a wall made of stone atop an existing rock surface. A 5-foot square of wall has 60 hit points, and hardness 8. The wall is four inches thick.

Unlike most walls, a *wall of stone* need not be vertical. It need not rest entirely on solid ground, as long as it is solidly supported by existing stone.

A wall of stone can be crudely shaped to add crenellations, battlements, and so forth.

Notes: Once created, the stone is nonmagical, and can be destroyed like any other stone.

Wall of Thorns   5th Level

Conj (Creation) [Wall]   **Lists:** Nature, Wild
Zone: 100 ft. line, 5 ft. wide, 10 ft. high (S)   **Range**: Medium *(100 ft.)*
Duration: Long *(1 hour)* (Dismissable)

Effect: This spell creates a thicket of thorns in the area. A 5-foot cube of

wall has 10 hit points per caster level. Moving into or out of a square in the area 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.

Trigger: A creature enters or exits a square in the area

> **Target**: The moving creature
> > **Effect**: 3d6 physical piercing damage.

Notes: A *wall of thorn* can be breached by slow work with edged weapons or fire. It has hardness 8 and 30 hit points per square foot of thickness.

Water Walk   3rd Level

Trans (Imbuement) [Water]   **Lists:** Druid, Water
Range: Touch
Duration: Long *(1 hour)* (Dismissable)
Spell Resistance: Yes
Targets: Five creatures
> **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.

Waves of Exhaustion   8th Level

Necro (Flesh)   **Lists:** Arcane, Death, War
Burst: Large *(50 ft.)* cone
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes
Targets: All creatures in the area   **Attack**: Magic vs. Fortitude
> **Success**: The target is exhausted *(move at half speed, unable to sprint or charge, −4 to physical attacks, defenses, and checks)*.
> **Failure**: The target is fatigued *(unable to sprint or charge, −2 to attacks, defenses, and checks)*.

Waves of Fatigue   5th Level

Necro (Flesh)   **Lists:** Arcane, Death, War
Burst: Large *(50 ft.)* cone
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes
Targets: All creatures in the area
> **Effect**: The target is fatigued *(unable to sprint or charge, −2 to attacks, defenses, and checks)*.

Web   3rd Level

You create a many-layered mass of strong, stricky strands that entangle creatures caught within them. The strands are similar to spider webs, but larger and tougher.
Conj (Creation)   **Lists:** Arcane
Zone: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)* (Dismissable)
Trigger: A creature in the area moves
> **Target**: The moving creature   **Attack**: Magic vs. Reflex
> > **Success**: The target is entangled *(move at half speed, unable to sprint or charge, −2 to physical attacks, defenses, and checks)*. As a standard action, it can make a grapple attack or Escape Artist check. If its result beats your attack result, it is no longer entangled.

Notes: The strands are too widely spaced to significantly obscure sight, but are flammable. Any five-foot square that takes 5 points of fire damage is destroyed. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5

square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

This spell can be made permanent with a *permanency* ritual. A permanent *web* that is destroyed regrows in 10 minutes.

Weird   9th Level

Ench/Illus (Emotion, Phantasm) [Death, Fear,   **Lists:** Arcane, Trickery
Mind-Affecting, Unreal]
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Target: Five creatures in the   **Attack**: Magic vs. Will and Fortitude
area
> **Success** (Will): The target is shaken *(−2 to attacks, defenses, and checks)* for 5 rounds.
> **Success** (Will and Fortitude): If the target is bloodied *(half hit points)*, it dies.

Windstrike   2nd Level

You command the air to bludgeon the target, sending it flying.
Evoc (Control) [Air]   **Lists:** Air, Nature
Range: Medium *(100 ft.)*
Spell Resistance: Yes
Target: One creature or object
> **Attack**: Magic vs. Fortitude
> > **Success**: 4d6 bludgeoning damage + d6 per two caster levels above 4th.
> > **Failure**: Half damage.
> **Attack**: Caster level + casting attribute 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.

Windstrike, Greater   5th Level

You command the air to bludgeon the target with tremendous force, sending it flying.
Evoc (Control) [Air]   **Lists:** Air, Nature
Range: Medium *(100 ft.)*
Spell Resistance: Yes
Target: One creature or object
> **Attack**: Magic vs. Fortitude
> > **Success**: 10d6 bludgeoning damage + d6 per two caster levels above 10th.
> > **Failure**: Half damage.
> **Attack**: Caster level + casting attribute + 12 vs. Maneuver defense (shove)
> > **Success**: You shove the target in any direction – even vertically.

Wish   9th Level

Universal   **Lists:** Arcane, Magic
Components: Verbal, Somatic, and Material
Target or Area: See text   **Range**: See text
Duration: See text
Attack: See text
Effect: This spell is the mightiest spell a wizard or sorcerer can cast. By simply speaking your desires aloud, you can alter reality to better suit you.
> Even wish, however, has its limits.
> A wish can produce any one of the following effects.
> - Duplicate any general wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
> - Duplicate any general wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.

- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Create a nonmagical item of up to 10,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. You must make a Will attack to affect unwilling targets.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed attack, and so on. The reroll, however, may be as bad as or worse than the original roll. You must make a Will attack to affect an unwilling target.

When casting a wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 20 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a wish to turn a foe to stone would normally mimic the flesh to stone effect of the transmute flesh and stone spell. However, if the Wisdom check failed, your foe might gain the benefit of a *stoneskin* spell instead.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. The DC of the Wisdom check increases to 25, and the negative consequences for failing the check increase in proportion to the potency of the effect you try to create.

Material Components: 10,000gp of diamonds. In addition, when a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Spell Resistance: Yes

Word of Chaos 7th Level

Evoc (Channeling) [Chaotic] **Lists:** Chaos
Components: Verbal only
Burst: Large *(50 ft.)* radius centered on you
Spell Resistance: Yes

Targets: All nonchaotic creatures in the area
Effect: If the target's level does not exceed your caster level, it is bewildered *(−2 to attacks, defenses, and checks)* for 5 rounds.

If the target is also bloodied *(half hit points)*, it also suffers one or more of the following ill effects, depending on its level.

- Up to caster level −5: The target is also confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 1 round.
- Up to caster level −10: The target is also paralyzed *(helpless, unable to move)* for 5 rounds.
- Up to caster level −15: The target immediately dies. A nonliving creature is destroyed.

Word of Recall 6th Level

Conj (Translocation) [Teleportation] **Lists:** Divine
Components: Verbal only
Range: Unlimited (Unrestricted)
Target: You
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.

Zephyr Blade 3rd Level

You imbue a weapon with the power of the wind, allowing it to manipulate air currents as it strikes.

Evoc/Trans (Augment, Control) [Air] **Lists:** Air, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One melee weapon
Effect: The target weapon is enhanced, as *magic weapon*. In addition, it also gains an additional five feet of reach, extending the wielder's threatened area. Attacks outside the weapon's normal range deal half damage, but are otherwise treated exactly as if the wielder was attacking with the weapon normally.

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.

Zephyr Blade, Greater 6th Level

You imbue a weapon with the full might of the wind, allowing it to shred opponents with nothing but the air itself.

Evoc/Trans (Augment, Control) [Air] **Lists:** Air, Nature
Range: Touch
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes

Target: One melee weapon
Effect: The target weapon is enhanced and extended, as *zephyr blade*, except that the weapon's rach increases by ten feet, and attacks outside the weapon's normal range deal full damage.

11.5 Arcane Invocation Descriptions

Ablative Aura

You surround your ally with a faint yellow aura that partially shields him from incoming damage. Abjuration (Shielding)
Target: One creature   **Range**: Close *(30 ft.)*
Duration: 1 round
Spell Resistance: Yes (Will)
Effect: The subject treats the first few points of damage it takes as non-lethal damage. The amount of damage converted is equal to 5 + caster level.

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe. Conjuration (Creation) [Acid]
Target: One creature or object   **Range**: Close *(30 ft.)*
Spell Resistance: No
Damage: d6 acid damage + 1 per caster level
Attack: Reflex negates
Effect: You make a Reflex attack to deal damage to the target.

Bestow Protection

Abjuration (Shielding)
Target: One creature   **Range**: Close *(30 ft.)*
Duration: 1 round
Spell Resistance: Yes (Will)
Effect: The subject gains a +2 enhancement bonus to all defenses. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. This bonus applies only against against spells and spell-like abilities.

Combat Telekinesis

You telekinetically control a light weapon and use it to attack. Evocation (Control)
Casting Time: 1 swift action
Target: One unattended light weapon   **Range**: Close *(30 ft.)*
appropriate for your size
Duration: Concentration
Spell Resistance: Yes (Will)
Attack: Will negates (object)
Effect: This spell lets you control the target weapon from a distance. This allows you to attack with the weapon just as if you were holding it in your hand, except that you use your casting attribute in place of your Strength. In all other respects, this functions as if he were wielding the weapon normally, including contributing to overwhelm penalties and taking attacks of opportunity. The weapon floats in midair and threatens all squares adjacent to it, and he may make attacks of opportunity with the weapon or with a weapon he wields in his hands, but not both.

You can move the weapon up to 30 feet in any direction, even vertically, as a move action. The weapon does not provoke attacks of opportunity for moving. If the weapon goes outside of the spell's range, you lose control of it and it falls to the ground.

Notes: Weapons affected by the spell receive spell resistance, but spell resistance does not protect creatures struck by the weapon. Unlike most spells, you can maintain concentratation on this spell as a swift action.

Confusion, Lesser

You compel a foe you touch to act randomly. Enchantment (Compulsion) [Mind-Affecting]
Target: One creature   **Range**: Touch

Duration: 1 round
Spell Resistance: Yes (Will)
Attack: Will negates
Healthy Effect: You make a Will attack against the subject to bewilder it.
Bloodied Effect: You make a Will attack against the subject to confuse it. Each turn, a confused creature has a random chance to take one of four actions: 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. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Notes: A bewildered creature is vulnerable, causing it to take a −2 penalty to attacks, defenses, and checks.

Attackers are not at any special advantage when attacking a confused character. A confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Conjure Projectile

You create an arrow from thin air and magically fire it at your foe. Conjuration (Creation)
Target: One creature or object   **Range**: Medium *(100 ft.)*
Duration: 1 round
Spell Resistance: No
Attack: None
Damage: d6 damage + 1 per caster level; see text
Effect: This spell creates a projectile, such as an arrow or bolt, that you magically propel at a foe. You make a physical ranged attack to deal damage to the target, using your using your caster level in place of your base attack bonus.

Notes: At the end of the spell's duration, the projectiles disappear without a trace.

Distract

You cloud the mind of the subject, distracting it from what it was going to do. Enchantment (Compulsion) [Mind-affecting]
Target: One creature   **Range**: Close *(30 ft.)*
Duration: Short *(Concentration + 5 rounds)*
Spell Resistance: Yes (Will)
Attack: None
Healthy Effect: You make a Will attack to bewilder the subject.

Notes: A bewildered creature is vulnerable, causing it to take a −2 penalty to attacks, defenses, and checks.

Draining Touch

You drain your foe's life force with a touch, drawing it into yourself. Necromancy (Life)
Target: One living creature   **Range**: Touch
Duration: 5 rounds; see text
Spell Resistance: Yes (Will)
Damage: d6 damage + 1 per caster level
Attack: Will half
Effect: You make a melee touch attack to deal damage to the target. You gain temporary hit points equal to half the damage you deal. However, you can't gain more health than is necessary to kill the subject. The temporary hit points disappear 5 rounds later. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Exhaustion

You momentarily weaken your foe's body. Necromancy (Flesh)
Target: One living creature   **Range**: Medium *(100 ft.)*
Duration: 1 round

Spell Resistance: Yes (Fortitude)
Attack: Fortitude negates
Effect: You make a Fortitude attack against the subject to exhaust it.

Notes: An exhausted character moves at half speed and takes a −4 penalty to attacks, defenses, and checks.

False Foe

You create an illusion of a threatening creature, tricking your foes into attacking and defending against it as if it were real. Illusion (Figment) [Unreal]
Range: Medium *(100 ft.)*
Duration: Concentration + 2 rounds
Spell Resistance: No
Attack: Will disbelief
Effect: This spell creates an illusory creature of your size which seems to attack your foes. It can contribute to overwhelm penalties, though it never actually deals damage. Its physical defenses are 10.

The creature must be of your size and general shape, though you can freely decide the details of its appearance. You cannot control its actions; if there are no foes available attack, it continues attacking thin air.

Notes: When you use this invocation, you make a magic check, with the same bonus as your magic attack bonus. This check is opposed by the Will defense of any creature that interacts with the effect. If you fail, the creature disbelieves the spell. In order to interact with the illusion with a Perception check, the creature must make a Perception check that beats your magic check.

Imbue Weapon

You imbue an ally's weapon with potent magical energy, making its next strike more effective. Transmutation (Imbuement)
Target: One weapon
Range: Close *(30 ft.)*
Duration: 1 round or until discharged
Spell Resistance: Yes (Will)
Damage: d6 physical damage + 1 per caster level
Effect: The next successful attack with the target weapon deals extra damage.

Notes: The creature wielding the weapon can make a saving throw to avoid having its weapon enhanced, but the creature struck by the weapon gets no saving throw and cannot apply spell resistance.

Magic Ray

You fire a ray of magical energy at your foe. Evocation [Force]
Target: One creature
Range: Close *(30 ft.)*
Spell Resistance: Yes (Reflex)
Damage: d6 force damage + 1 per caster level
Effect: You make a Reflex attack to deal damage to the target. As with *magic missile*, inanimate objects are not damaged by this invocation.

Phantasmal Darkness

You twist your foe's perceptions, convincing it that the world has suddenly become dark. Illusion (Phantasm) [Unreal]
Target: One creature
Range: Touch
Duration: 1 round
Spell Resistance: Yes (Will)
Attack: Will disbelief
Effect: You make a melee touch attack to blind the target. Creatures with extrasensory perception abilities, such as tremorsense, may use those abilities normally.

Notes: A blinded creature cannot see. A blinded creature cannot see. It moves at half speed and is defenseless, causing it to provoke attacks of opportunity for its actions. All checks and activities that rely on vision (such as reading and visual Perception checks) automatically fail, and any checks related to vision (such as Climb and Sense Motive checks) take a −4 penalty. All opponents are considered to be invisible (50% miss chance) relative to the blinded creature.

Premonition

You grant your ally a brief glimpse of the future that shows it where to strike in combat. Divination (Knowledge)
Target: One creature
Range: Medium *(100 ft.)*
Duration: 1 round; see text
Spell Resistance: Yes (Will)
Effect: The subject gains a +4 bonus to its next physical attack, provided that its target is also within the spell's range. This bonus increases by +1 for every three levels above 1st level.

Slow, Lesser

You decelerate your enemy's motions temporarily, causing her to move and act more slowly than normal. Transmutation (Temporal)
Target: One creature
Range: Medium *(100 ft.)*
Duration: 1 round
Spell Resistance: Yes (Will)
Attack: Will negates
Effect: The subject is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.

Twist Fate

Divination (Knowledge)
Target: One creature
Range: Medium *(100 ft.)*
Duration: 1 round
Spell Resistance: Yes (Will)
Attack: Will negates
Effect: You know what the subject is most likely going to do during its next turn. After learning that, you can choose to impose a −4 penalty to its attacks, defenses, or checks for 1 round.

11.6   Rituals

Alarm   1st Level

Abjuration (Warding) [Trap]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Zone: Large *(50 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Special: When you perform this ritual, you choose whether to create an audible or mental alarm. You may also designate 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.

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 Self   2nd Level

Transmutation (Polymorph)   **Lists:** Arcane
Casting Time: 1 minute
Duration: Long *(1 hour)*
Spell Resistance: Yes

Target: You
   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.

Material Components: 20 gp in ritual components.

Analyze Dweomer   5th Level

   You infallibly discern the magical properties of a magic item.
Divination (Knowledge)   **Lists:** Arcane
Casting Time: 1 minute
Range: Touch

Target: One object
   Effect: You learn the target's magic properties, as *identify*. This ritual reveals the exact properties of cursed items and artifacts.

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.
Necromancy (Soul, Vitalism) [Evil, Negative]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Range: Touch

Target: One or more corpses
   Special: The combined levels of all targets cannot exceed your caster level.
   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.

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 caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released.
   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.
Enchantment (Compulsion) [Mind-Affecting]   **Lists:** Arcane, Nature
Casting Time: 1 minute; see text
Range: Long *(300 ft.)*
Duration: One week
Spell Resistance: Yes

Target: One Tiny animal
   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.

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.
Enchantment (Emotion) [Mind-Affecting]   **Lists:** Arcane, Nature
Casting Time: 1 hour
Zone: 1 mile radius   **Range**: Close *(30 ft.)*
Duration: One week (Dismissable)
Spell Resistance: Yes
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.

Material Components: 7500 gp in ritual components.

Arcane Eye   4th Level

Divination (Scrying)   **Lists:** Arcane
Casting Time: 1 minute
Range: Medium *(100 ft.)*
Duration: Long *(1 hour)* (Dismissable)

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.

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. 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

Abjuration/Transmutation (Alteration, Warding)   **Lists:** Arcane
Casting Time: 1 minute
Range: Touch
Duration: Permanent

Target: One closable object, such as a door or box (Large or smaller)
  Effect: The target object is magically locked. It can be unlocked with a Devices check against a DC equal to 30 + your caster level. 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.

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.
Universal   **Lists:** Arcane
Casting Time: 1 minute
Range: Touch
Duration: Permanent

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.

Target: One creature or object
  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.

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

Evocation (Channeling)   **Lists:** Divine, Nature
Casting Time: 1 hour
Range: Touch
Spell Resistance: Yes

Target: One creature
  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.

Material Components: 300 gp in ritual components.

Augury   2nd Level

Divination (Knowledge)   **Lists:** Divine
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.

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

Transmutation (Augment, Imbuement)   **Lists:** Nature
Casting Time: 24 hours
Range: Touch
Spell Resistance: Yes

Target: One animal
  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.

Material Components: 1500 gp in ritual components.

Bless Water   1st Level

  You imbue water with holy power.
Evocation (Channeling) [Good]   **Lists:** Divine
Casting Time: 1 minute
Range: Touch
Spell Resistance: Yes

Target: One pint of water
  Effect: The target becomes holy water. Large bodies of water can be made holy by performing this ritual multiple times.

Notes: 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

Abjuration (Negation) [Magic]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Range: Close *(30 ft.)*

Target: One creature or object   **Attack**: Caster level 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.

Material Components: 300 gp in ritual components.

Clairaudience/Clairvoyance 3rd Level

Divination (Scrying) **Lists:** Arcane, Divine
Casting Time: 1 minute
Range: Extreme *(1,000 ft.)* (Unrestricted)
Duration: Medium *(5 minutes)* (Dismissable)

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.

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. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.

Material Components: 50 gp in ritual components.

Clone 7th Level

Conjuration (Creation) **Lists:** Arcane
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 raise the dead, such as *animate dead* or *raise dead* (see Bringing Back the Dead, page 130).

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

Divination (Communication) [Planar] **Lists:** Divine
Casting Time: 10 minutes
Duration: Medium *(5 minutes)* or until expended

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.

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.

Divination (Knowledge) **Lists:** Nature
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.

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.

Divination (Communication) **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Duration: Long *(1 hour)*
Target: You

Effect: You gain the ability to understand any language. This does not grant you any additional ability to speak or write in other languages.

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.

Evocation (Channeling) [Good] **Lists:** Divine
Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius **Range**: Close *(30 ft.)*
Duration: 24 hours

Effect: Undead cannot be created within or summoned into the area.
Target: All undead creatures in the area

Effect: The target is vulnerable *(−2 to attacks, defenses, and checks)*.

Material Components: 20 gp in ritual components.

Contact Other Plane 5th Level

Divination (Knowledge) [Planar] **Lists:** Arcane
Casting Time: 10 minutes
Duration: Medium *(5 minutes)* or until expended

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.

Material Components: 300 gp in ritual components.

Contagion 3rd Level

You infect your foe with a contagious disease.

Necromancy (Flesh) **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Range: 10 miles (Unrestricted)
Spell Resistance: Yes

Target: One creature **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.

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

Illusion (Figment) [Light]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Range: Touch
Duration: Permanent
Target: One object
  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.

Material Components: 20 gp in ritual components.

Control Weather   7th Level

Evocation (Control) [Air]   **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes; see text
Zone: 2 mile radius cylinder centered on you
Duration: Extreme *(12 hours)*
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.

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

Conjuration (Creation)   **Lists:** Arcane, Divine, Nature
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.

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 Water   1st Level

You create water to ease the thirst of you and your companions.
Conjuration (Creation) [Water]   **Lists:** Divine
Range: Close *(30 ft.)*
Casting Time: 1 minute
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.

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

Necromancy (Soul, Vitalism) [Evil, Negative]   **Lists:** Arcane, Divine

Effect: This ritual functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

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.
Material Components: 3000 gp in ritual components.

Create Undead   5th Level

Necromancy (Soul, Vitalism) [Evil, Negative]   **Lists:** Arcane, Divine
Casting Time: 1 hour
Range: Close *(30 ft.)*
Target: One intact corpse
  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 **??**: Create Undead.

Caster Level	Undead Created
10th–12th	Ghoul
13th–16th	Ghast
17th–20th	Mummy
21st or higher	Mohrg

Notes: As *animate dead*.
Material Components: 300 gp in black onyx gems.

Curse Water   1st Level

Evocation (Channeling) [Evil]   **Lists:** Divine
Casting Time: 1 minute
Target: Flask of water touched   **Range**: Touch
Spell Resistance: Yes
Attack: Will negates (object)
Effect: This ritual imbues a flask (1 pint) of water with unholy power, turning it into unholy water.

Notes: Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider. It functions like holy water in all other

respects.

Material Components: 5 gp in ritual components.

Darkness   **2nd Level**

You create a dark aura around an object of your choosing, keeping light without. Even a dwarf's vision is hampered by this shadowy sphere.

Illusion (Glamer) [Darkness]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Target: Object touched   **Range**: Touch
Duration: Long *(1 hour)* (Dismissable)
Effect: This ritual causes an object to radiate shadowy illumination out to a Medium *(20 ft.)* radius. This causes the level of illumination to drop to shadowy illumination or the current prevailing condition, whichever is lower. Darkvision is ineffective in magical darkness, and confers no advantage over normal vision.

Notes: If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area or shining through it, as are light spells of lower level. Such effects are also suppressed if they originate from within the area of the darkness, preventing them from shining light elsewhere. Higher level light spells are not affected by darkness.

Material Components: 20 gp in ritual components.

Demand   **8th Level**

Divination/Enchantment (Communication,   **Lists:** Arcane
Compulsion) [Mind-Affecting]
Spell Resistance: Yes
Attack: None/Will negates
Effect: This ritual functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as −5. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the *suggestion* is ineffective.

The demand's message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give an equally short reply immediately.

Notes: The contact itself is not mind-affecting – only the *suggestion*.

Material Components: 3000 gp in ritual components.

Desecrate   **2nd Level**

Evocation (Channeling) [Evil]   **Lists:** Divine
Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: 24 hours
Effect: This ritual imbues an area with unholy power. Every undead creature in a *desecrated* area gains a +2 bonus to physical attacks, checks, and special defenses. An undead creature created within or summoned into such an area gains +1 hit points per level.

Material Components: 20 gp in ritual components.

Detect Scrying   **4th Level**

Divination (Awareness) [Magic]   **Lists:** Arcane
Casting Time: 1 minute
Emanation: Large *(50 ft.)* radius centered on you
Duration: Extreme *(12 hours)*

Effect: You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The ritual's area radiates from you and moves as you move. You know the location of every magical sensor within the ritual's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Components: 125 gp in ritual components.

Disguise Self   **1st Level**

Illusion (Glamer) [Unreal]   **Lists:** Arcane
Casting Time: 1 minute
Target: You   **Range**: Personal
Duration: Long *(1 hour)* (Dismissable)
Effect: As part of performing 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.

Notes: A creature that interacts with the effect gets a Will save to recognize it as an illusion. A creature that recognizes the effect as an illusion automatically sees through the disguise unless you are also disguised through non-illusory means, in which case it must beat that Disguise check as normal.

Material Components: 5 gp in ritual components.

Disguise Self, Greater   **3rd Level**

Illusion (Glamer) [Unreal]   **Lists:** Arcane
Casting Time: 10 minutes
Duration: Extreme *(12 hours)* (Dismissable)
Effect: This ritual functions like *disguise self*, except that it lasts longer and you can change the disguise at will. By concentrating on the effect as a standard action, you can take on an entirely new appearance, just as if you had performed the *disguise self* ritual again.

Material Components: 50 gp in ritual components.

Discern Location   **8th Level**

Divination (Knowledge)   **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Target: One creature or object   **Range**: Unlimited

Effect: This ritual reveals the name of a chosen creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. *Discern location* circumvents normal means of protection from scrying or location; nothing short of a *mind blank* spell or the direct intervention of a deity prevents you from learning the information.

To find a creature with the ritual, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Material Components: 3000 gp in ritual components.

Dimensional Lock   **5th Level**

You create a shimmering emerald field that completely blocks extradimensional travel.

Abjuration (Negation)   **Lists:** Arcane, Divine
Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Thirty days

Spell Resistance: Yes

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 or psionic abilities.

Notes:

A *dimensional lock* 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 or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Material Components: 300 gp in ritual components.

Divination   4th Level

Divination (Knowledge)   **Lists:** Divine
Casting Time: 10 minutes
Target: You   **Range**: Personal

Effect: Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Notes:

As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Material Components: 125 gp in ritual components.

Dream   5th Level

Divination/Illusion (Communication,   **Lists:** Arcane, Divine, Nature
Phantasm)
Casting Time: 1 minute
Target: One creature   **Range**: Unlimited
Duration: See text
Spell Resistance: Yes
Effect: You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Notes: Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this ritual.

Material Components: 300 gp in ritual components.

Emancipation   8th Level

Abjuration (Negation)   **Lists:** Arcane, Divine
Casting Time: 1 minute
Target: One creature   **Range**: Medium *(100 ft.)* or see text
Spell Resistance: Yes
Effect: The subject 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.

Material Components: 3000 gp in ritual components.

Endure Elements   1st Level

Abjuration (Shielding)   **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Target: Creature touched   **Range**: Touch
Duration: Extreme *(12 hours)*
Spell Resistance: Yes
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between −50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Notes:

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Material Components: 5 gp in ritual components.

Erase   1st Level

Transmutation (Alteration)   **Lists:** Arcane
Casting Time: 1 minute
Target: One scroll or two pages   **Range**: Touch
Attack: See text
Effect: This ritual removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Nonmagical writing is automatically erased. To erase magical writing, you must succeed on a caster level check against a DC of 11 + the caster level of the magic.

Notes: With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. This ritual grants no special protection against activating such traps. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Material Components: 5 gp in ritual components.

Explosive Runes   3rd Level

Abjuration (Warding) [Force, Traps]   **Lists:** Arcane
Casting Time: 1 minute
Target: One object (Tiny or smaller)   **Range**: Touch
Burst: Small *(10 ft.)* radius centered on target; see text
Duration: Permanent until discharged (Dismissable)
Spell Resistance: Yes
Damage: 3d6 force damage + d6 per four caster levels above 6th
Attack: Reflex half
Effect: You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing damage to everything in the area, including the object.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Notes: The object receives no saving throw against the explosion. 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

Transmutation (Alteration)   **Lists:** Arcane, Nature
Casting Time: See text
Target: Up to 100 cu. ft.; see text   **Range**: Close *(30 ft.)*

Effect: You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 10 cubic feet instead of 100 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship, such as armor, or an appropriate Engineering check to fabricate objects requiring complex engineering, such as a ballista.

Casting requires 1 minute per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Components: 300 gp in ritual components, and the original material.

False Trap   2nd Level

Illusion (Figment) [Unreal]   **Lists:** Arcane
Casting Time: 1 standard action
Target: Object touched   **Range**: Touch
Duration: Permanent (Dismissable)
Effect: This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character who searches for traps can find the trap with a DC 10 Perception check. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the ritual is performed, the ritual fails.

Material Components: 20 gp in ritual components.

False Vision   5th Level

Illusion (Glamer)   **Lists:** Arcane
Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Effect: Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Material Components: 300 gp in ritual components.

Fertility/Infertility   3rd Level

Transmutation (Alteration)   **Lists:** Divine
Casting Time: 1 hour
Zone: 1/2 mile radius centered on you
Duration: 1 year
Effect: This ritual has different effects depending on the version chosen. *Fertility* This effect targets all normal plants within the area, raising their potential productivity over the course of the next year to one-third above normal.

Infertility This effect targets all normal plants within the area, reducing their potential productivity over the course of the following year to one third below normal.

Notes: You may designate places within the area that are not affected.
Material Components: 50 gp in ritual components.

Find the Path   6th Level

Divination (Knowledge)   **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Target: One touched creature   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Effect: The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

Notes: This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

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.

Divination (Knowledge)   **Lists:** Arcana, Divine, Nature
Target: One touched creature   **Range**: Touch
Duration: Medium *(5 minutes)*
Effect: The subject gains a bonus equal to one-half your caster level on Perception checks made to find traps. 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 61). If she detects a trap partway through her movement, she may immediately stop moving.

Notes: *Find traps* grants no ability to disable any traps found.
Material Components: 20 gp in ritual components.

Fire Trap   3rd Level

You create a trap that creates a fiery explosion when an intruder opens the item that the trap protects.

Abjuration/Evocation (Energy, Warding) [Fire]   **Lists:** Arcane, Nature
Casting Time: 10 minutes
Target: One openable object   **Range**: Touch
Burst: Small *(10 ft.)* radius centered on the target; see text
Duration: Permanent until discharged (Dismissable)

Spell Resistance: Yes
Damage: 3d6 fire damage + d6 per four levels after 6th
Attack: Reflex half; see text
Effect: When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, everyone within a Small *(10 ft.)* radius burst of the spell's center takes fire damage. The item protected by the trap is not harmed by this explosion.

You can use the trapped object without discharging the trap, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share.

Notes: A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

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*. No more than one magic trap can be placed on the same object or in the same area.

Material Components: 50 gp in ritual components.

Floating Disk 1st Level

Evocation [Force]   **Lists:** Arcane
Casting Time: 1 minute   **Range**: Medium *(100 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Effect: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 4 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If possible, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Components: 5 gp in ritual components.

Forbiddance 8th Level

Abjuration/Evocation (Power, Warding)   **Lists:** Divine
Casting Time: 1 hour
Zone: Up to ten 60 ft. cubes
Range: Medium *(100 ft.)*
Duration: Permanent
Spell Resistance: Yes
Attack: See text
Effect: This spell seals an area against all planar travel into or within it. This includes all Teleportation (Translocation) spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil The creature takes 8d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil The creature takes 8d8 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Notes:

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. A successful dispel attempt only affects one 60-foot cube.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Components: A sprinkling of holy water (or unholy water) and rare incenses worth at least 500 gp, plus 500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 250 gp, plus 250 gp per 60-foot cube.

Material Components: 3000 gp in ritual components.

Gate 9th Level

Conjuration (Creation, Translocation) [Planar]   **Lists:** Arcane, Divine
Casting Time: 1 minute   **Range**: Medium *(100 ft.)*
Duration: Concentration (up to 5 rounds); see text
Effect: This spell 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 hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you – anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 5 rounds), and you must concentrate on doing so, or else the interplanar connection is severed.

Material Components: 7500 gp in ritual components.

Geas/Quest 6th Level

Enchantment (Compulsion)   **Lists:** Arcane, Divine
[Language-Dependent, Mind-Affecting, Sound-Dependent]
Casting Time: 10 minutes
Target: One living creature   **Range**: Medium *(100 ft.)*
Duration: Thirty days, one week, or until discharged (Dismissable)
Spell Resistance: Yes
Effect: The subject must carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions for at least 12 hours a day until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one week. A clever recipient can subvert some instructions.

If the subject is prevented from completing its task for 24 hours, it takes a −2 penalty to all attribute scores. Each day, another −2 penalty accumulates, up to a total of −8. No attribute score can be reduced to less than 1 by this effect. The attribute score penalties are removed 24 hours after the subject resumes obeying the geas.

Notes:

A *remove curse* spell ends a geas/quest spell only if its caster level is higher than the caster level of the *geas/quest* spell. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

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

Transmutation (Temporal) **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Target: Corpse touched **Range**: Touch
Duration: Thirty days (Dismissable)
Spell Resistance: Yes
Attack: Will negates (object)
Effect: You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts, poisons drawn from living creatures, and the like.

Material Components: 20 gp in ritual components.

Glyph of Warding 3rd Level

You weave a tracery of faintly glowing lines over an object or in the air, forming a warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Abjuration (Warding) [Trap] **Lists:** Divine
Casting Time: 10 minutes
Target: One object or location **Range**: Touch
Limit: Medium *(20 ft.)* radius centered on target; see text
Duration: Permanent until discharged (Dismissable)
Spell Resistance: Yes
Damage: 3d6 damage + d6 per four caster levels after 6th; see text
Attack: Reflex half; see text
Effect:

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. The glyph can be triggered by anything within the area that a normal human could observe and react to.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph A blast glyph deals damage to everything in Small *(10 ft.)* radius burst of the intruder. A succcessful Reflex save halves the damage.

Spell Glyph You can store any harmful spell of 3rd level or lower that you know into the glyph. An intruder that activates the glyph is the target of the spell or the center of the spell's effect, as appropriate. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal for the stored spell. Only spells with of close range or greater can be stored in a *glyph of warding*.

Notes:

A *glyph of warding* cannot be affected or bypassed by such means as physical or magical probing, though it can be dispelled. *Read magic* allows you to identify a glyph of warding with a DC 13 Spellcraft check.

Identifying the glyph does not discharge it and allows you to learn which type of glyph is used, though not which spell is stored (if any).

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*. No more than one magic trap can be placed on the same object or in the same area.

Material Components: 50 gp in ritual components.

Glyph of Warding, Greater 6th Level

Abjuration [Barrier] **Lists:** Divine
Limit: Large *(50 ft.)* radius centered on touched object or location; see text
Damage: 6d6 damage + d6 per four caster levels after 12th; see text
Effect: This spell functions like *glyph of warding*, except that it affects a larger area and is more powerful. A greater blast glyph deals damage in a Medium *(20 ft.)* radius burst centered on the intruder, and a greater spell glyph can store a spell of 6th level or lower.

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 31 for *glyph of warding*. No more than one magic trap can be placed on the same object or in the same area.

Material Components: 750 gp in ritual components.

Hallow 7th Level

Evocation (Power) [Good] **Lists:** Divine
Casting Time: 24 hours
Zone: Large *(50 ft.)* radius **Range**: Close *(30 ft.)*
Duration: Instantaneous/1 year
Spell Resistance: See text
Attack: See text
Effect: Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

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: Herbs, oils, and incense worth at least 500 gp, plus 500 gp per level of the spell to be included in the hallowed area.

Material Components: 1500 gp in ritual components.

Hallucinatory Terrain   4th Level

Illusion (Glamer)   **Lists:** Arcane
Casting Time: 10 minutes
Zone: Ten 30 ft. cubes   **Range**: Long *(300 ft.)*
Duration: 24 hours (Dismissable)
Attack: Will disbelief (if interacted with)
Effect: You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material 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.
Conjuration/Enchantment (Creation,   **Lists:** Arcane, Divine, Nature
Emotion)
Casting Time: 10 minutes   **Range**: Close *(30 ft.)*
Duration: 1 hour plus Extreme *(12 hours)*; see text
Effect: This spell creates a feast that takes 1 hour to consume. Every creature partaking of the feast is gains three benefits that last for 12 hours. First, they are cured of all diseases, sickness, and nausea. Second, they become immune to poison and fear effects. Third, they gain temporary hit points equal to 10 + your caster level.

This spell 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.

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

Divination (Knowledge)   **Lists:** Arcane, Divine
Casting Time: 1 hour
Range: Touch
Target: One object
    Effect: You learn all of the target's magic properties, including how to activate any functions it has.

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.
Enchantment/Illusion (Compulsion, Glamer)   **Lists:** Arcane
[Mind-Affecting, Trap]
Casting Time: 1 minute or longer; see text
Target: One object   **Range**: Touch
Duration: Permanent (Dismissable)
Spell Resistance: Yes
Attack: Will negates; see text
Effect: As part of performing this ritual, you write text onto the touched object. The words are unintelligible to everyone except those you designate as you cast the spell. Any unauthorized creature attempting to read the script must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you

at the time the illusory script spell was cast. The *suggestion* lasts only 1 hour.

Notes: The *true seeing* spell can reveal the hidden message. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Components: 125 gp in ritual components.

Illusory Wall   3rd Level

Illusion (Figment) [Unreal]   **Lists:** Arcane
Casting Time: 1 minute   **Range**: Close *(30 ft.)*
Duration: Permanent
Attack: Will disbelief (if interacted with)
Effect: This spell creates the illusion of a wall, floor, ceiling, or similar surface. The image must fit within a 10 foot square. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Material Components: 50 gp in ritual components.

Instant Refuge   7th Level

Conjuration/Transmutation (Imbuement, Translocation)   **Lists:** Divine
[Teleportation]
Casting Time: 1 minute
Target: Object touched   **Range**: Touch
Duration: Permanent until discharged
Effect: You imbue an object with the power to instantly transport its possessor to your abode. After the ritual is performed, you must willingly give the object to a creature and at the same time inform the creature of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (at least a standard action, depending on the object). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected.

Material Components: 1500 gp in ritual components.

Instant Retrieval   7th Level

Conjuration/Transmutation (Imbuement, Translocation)   **Lists:** Arcane
[Teleportation]
Casting Time: 10 minutes
Target: One object weighing 10 lb. or less whose   **Range**: See text
longest dimension is 6 ft. or less
Duration: Permanent until discharged
Effect: You prepare an object to be called from virtually any location directly to your hand.

Before performing the ritual, you must place your *arcane mark* on the item. This ritual magically and invisibly inscribes the name of the item on a sapphire worth at least 250 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem (a standard action). The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the item is not transported, but you know who the possessor is and roughly where that creature is located when the summons occurred.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Components: A sapphire worth at least 250 gp.

Material Components: 1500 gp in ritual components.

Invisibility Purge   2nd Level

Abjuration (Negation)   **Lists:** Arcane, Divine

Casting Time: 1 minute

Target: One object or creature   **Range**: Touch

Emanation: Large *(50 ft.)* radius centered on the target

Duration: Long *(1 hour)* (Dismissable)

Effect: You surround the touched object or creature with a mobile sphere of power that suppresses all forms of invisibility. Anything invisible becomes visible while in the area.

Material Components: 20 gp in ritual components.

Ironwood   3rd Level

Transmutation (Alteration)   **Lists:** Nature

Casting Time: 1 minute/lb. created

Target: One wooden object weighing up to 50 pounds   **Range**: Touch

Effect: This ritual transforms the object 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.

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.

Legend Lore   5th Level

Divination (Knowledge)   **Lists:** Arcane

Casting Time: See text

Target: You   **Range**: Personal

Duration: See text

Effect: This ritual brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot cast other spells or engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Components: 300 gp in ritual components.

Light   1st Level

Illusion (Figment) [Light]   **Lists:** Arcane, Divine, Nature

Casting Time: 1 minute

Target: Object touched   **Range**: Touch

Duration: Long *(1 hour)* (Dismissable)

Effect: This ritual causes an object to glow like a torch, shedding bright light in a Medium *(20 ft.)* radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object.

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.

Material Components: 5 gp in ritual components.

Liveoak   6th Level

Transmutation (Animation)   **Lists:** Divine

Casting Time: 10 minutes

Target: Tree touched   **Range**: Touch

Duration: Thirty days (Dismissable)

Effect: This spell turns a healty, Huge oak tree into a protector or guardian. A triggering phrase of up to one word per caster level is placed on the targeted oak. When the phrase is spoken, the tree animates, functioning as a treant.

The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Notes: If the spell is is dispelled or the duration expires, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Material Components: 750 gp in ritual components.

Effect:

Mage's Magnificent Mansion   7th Level

Conjuration (Creation)   **Lists:** Sor/Wiz

Casting Time: 1 minute

Zone: Up to ten 10-foot cubes   **Range**: Close *(30 ft.)*

Duration: One week (Dismissable)

Effect: You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Material Components: 1500 gp in ritual components.

Mage's Private Sanctum   5th Level

Abjuration (Ward)   **Lists:** Arcane

Casting Time: 10 minutes

Zone: Up to ten 10-foot cubes   **Range**: Close *(30 ft.)*

Duration: Extreme *(12 hours)* (Dismissable)

Effect: This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Notes: *Mage's private sanctum* can be made permanent with a *permanency* ritual.

Material Components: 300 gp in ritual components.

Magic Aura   1st Level

Illusion (Glamer) [Magic]   **Lists:** Arcane
Casting Time: 1 minute
Target: One touched object weighing up to 50 pounds   **Range**: Touch
Duration: Thirty days (Dismissable)
Effect: You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were less magical, or a magic item of a kind you specify, or the subject of a spell you specify. You can increase or decrease the strength of the aura of an item by an amount up to your caster level. For example, if you have a caster level of 8, you could alter a magic item with a caster level of 6 to make it seem as if it were nonmagical, or you could make it seem as if it had a caster level of 14.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Material Components: 5 gp in ritual components.

Magic Mouth   1st Level

Illusion (Glamer)   **Lists:** Arcane
Casting Time: 1 standard action
Target: One creature or object   **Range**: Close *(30 ft.)*
Duration: One month or until discharged (Dismissable)
Spell Resistance: Yes
Attack: Will negates (object)
Effect: This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, or class except by external garb.

The range limit of a trigger is 100 feet. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Notes:

Magic mouth can be made permanent with a permanency ritual.

Material Components: 5 gp in ritual components.

Major Creation   5th Level

Conjuration (Creation)   **Lists:** Arcane
Casting Time: 10 minutes   **Range**: Close *(30 ft.)*
Duration: See text
Effect: This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	One week
Stone, crystal, base metals	24 hours
Precious metals	12 hours
Gems	One hour
Rare metal1	10 minutes

1 Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Material Components: 300 gp in ritual components.

Mark of Justice   5th Level

Necromancy [Lawful]   **Lists:** Divine
Casting Time: 10 minutes
Target: Creature touched   **Range**: Touch
Duration: Permanent (Dismissable); see text
Spell Resistance: Yes
Effect: You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is higher. These restrictions apply regardless of whether the mark has activated.

Material Components: 300 gp in ritual components.

Mending   1st Level

Transmutation (Alteration)   **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Target: One object of up to 1 lb.   **Range**: Touch
Spell Resistance: Yes
Effect: Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined

to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair items which are magical, but the item's magical abilities are not restored.

Notes: The spell cannot affect creatures (including constructs).

Material Components: 5 gp in ritual components.

Mending, Greater   3rd Level

Transmutation (Alteration)   **Lists:** Arcane, Divine, Nature

Target: One object no larger than a 10-foot cube

Effect: This ritual functions like *mending*, except that it completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Material Components: 50 gp in ritual components.

Mind Blank   9th Level

Abjuration (Shielding)   **Lists:** Arcane

Casting Time: 1 standard action

Target: One creature   **Range**: Close *(30 ft.)*

Duration: Extreme *(12 hours)*

Spell Resistance: Yes

Effect: The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Material Components: 7500 gp in ritual components.

Minor Creation   4th Level

Conjuration (Creation)   **Lists:** Arcane

Casting Time: 1 minute   **Range**: Close *(30 ft.)*

Duration: Extreme *(12 hours)* (Dismissable)

Effect: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. To make a complex item, you must succeed at a Craft check against the same DC that would be required to make it normally.

Notes: Attempting to use any created object as a material component causes the spell to fail. Poisons, alchemical substances, and other reactive items cannot be created with *minor creation*.

Material Components: 125 gp in ritual components.

Misdirection   2nd Level

Illusion (Glamer)   **Lists:** Arcane

Casting Time: 1 minute

Target: One creature or object, up to a 10 ft.   **Range**: Close *(30 ft.)* cube in size

Duration: Extreme *(12 hours)* (Dismissable)

Attack: None or Will negates; see text

Effect: As part of performing this ritual, you choose another object within range. For the duration of the ritual, the subject of *misdirection* is detected as if it were the other object. No saving throw is allowed against this effect. Detection spells provide information based on the second object rather

than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth.

Notes: This spell does not affect other types of divination magic (*augury*, *clairaudience/clairvoyance*, and the like).

Material Components: 20 gp in ritual components.

Modify Memory   4th Level

Divination/Enchantment (Knowledge)   **Lists:** Arcane [Mind-Affecting]

Casting Time: 1 minute; see text

Target: One living creature   **Range**: Close *(30 ft.)*

Duration: Permanent

Spell Resistance: Yes

Attack: Will negates

Effect: You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This can negate the effects of spells like *suggestion* which require specific memories (such as a command given) to function.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Performing the ritual takes 1 minute. If the subject fails its save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

This spell does not grant you the ability to see the subject's memories. If you wish to modify a specific memory, you must have a good idea of what the subject experienced.

Notes: A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddied by too much wine.

Material Components: 125 gp in ritual components.

Mount   1st Level

Conjuration (Summoning)   **Lists:** Arcane

Casting Time: 1 minute   **Range**: Close *(30 ft.)*

Duration: Extreme *(12 hours)* (Dismissable)

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.

Material Components: 5 gp in ritual components.

Move Earth   6th Level

Transmutation (Alteration) [Earth]   **Lists:** Nature

Casting Time: See text

Zone: Ten 10-foot cubes, no more than 10 feet   **Range**: Long *(300 ft.)* deep

Effect: This ritual moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with 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.

Notes: The 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

Transmutation (Alteration) [Healing]   **Lists:** Divine, Nature
Casting Time: 1 minute
Target: Creature or object of up to 1 cu. ft./level   **Range**: Touch touched
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Effect: You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration - the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Material Components: 125 gp in ritual components.

Nightmare   6th Level

Divination/Illusion (Commnication,   **Lists:** Arcane, Divine, Nature
Phantasm)
Casting Time: 10 minutes
Target: One living creature   **Range**: Unlimited
Spell Resistance: Yes
Attack: Will negates; see text
Effect: You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells or other daily abilities that require rest for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, etc.	−10

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Notes: Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Material Components: 750 gp in ritual components.

Nondetection   3rd Level

Abjuration (Shielding)   **Lists:** Arcane, Divine
Casting Time: 1 minute
Target: Creature or object touched   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Effect: The warded creature or object becomes difficult to detect by divination spells and effects such as *clairaudience/clairvoyance*, *locate object*, and detection spells. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

Notes: If cast on a creature, *nondetection* wards anything the creature carries as well as the creature itself.

Material Components: 50 gp in ritual components.

Obscure Object   3rd Level

Abjuration (Shielding)   **Lists:** Arcane
Casting Time: 1 minute
Target: One object touched of up to 100 lb.   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Attack: Will negates (object)
Effect: This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Material Components: 50 gp in ritual components.

Overland Flight   6th Level

Transmutation (Imbuement)   **Lists:** Arcane
Casting Time: 10 minutes
Target: One creature   **Range**: Touch
Duration: Extreme *(12 hours)*
Effect: At any point during the duration of the spell, the subject can concentrate as a standard action to gain a 30 foot fly speed with good maneuverability for 1 round. When not concentrating on the spell, it falls at only 60 feet per round, preventing it from taking any damage from landing.

The subject 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.

Notes: An unencumbered creature with a fly speed can fly through the air. See Flying, page 117, for more details.

Material Components: 750 gp in ritual components.

Pass Without Trace   1st Level

Transmutation (Imbuement)   **Lists:** Nature
Casting Time: 1 standard action
Targets: Five touched creatures   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Effect: The subject or subjects 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.

Material Components: 5 gp in ritual components.

Passwall   5th Level

Transmutation (Alteration)   **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Zone: One 5-foot cube per three caster levels   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Effect: You create a passage through wooden, plaster, or stone walls, but not through metal or other harder 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.

Notes: If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Components: 300 gp in ritual components.

Permanency   5th Level

Universal   **Lists:** Arcane
Casting Time: 10 minutes
Target or Area: See text   **Range**: See text
Duration: Permanent; see text
Effect: This ritual makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* ritual. Depending on the spell, 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 spells permanent in regard to yourself. You

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

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 spells permanent on yourself, another creature, or an object (as appropriate). Additionally, the following spells can be cast upon objects or

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*.

areas only and rendered permanent.

Table 11.5: Spells Subject To 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

Notes: Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.
Material Components: See tables above.
Material Components: 300 gp in ritual components.

Permanent Image   6th Level

Illusion (Figment) [Unreal]   **Lists:** Arcane
Duration: Permanent (Dismissable)
Effect: This spell functions like *major image*, except that the effect is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material 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. On its body, it bears what seems to be a saddle, bit, and bridle sized perfectly for its intended rider.

Illusion/Transmutation (Imbuement, Shadow)   **Lists:** Arcane
Casting Time: 1 minute   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Effect: This ritual creates a Large, horselike creature that can only be ridden by you or one person you designate. The mount cannot fight, and has a physical defense of 18 (−1 size, +4 natural armor, +5 Dex) and 10 hit points + 1 per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 10 feet per two caster levels. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

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.

Material Components: 50 gp in ritual components.

Phase Door   7th Level

Conjuration (Creation/Translocation) [Planar]   **Lists:** Arcane, Divine
Casting Time: 10 minutes
Zone: One 5-foot cube per three caster levels   **Range**: Touch
Duration: Extreme *(12 hours)* or until discharged
Effect: This ritual creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. It can be used a number of times equal to half your caster level before the ritual ends. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or ritual effects through it, nor can you see through it without using it. Thus, the ritual can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, and hit points don't qualify.

Notes: The *true seeing* spell or similar magic reveals the presence of a phase door but does not allow its use. A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect. This ritual can be made permanent with a *permanency* ritual.

Material Components: 1500 gp in ritual components.

Planar Binding   6th Level

Abjuration/Conjuration (Translocation) [Planar] [see   **Lists:** Arcane
text for lesser planar binding]

Targets: Up to three elementals or outsiders, totaling no more than 12 levels, no two of which can be more than 30 ft. apart when they appear
Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 12th level or less, or up to three creatures of the same kind whose combined level totals no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Material Components: 750 gp in ritual components.

Planar Binding, Greater   8th Level

Abjuration/Conjuration (Translocation) [Planar] [see   **Lists:** Arcane
text for lesser planar binding]

Targets: Up to three elementals or outsiders, totaling no more than 18 levels, no two of which can be more than 30 ft. apart when they appear.
Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 18th level or less, or up to three creatures of the same kind whose combined levels total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Material Components: 3000 gp in ritual components.

Planar Binding, Lesser   5th Level

Abjuration/Conjuration (Translocation) [Planar] [see   **Lists:** Arcane
text]
Casting Time: 10 minutes or 2 hours
Target: One elemental or outsider of   **Range**: Close *(30 ft.)*; see text
6th level or lower
Spell Resistance: No and Yes; see text
Attack: Will negates
Effect: Performing this ritual attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The chosen creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called).

The trap takes the form of a magic circle which you inscribe in the ground. The trapped creature and all of its abilities cannot cross the circle's boundaries and can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the creature has any form of dimensional travel, it can leave the circle through that means. Once per day, the trapped creature can attempt to escape, forcing you to overcome its spell resistance to keep it trapped. If it breaks loose, it can flee or attack you.

If you spend two hours performing the ritual, you can make make it more secure. This allows you to add a *dimensional anchor* spell, a *dimensional lock* spell, or other similar effect to the trap before the creature is summoned. If you do so, the effects last as long as the creature remains in the trap. In addition, if you make the magic circle more secure in this way, the trapped creature cannot use its spell resistance to break out of the trap.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Persuasion check. If you fail, the creature refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you fail on the Persuasion check by 10 or more, the creature can make a Will save to break free of the binding, allowing it to escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free.

Notes: A clever subject can subvert some instructions. When you use a calling ritual to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a ritual of that type.

Material Components: 300 gp in ritual components.

Plane Shift   7th Level

Conjuration (Translocation) [Planar]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Target: Creature touched, or up to eight willing   **Range**: Touch
creatures joining hands
Spell Resistance: Yes
Attack: Will negates

Effect: You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible, and you typically appear 5 to 500 miles (5d%) from your intended destination. From the Material Plane, you can reach any adjacent plane: the Ethereal Plane, the Plane of Shadow, or the Astral Plane. The Astral Plane connects to every plane, but transit from other planes is usually more limited.

Notes: This ritual transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Material Components: 1500 gp in ritual components.

Prestidigitation   1st Level

Universal   **Lists:** Arcane
Casting Time: 1 minute
Target: See text   **Range**: Personal/Close *(30 ft.)*
Duration: 1 hour
Spell Resistance: Yes

Effect: This ritual enables you to perform simple magical effects for 1 hour on objects or creatures within Close *(30 ft.)* range of you by concentrating (a standard action). The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Notes: This ritual lacks the power to duplicate spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour. Creatures and attended objects, such as the clothes a creature is wearing, cannot be affected unless the creature is willing. Spell resistance does not apply to you, but it does apply to any objects or creatures you try to affect.

Material Components: 5 gp in ritual components.

Programmed Image   7th Level

Illusion (Figment)   **Lists:** Arcane
Duration: Permanent until triggered, then 5 rounds

Effect: This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Components: 1500 gp in ritual components.

Prying Eyes   5th Level

Conjuration (Creation)   **Lists:** Arcane
Casting Time: 1 minute   **Range**: One mile
Duration: Extreme *(12 hours)*; see text (Dismissable)

Effect: You create a number of semitangible, visible magical orbs (called "eyes") equal to your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, a physical defense of 18 (+8 size bonus), flies at a speed

of 30 feet with perfect maneuverability, and has a +16 Stealth modifier. It has a Perception modifier equal to your caster level and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you.

Notes: *Dispel magic* can destroy eyes. If an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Components: 300 gp in ritual components.

Prying Eyes, Greater   8th Level

Conjuration/Divination (Awareness, Creation)   **Lists:** Arcane
Range: 10 miles

Effect: This spell functions like *prying eyes*, except that the eyes can range farther from you and they can see all things as they actually are, as the *true seeing* spell.

Material Components: 3000 gp in ritual components.

Purify Food and Drink   1st Level

Transmutation (Alteration)   **Lists:** Divine, Nature
Target: 5 cu. ft. of contaminated food and water   **Range**: Touch
Spell Resistance: Yes
Attack: Fortitude negates (object)

Effect: This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or magical liquids, such as potions.

Notes: 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.

Raise Dead   5th Level

Necromancy (Life, Soul) [Healing]   **Lists:** Divine
Casting Time: 1 minute
Target: Dead creature touched   **Range**: Touch
Attack: None; see text

Effect: You restore life to a creature that has been dead for no longer than thirty days. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject 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 one month, or until the subject next gains a level. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition

to losing spell slots for losing a level.

A raised creature has 0 hit points and 1 critical damage. Any attribute damage is removed. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Notes: A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Components: Diamonds worth a total of least 2,500 gp.

Material Components: 300 gp in ritual components.

Read Magic   1st Level

Divination (Knowledge)   **Lists:** Arcane, Divine
Target: You   **Range**: Personal
Duration: Long *(1 hour)*
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 scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Notes: *Read magic* can be made permanent with a *permanency* ritual.

Material Components: 5 gp in ritual components.

Reincarnate   4th Level

Conjuration/Necromancy (Creation, Soul)   **Lists:** Nature
Casting Time: 1 hour
Target: Dead creature touched   **Range**: Touch
Attack: None; see text
Effect: With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains and the cause of death, except death from old age, is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new body for the soul to inhabit from the natural elements at hand. The body ages to match the age of the original creature over the course of the ritual.

A reincarnated creature is identical to the original creature in all respects, including physical abilities, except for its race. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining attribute scores. The subject gains a permanent negative level. (If this reduction would put its effective level at 0, it can't be reincarnated). This negative level lasts for one month, or until the subject next gains a level.

It's possible for the change in the subject's attributes to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

Any effect that would prevent a resurrection spell from bringing a creature back from the dead also prevents reincarnate from bringing the creature back. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	−2
26	Gnoll	+4	+0	+2
27–38	Gnome	−2	+0	+2
39–42	Goblin	−2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	−2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	−4	+2	−2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	−2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Notes: A wish or a miracle spell can restore a reincarnated character to his or her original form.

Material Components: Rare oils and unguents worth a total of least 500 gp, spread over the remains.

Material Components: 125 gp in ritual components.

Remove Blindness/Deafness   3rd Level

Necromancy (Life) [Healing, Positive]   **Lists:** Divine, Nature
Casting Time: 1 minute
Target: Creature touched   **Range**: Touch
Spell Resistance: Yes
Effect: This ritual cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Material Components: 50 gp in ritual components.

Remove Curse   4th Level

Necromancy   **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Target: Creature or item touched   **Range**: Touch
Spell Resistance: Yes
Effect: This ritual removes all curses on an object or a creature. If an item is inherently cursed, the spell does not remove that curse, though it typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be removed by this spell or may only be removed by a caster of a certain level or higher.

Material Components: 125 gp in ritual components.

Remove Disease   3rd Level

Transmutation (Alteration) [Healing]   **Lists:** Divine, Nature
Casting Time: 1 minute
Target: Creature touched   **Range**: Touch

Spell Resistance: Yes
Effect: This ritual cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be cured by this spell or may be cured only by a caster of a certain level or higher.

Notes: This ritual does not prevent reinfection after a new exposure to the same disease at a later date.
Material Components: 50 gp in ritual components.

Restoration   4th Level

Necromancy (Life) [Healing, Positive]   **Lists:** Divine

Effect: This ritual functions like *lesser restoration*, except that it is more effective. It cures all temporary ability damage, restores all points permanently drained from a single attribute (your choice if more than one is drained), eliminates any fatigue or exhaustion suffered by the target, and removes one negative level.

Notes: This ritual does not restore negative levels or Constitution drain acquired due to death.
Material Components: Diamond dust worth 50 gp that is sprinkled over the target.
Material Components: 125 gp in ritual components.

Restoration, Greater   7th Level

Necromancy (Life) [Healing, Positive]   **Lists:** Divine
Casting Time: 10 minutes
Effect: This ritual functions like *lesser restoration*, except that it is more effective. It dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all attribute scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Finally, it removes all negative levels afflicting the healed creature.

Notes: This ritual does not restore negative levels or Constitution drain acquired due to death.
Material Components: Diamond dust worth 250 gp that is sprinkled over the target.
Material Components: 1500 gp in ritual components.

Restoration, Lesser   2nd Level

Necromancy (Life) [Healing, Positive]   **Lists:** Divine
Casting Time: 1 minute
Target: Creature touched   **Range**: Touch
Spell Resistance: Yes
Effect: This ritual dispels any magical effects reducing one of the subject's attribute scores or cures up to 5 points of temporary ability damage to one of the subject's attribute scores. It also eliminates any fatigue or exhaustion suffered by the character.

Notes: This ritual does not restore permanent ability drain.
Material Components: 20 gp in ritual components.

Resurrection   7th Level

Necromancy (Life, Soul)   **Lists:** Clr
Casting Time: 10 minutes
Effect: This ritual functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject 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 one month, or until the subject next gains a level.

Notes: You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.
Material Components: A sprinkle of holy water and diamonds worth a total of at least 5,000 gp.
Material Components: 1500 gp in ritual components.

Screen   8th Level

Illusion (Figment, Glamer) [Unreal]   **Lists:** Arcane
Casting Time: 10 minutes
Zone: 30 ft. cube/level   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)*
Attack: None or Will disbelief (if interacted with); see text
Effect: This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that the beings concealed by the illusion take care to stay out of the way of observers and the observers do not directly interact with the illusion.

Material Components: 3000 gp in ritual components.

Sculpt Sound   4th Level

Illusion (Glamer)   **Lists:** Arcane
Casting Time: 10 minutes
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Five creatures or objects within the area
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Attack: Will negates (object)
Effect: You change the sounds that creatures or objects make. You can deaden sounds that exist or transform sounds into other sounds, but you cannot create new sounds where none existed or amplify the volume of existing sounds. All affected creatures or objects must have their sounds altered in the same way.

At any point during the spell's duration, you can concentrate on the effect (a standard action) to change the sound for all affected creatures within your range. If you do so, the remaining duration is reduced by 1 hour, and the effect is dismissed for any affected creature outside your range.

Notes: You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed or quieted dramatically is treated as deafened when casting spells (20% chance of failure)
Material Components: 125 gp in ritual components.

Scrying   5th Level

Divination (Scrying)   **Lists:** Arcane, Divine, Nature
Casting Time: 1 hour   **Range**: See text
Duration: Medium *(5 minutes)* (Dismissable)
Spell Resistance: Yes
Attack: Will negates
Effect:

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, etc.	−10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

If the save succeeds, it is immune to any further scrying attempts by you for the next 24 hours. *Arcana Focus:* A mirror of finely wrought and highly polished silver costing not less than 500 gp. The mirror must be at least 2 feet by 4 feet. *Religion Focus:* A holy water font costing not less than 50 gp. *Nature Focus:* A natural pool of water.

Material Components: 300 gp in ritual components.

Scrying, Greater   7th Level

Divination (Scrying)   **Lists:** Arcane, Divine, Nature
Casting Time: 1 minute
Duration: Extreme *(12 hours)*
Effect: This ritual functions like *scrying*, except that it can be cast more quickly and lasts longer. Additionally, all of the following spells function reliably through the sensor: *comprehend languages*, *detect alignment*, *message*, *read magic*, and *tongues*.

Material Components: 1500 gp in ritual components.

Secret Chest   4th Level

Conjuration (Teleportation) [Object-Affecting, Planar]   **Lists:** Arcane
Casting Time: 10 minutes
Target: One chest and up to 1 cu. ft. of goods/caster level   **Range**: See text
Duration: Sixty days or until discharged
Effect: You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 500 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 25 gp.) You can have only one pair of these chests at any given time. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the ritual while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.
Focus: The chest (which costs 500 gp) and its replica (which costs 25 gp).
Material Components: 125 gp in ritual components.

Secret Page   3rd Level

Transmutation (Alteration)   **Lists:** Arcane
Casting Time: 10 minutes
Target: Page touched, up to 3 sq. ft. in size   **Range**: Touch
Duration: Permanent
Effect: This ritual alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the secret page.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its secret page form at will. You can also remove the spell by double repetition of the special word.

Notes: A Spellcraft check reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.
Material Components: 50 gp in ritual components.

Secure Shelter   4th Level

Conjuration (Creation, Summoning)   **Lists:** Arcane
Casting Time: 10 minutes   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Effect: You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise – it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm

spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The secure shelter contains rude furnishings – eight bunks, a trestle table, eight stools, and a writing desk.

Material Components: 125 gp in ritual components.

Seeming   4th Level

Illus (Glamer) [Unreal]   **Lists:** Arcane
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Targets: One creature per caster level in the area
Duration: Long *(1 hour)* (Dismissable)
Effect: This spell functions like *disguise self*, except that it affects multiple creatures. Affected creatures resume their normal appearances if slain.
Spell Resistance: Yes

Material Components: 125 gp in ritual components.

Sending   4th Level

Divination (Communication)   **Lists:** Arcane, Divine
Casting Time: 10 minutes
Target: One creature   **Range**: See text
Duration: 1 round; see text
Effect: You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Material Components: 125 gp in ritual components.

Sepia Snake Sigil   3rd Level

Abjuration/Transmutation (Temporal, Warding) [Trap]   **Lists:** Arcane
Casting Time: 10 minutes
Target: One touched book or written work   **Range**: Touch
Duration: Permanent or until discharged; then one week
Attack: Reflex negates
Effect: You cause a small symbol of a sepia-colored snake to appear in the text of a written work. When the text is read, the snake sigil suddenly appears on the forehead of the reader unless it makes a successful Reflex save. While healthy, an affected creature is slowed. While bloodied *(half hit points)*, it is trapped in a state of suspended animation, unaware of its surroundings. Time does not pass for a creature so trapped, but it can be healed, injured, or killed as normal.

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*.

An *erase* spell destroys the entire page of text.

Material Components: 250 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Material Components: 50 gp in ritual components.

Sequester   7th Level

Abjuration/Transmutation (Shielding, Temporal)   **Lists:** Arcane
Casting Time: 10 minutes
Target: One willing creature or object (up to ten 2 ft. cubes) touched   **Range**: Touch

Duration: Thirty days (Dismissable)
Spell Resistance: No or Yes (object)
Attack: None or Will negates (object)
Effect: The subject is invisible and cannot be detected by divination spells. However, it also becomes comatose and is effectively in a state of suspended animation until the spell wears off or is dispelled.

Notes: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell. This ritual does not prevent the subject from being discovered through other means, such as touch.

Material Components: 1500 gp in ritual components.

Shadow Walk   6th Level

Conjuration/Illusion (Shadow, Translocation) [Planar]   **Lists:** Arcane
Casting Time: 1 standard action
Targets: You and up to four touched creatures   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Attack: Will negates
Effect: To use this spell, you must be in an area of shadowy illumination. You and any other subjects are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you, but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted an additional 1d10x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Material Components: 750 gp in ritual components.

Shambler   9th Level

Conjuration/Transmutation (Animation, Creation)   **Lists:** Natural
Casting Time: 1 hour
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Seven days or seven months (Dismissable); see text
Effect: The shambler spell creates 1d4+2 shambling mounds. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned

to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Material Components: 7500 gp in ritual components.

Shape Metal   4th Level

Transmutation (Alteration)   **Lists:** Arcane, Divine, Nature

Effect: This ritual functions like *shape wood*, except that you make a Craft (metal) check, and you shape metal instead of wood.

Material Components: 125 gp in ritual components.

Shape Stone   3rd Level

Transmutation (Alteration) [Earth]   **Lists:** Arcane, Divine, Nature

Effect: This ritual functions like *shape wood*, except that you make a Craft (stone) check, and you shape stone instead of wood.

Material Components: 50 gp in ritual components.

Shape Wood   2nd Level

Transmutation (Alteration)   **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Target: Nonmagical wood touched, affecting up to 10   **Range**: Touch
cubic feet
Spell Resistance: Yes
Attack: No
Effect: As part of performing this ritual, you make a Craft (wood) check to change the shape of an existing piece of wood, or part of a larger piece of wood, to suit your purposes. You gain a +10 enhancement bonus on the check, and you need no additional tools.

Material Components: 20 gp in ritual components.

Snare   3rd Level

Transmutation (Alteration) [Trap]   **Lists:** Nature
Casting Time: 1 minute
Target: Touched nonmagical circle of vine, rope, or   **Range**: Touch
thong with a 2 ft. diameter + 2 ft./level
Duration: Permanent until triggered or broken
Effect: This ritual enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Perception DC 23 to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has a physical defense of 2 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Material Components: 50 gp in ritual components.

Soul Bind   9th Level

Necromancy (Soul)   **Lists:** Arcane, Divine
Casting Time: 1 minute
Components: Verbal, Somatic, Focus
Target: Corpse   **Range**: Close *(30 ft.)*
Duration: Permanent
Effect: You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead for no longer than 5 rounds before the ritual is started. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnate*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 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: 7500 gp in ritual components.

Speak with Dead   3rd Level

Divination/Necromancy (Communication,   **Lists:** Arcane, Divine
Flesh) [Language-Dependent]
Casting Time: 10 minutes
Target: One dead creature   **Range**: Close *(30 ft.)*
Duration: 10 minutes (Dismissable)
Attack: Will negates; see text
Effect: You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Notes: This spell does not affect a corpse that has been turned into an undead creature.

Material Components: 50 gp in ritual components.

Symbol of Death   7th Level

Abjuration/Necromancy (Life, Warding) [Death, Trap]   **Lists:** Arcane
Casting Time: 10 minutes
Target: One object   **Range**: Touch
Duration: Permanent or until discharged
Spell Resistance: Yes
Attack: Fortitude negates
Effect: This ritual allows you to scribe a potent rune of power upon a surface. When it is triggered, the triggering creature suffers the effects of a *finger of death* spell. It can be set to trigger in response to any visual cue that takes place within Close *(30 ft.)* range of the symbol which can

be "seen" by the symbol. Darkness does not stop the symbol's sight, but physical obstacles or illusions block it. Once the ritual is performed, the triggering conditions cannot be changed.

When scribing a *symbol of death*, you can specify a password or phrase. Anyone speaking the password cannot trigger the rune so long as the creature remains within Medium *(100 ft.)* range of the rune. If the creature leaves that range and returns later, it must say the password again.

Notes: The symbol is considered to have a Perception modifier equal to your caster level. 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*.

Read magic allows you to identify a *symbol of death* with a DC 17 Spellcraft check. Of course, if the symbol of death is set to be triggered by reading it, this will trigger the symbol.

Dispel magic can remove a *symbol of death*, but an *erase* spell has no effect. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it on the closest creature within Close *(30 ft.)* range of the symbol.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* 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

Abjuration/Necromancy (Flesh, Warding) [Death, Trap]   **Lists:** Divine

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *destruction* spell.

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*.

Material Components: 1500 gp in ritual components.

Symbol of Fear   7th Level

Abjuration/Enchantment (Emotion, Warding) [Fear, Mind-Affecting, Trap]   **Lists:** Arcane

Spell Resistance: Yes

Attack: Will negates

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *terror* spell.

Notes: Magic traps such as *symbol of terror* 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 terror*.

Material Components: 1500 gp in ritual components.

Symbol of Insanity   6th Level

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]   **Lists:** Arcane

Spell Resistance: Yes

Attack: Will negates

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *insanity* spell.

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

Abjuration/Necromancy (Flesh, Warding) [Trap]   **Lists:** Arcane

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *crippling pain* spell.

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

Abjuration/Enchantment (Compulsion, Warding) [Language-Dependent, Mind-Affecting, Sound-Dependent, Trap]   **Lists:** Arcane

Spell Resistance: Yes

Attack: Will negates

Effect: This spell functions like *symbol of death*, except that the triggering creature is instead affected by the *suggestion* spell. You choose the suggestion when you perform the ritual, and it cannot thereafter be changed.

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

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]   **Lists:** Arcane

Spell Resistance: Yes

Attack: Will negates

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *deep slumber* spell.

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.

Sympathetic Vibration   5th Level

Evocation (Energy) [Sonic]   **Lists:** Arcane

Casting Time: 10 minutes

Target: One freestanding structure   **Range**: Touch

Duration: Up to 1 minute

Spell Resistance: Yes

Attack: None; see text

Effect: By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 minute. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Notes: This ritual cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw, and typically no spell resistance, to resist the effect.

Material Components: 300 gp in ritual components.

Sympathy   9th Level

Enchantment (Emotion) [Mind-Affecting]   **Lists:** Arcane, Nature

Casting Time: 1 hour

Target: One location (up to a 10 ft. cube/level) or one object   **Range**: Close *(30 ft.)*

Duration: One week (Dismissable)

Spell Resistance: Yes

Attack: Will partial

Effect: You cause an object or location to emanate magical vibrations

that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Material Components: 7500 gp in ritual components.

Telepathic Bond   3rd Level

You forge a mental link binding two allies together.

Divination/Transmutation (Communication, Imbuement)   **Lists:** Arcane

Casting Time: 10 minutes
Targets: You and one willing creature, or two willing creatures   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Effect: The subjects can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

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

Divination/Transmutation (Communication, Imbuement)   **Lists:** Arcane

Targets: You plus up to five willing creatures in a Medium *(20 ft.)* radius
Effect: This ritual functions like *telepathic bond*, except that it links multiple creatures together into the same bond. Each affected creature can communicate with all other creatures, either privately or to the group as a whole. If desired, you may leave yourself out of the bond forged. This decision must be made at the time of casting.

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 subjects may telepathically communicate with each other.

Material Components: 750 gp in ritual components.

Teleport   6th Level

Conjuration (Translocation) [Teleportation]   **Lists:** Arcane
Casting Time: 1 minute; see text
Targets: You and up to four touched   **Range**: Personal and touch
Medium creatures; see text
Spell Resistance: Yes
Attack: None and Will negates (object)
Effect: This spell instantly transports you and the subjects to a designated destination, which may be as distant as 100 miles away. Each creature can bring along objects whose weight doesn't exceed the creature's maximum load. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. After completing the spell, you and anyone bring with you must skip their next actions as they adjust to their new surroundings.

By doubling the casting time of the ritual, you can take along an additional Medium creature. You can repeat this process, doubling the new casting time each time, up to a maximum casting time of just over an hour (allowing you to take a total of ten Medium creatures in addition to yourself).

You can also bring creatures larger than Medium. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

This ritual is unusually difficult to perform correctly. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. As part of the ritual, you make an Intelligence check against DC 10. The following categories apply modifiers:

- "Very familiar" is a place where you have been very often and where you feel at home. You gain a +5 bonus.
- "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. No bonuses or penalties apply.
- "Seen casually" is a place that you have seen more than once but with which you are not very familiar. You take a −5 penalty.
- "Viewed once" is a place that you have seen once, possibly using magic. You take a −10 penalty.
- "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. You automatically fail.

Success means you arrive on target. Failure means you arrive a random distance away from your intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that you would have traveled to your intended destination. Failure by 10 or more means you arrive in a completely different area within range that is visually or thematically similar to your intended destination.

Notes: This ritual is incapable of interplanar travel. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the ritual simply fails instead.

Only objects held or in use (attended) by another person receive saving throws. You do not apply spell resistance against this ritual.

Material Components: 750 gp in ritual components.

Teleport Object   7th Level

Conjuration (Translocation) [Teleportation]   **Lists:** Arcane
Target: One touched object of up to 50 lb./level and 3   **Range**: Touch
cu. ft./level
Spell Resistance: Yes
Attack: Will negates (object)
Effect: This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces (such as a *delayed blast fireball*) cannot be teleported.

Material Components: 1500 gp in ritual components.

Teleport, Greater   8th Level

Conjuration (Translocation) [Teleportation]   **Lists:** Arcane

Effect: This ritual functions like *teleport*, except that you can teleport up to 1,000 miles, and you cannot arrive off target. In addition, you need not have seen the destination, provided that you have an accurate and specific description of the place to which you are teleporting. If you attempt to teleport with insufficient information, with misleading information, or to an invalid location (such as inside a solid object), you simply disappear and reappear in your original location.

Material Components: 3000 gp in ritual components.

Teleportation Circle   9th Level

Conjuration (Translocation) [Teleportation, Trap]   **Lists:** Arcane
Casting Time: 10 minutes
Range: Touch
Duration: Extreme *(12 hours)* or until discharged (Dismissable)
Spell Resistance: Yes
Attack: Will negates
Effect: You create an invisible Small *(10 ft.)* radius circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The ritual fails if the destination is not a valid destination.

The circle can teleport a number of creatures equal to your caster level before it ceases to function.

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

Evocation (Control)   **Lists:** Arcane
Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius centered on you
Duration: Extreme *(12 hours)* (Dismissable)
Effect: You create an unmoving, opaque sphere of any color you desire around your location. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70°F if the exterior temperature is between 0° and 100°F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).
Material Components: 50 gp in ritual components.

Tongues   4th Level

Divination (Communication)   **Lists:** Arcane, Divine, Nature
Target: Creature touched   **Range**: Touch
Duration: Long *(1 hour)*
Spell Resistance: Yes
Effect: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak.
Notes: *Tongues* may be unable to translate dead or extremely obscure languages. It does not predispose any creature addressed toward the subject in any way. *Tongues* can be made permanent with a *permanency* spell.
Material Components: 125 gp in ritual components.

Transport via Plants   6th Level

Conjuration (Translocation) [Teleportation]   **Lists:** Nature

Effect: This ritual functions like *teleport*, except that both the starting and ending points must be living, Medium or larger plants. You and any other creatures you bring with you step into one plant and out of the other plant.
Material Components: 750 gp in ritual components.

Trap the Soul   8th Level

Necromancy (Life, Soul)   **Lists:** Arcane
Target: One trigger object; see text   **Range**: Touch
Duration: Permanent; see text
Spell Resistance: Yes
Effect: You imbue an object with the power to trap a creature's life and soul. The object must be inscribed with the creature's name. It holds the trapped creature indefinitely or until it is broken, which allows the creature's body to reform. Outsiders can be compelled to perform a single service for the creature releasing them; other creatures can simply go free.

For a creature's soul to be trapped, it must intentionally pick up or accept the object while *bloodied (half hit points)*. If it does so, its life force is automatically transferred to the gem without the benefit of a save, though spell resistance applies normally. If it picks up the object while healthy, or if any other creature picks up the object, nothing happens, though magical inspection can reveal the existence of the trap.
Material Components: In addition to the trigger object, a gem must be used. The gem must be worth at least 500 gp value for every level possessed by the creature to be trapped. When the ritual is performed, the gem shatters into dust which is embedded into the trigger object. If the gem is not valuable enough, the creature will suffer no ill effect when it picks up the trigger object, though the ritual's effect will still be discharged, rending the trigger object useless. (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.)
Focus: A special trigger object, prepared as described above, is needed.
Material Components: 3000 gp in ritual components.

Tree Stride   5th Level

Conjuration (Translocation) [Teleportation]   **Lists:** Nature
Casting Time: 1 minute
Target: You   **Range**: Personal

Effect: This ritual functions like *teleport*, except that it only affects you, and both the starting and ending points must be Large or larger trees.
Material Components: 300 gp in ritual components.

True Resurrection   9th Level

Necromancy (Life, Soul)   **Lists:** Divine
Casting Time: 1 hour
Effect: This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels, constitution drain, or loss of prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also

resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Notes: Even *true resurrection* can't restore to life a creature who has died of old age.

Material Components: A sprinkle of holy (or unholy) water and diamonds worth a total of at least 10,000 gp.

Material Components: 7500 gp in ritual components.

Undetectable Alignment   2nd Level

Abjuration (Shielding)   **Lists:** Arcane
Casting Time: 1 minute
Target: One creature or object   **Range**: Close *(30 ft.)*
Duration: Extreme *(12 hours)* (Dismissable)
Spell Resistance: Yes
Attack: Will negates (object)
Effect: This ritual conceals the alignment of an object or a creature from all forms of divination.

Material Components: 20 gp in ritual components.

Unhallow   5th Level

Evocation (Power) [Evil]   **Lists:** Divine
Casting Time: 24 hours
Zone: Large *(50 ft.)* radius   **Range**: Close *(30 ft.)*
Duration: Instantaneous/1 year
Spell Resistance: See text
Attack: See text
Effect: Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, any dead body interred in an unhallowed site costs half the normal material components to raise as an undead creature.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

Notes: An area can receive only one hallow or unhallow spell (and its associated spell effect) at a time. If an area is hallowed, it cannot be unhallowed.

Material Components: Herbs, oils, and incense worth at least 500 gp, plus 500 gp per level of the spell to be tied to the unhallowed area.

Material Components: 300 gp in ritual components.

Unseen Servant   1st Level

Conjuration/Evocation (Creation, Control)   **Lists:** Arcane
Casting Time: 1 minute   **Range**: Medium *(100 ft.)*
Duration: Long *(1 hour)* (Dismissable)
Effect: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and

over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Components: 5 gp in ritual components.

Vision   7th Level

Divination (Knowledge)   **Lists:** Arcane
Casting Time: 1 minute
Effect: This ritual functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then perform the ritual. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + caster level) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After the spell is complete, you are exhausted.

If you perform this ritual while fatigued or exhausted, you must make a Fortitude save (DC 15 if fatigued or DC 20 if exhausted) or immediately fall unconscious for ten minutes. When you wake up, you remember the information (if any).

Material Components: 1500 gp in ritual components.

Water Breathing   3rd Level

Transmutation (Imbuement)   **Lists:** Arcane, Divine, Nature
Casting Time: 10 minutes
Target: Living creatures touched   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable); see text
Spell Resistance: Yes
Effect: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

Notes: The ritual does not make creatures unable to breathe air.

Material Components: 50 gp in ritual components.

Whispering Wind   2nd Level

Divination (Communication) [Air]   **Lists:** Arcane, Nature
Casting Time: 1 minute
Range: 10 miles
Duration: Extreme *(12 hours)* or until discharged
Effect: You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

Notes: This spell cannot speak verbal components, use command words, or activate magical effects.

Material Components: 20 gp in ritual components.

Wind Walk   6th Level

Transmutation (Polymorph) [Air]   **Lists:** Divine, Nature
Casting Time: 1 standard action
Targets: You and up to four touched creatures   **Range**: Touch
Duration: Extreme *(12 hours)* (Dismissable); see text
Spell Resistance: Yes
Effect:

   You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

   Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like.

   A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the ritual (as does any time spent in physical form). As noted above, you can dismiss the ritual, and you can even dismiss it for individual wind walkers and not others.

   For the last minute of the ritual's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the ritual is about to end.

Material Components: 750 gp in ritual components.

Zone of Truth   2nd Level

Enchantment (Inhibition) [Mind-Affecting]   **Lists:** Arcane, Divine
Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
Duration: Medium *(5 minutes)*
Spell Resistance: Yes
Attack: Will negates
Effect: Creatures within the area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Material Components: 20 gp in ritual components.

Appendix A

Conditions

Ability Damaged: The creature has temporarily lost 1 or more attribute score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A creature with Strength −10 falls to the ground and is helpless. A creature with Dexterity −10 is paralyzed. A creature with Constitution −10 is dead. A creature with Intelligence, Wisdom, or Charisma −10 is unconscious. Ability damage is different from penalties to attribute scores, which go away when the conditions causing them go away.

Ability Drained: The creature has permanently lost 1 or more attribute score points. The creature can regain these points only through magical means. A creature with Strength −10 falls to the ground and is helpless. A creature with Dexterity −10 is paralyzed. A creature with Constitution −10 is dead. A creature with Intelligence, Wisdom, or Charisma −10 is unconscious.

Bewildered: A bewildered creature is mentally affected in a way that detracts from his ability to act, causing him to be vulnerable. A vulnerable creature takes a −2 penalty to attacks, defenses, and checks.

Blinded: A blinded creature cannot see. It moves at half speed and is defenseless, causing it to provoke attacks of opportunity for its actions. All checks and activities that rely on vision (such as reading and visual Perception checks) automatically fail, and any checks related to vision (such as Climb and Sense Motive checks) take a −4 penalty. All opponents are considered to be invisible (50% miss chance) relative to the blinded creature.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Bloodied: At or below half hit points. Bloodied creatures are more vulnerable to many spells and effects.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused creature is unable to independently control its actions. Each turn, a confused creature has a random chance to take one of four actions: 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. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused creature does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The creature is frozen in fear and can take no actions. A cowering creature is vulnerable (−2 penalty to attacks, saves, and checks).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but can defend itself normally. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature has a 20% miss chance on all attack rolls and takes a −4 penalty to visual Perception checks. He is also unable to see with darkvision.

Dead: The creature's critical damage exceeds its Constitution score, its Constitution drops to 0, or it is killed outright by a spell or effect. The creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead creature to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected creatures need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened creature cannot hear. All checks and activities that rely on hearing fail, and any checks related to hearing (such as Sense Motive checks) take a −4 penalty. In addition, the creature has a 20% chance of spell failure when casting spells with verbal components.

Defenseless: A defenseless creature is unable to defend itself in melee combat. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless. A defenseless creature provokes an attack of opportunity each time it takes a standard, move, or full-round action.

Dying: A dying creature is unconscious and near death. See Dying, page 118.

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 124 for details.

Entangled: The creature is ensnared in a net or other physical restraint. An entangled creature moves at half speed, cannot sprint or charge, and takes a −2 penalty to physical attacks, defenses, and checks.

Exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and takes a −4 penalty to attacks, defenses,

and checks. After 1 hour of complete rest, an exhausted creature becomes fatigued. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect for as long as the effect lasts. It takes a −4 penalty on skill checks made as reactions, such as Perception 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 effect as a standard action.

Fatigued: A fatigued creature can neither sprint nor charge and is vulnerable, giving it a −2 penalty to attacks, defenses, and checks. 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 from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature is vulnerable, causing it to take a −2 penalty on all attacks, defenses, and checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

A creature shaken by multiple sources becomes frightened. A creature frightened by multiple sources becomes panicked.

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 115 for more information.

Helpless: A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. In addition, it cannot take attacks of opportunity. Paralyzed, bound, and unconscious creatures are helpless, as well as creatures completely unaware of an attack. Helpless creatures can be killed instantly by a coup de grace (see Coup de Grace, page 120).

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Ignited: An ignited creature has been set on fire. It 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.

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.

Invisible: An invisible creature or object cannot be seen. Other creatures are defenseless against an invisible creature, causing them to provoke attacks of opportunity for their actions. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Perception, page 60 and Stealth, page 66, for how to identify invisible creatures.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing incapacitating stomach distress. Nauseated creatures are unable act during the action phase. A nauseated creature is also vulnerable, causing it to take a −2 penalty to attacks, defenses, and checks.

Overwhelmed: An overwhelmed creature is surrounded by enemies. Any creature suffering overwhelm penalties is considered to be overwhelmed. If a creature cannot be overwhelmed, it is immune to overwhelm penalties.

Negative Levels: A negative level gives a creature a −1 penalty on attacks, special defenses, and checks. Additionally, it lowers the creature's maximum hit points by 5, and a spellcaster loses one spell slot from his or her highest available level. If the subject has at least as many negative levels as it has levels, it dies.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature is vulnerable, causing it to take a −2 penalty on attacks, defenses, and checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed creature is frozen in place and unable to move or act. A paralyzed creature has effective Dexterity and Strength scores of −10 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified creature has been turned to stone and is considered unconscious. If a petrified creature cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the creature's petrified body is incomplete when it

returns to flesh, the body is similarly incomplete and there is some amount of permanent hit point loss and/or debilitation.

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.

Shaken: A shaken creature is afraid, making it vulnerable. A vulnerable creature takes a −2 penalty on attacks, defenses, and checks.

A creature shaken by multiple sources becomes frightened. A creature frightened by multiple sources becomes panicked.

Sickened: A sickened creature feels physically ill, making him vulnerable. A vulnerable creature takes a −2 penalty on attacks, defenses, and checks.

Slowed: A slowed creature cannot act during the movement phase. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a −2 penalty to physical attacks, defenses, and checks.

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 118.

Staggered: A staggered creature cannot act during the movement phase. In addition, it is vulnerable *(−2 to attacks, defenses, and checks)*. A creature with 0 hit points is staggered.

Stunned: A stunned creature can't take actions and is vulnerable, causing it to take a −2 penalty on attacks, defenses, and checks.

Unaware: A creature unaware that it is being attacked is helpless. Once it has been attacked, the creature is not helpless, even if cannot see or identify its attacker.

Unconscious: Knocked out and helpless. Unconsciousness usually results from taking significant damage.

Unencumbered: An unencumbered creature does not have its motion restricted by armor or weight. See Encumbrance, page 124 for details.

Vulnerable: Weakened and susceptable to attack. A creature can be vulnerable for many reasons. A vulnerable creature takes a −2 penalty to attacks, defenses, and checks.

Appendix B

Wealth

B.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 B.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

B.2 Item Levels

Each item has a level associated with it. This level is different from its caster level, 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 B.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 C

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.

C.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.

Apparel: 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
- 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.

Implements: The most common implements are weapons and shields. Spellcasters also often use wands and staves to enhance their power.

Tools: Tools can come in many varieties.

C.2 Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

Daily Item Activations

In general, you can activate any combination of magic items you possess a number of times per day equal to your level. 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 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 and does not provoke attacks of opportunity.

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 and does not provoke attacks of opportunity.

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 and provokes attacks of opportunity as normal for casting. 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 he 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 that does not provoke attacks of opportunity. 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.

C.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 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.

C.4 Magic 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 AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC 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.
- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level 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 caster level and "x" is a number representing the caster level itself.

For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (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).

C.5 Apparel

Table C.1: Armor and Shield Special Abilities

Special Ability	Cost	Item Level	Location
Bashing, Lesser	200 gp	3rd	Shield
Energy Resistance, Lesser	200 gp	3rd	Armor
Flaming Burst	800 gp	5th	Armor, Shield
Freezing Burst	800 gp	5th	Armor, Shield
Glamered	800 gp	5th	Armor
Bashing	1,000 gp	6th	Shield
Ghost Touch	1,000 gp	7th	Armor, Shield
Energy Resistance	2,000 gp	8th	Armor
Shocking Burst	2,000 gp	8th	Armor, Shield
Invulnerability	2,000 gp	12th	Armor
Bashing, Greater	5,000 gp	10th	Shield
Spell Resistance	5,000 gp	10th	Armor
Invulnerability, Greater	30,000 gp	14th	Armor
Spell Reflecting	60,000 gp	16th	Shield

Armor and Shields

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. They always provide

Table C.2: 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

an enhancement bonus to a character's armor modifier or shield modifier to AC. In addition to an enhancement bonus, 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 Prices: The prices of enhancement bonuses to armor are listed in Table C.3: Magic Armor and Shields. 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 C.3: Magic Armor and Shields

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

Caster Level for Armor and Shields: The caster level 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 caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level 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.

Bashing, Lesser

Price (Level): 200 gp (3rd)
Body Location: Shield
Aura, Caster Level: 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; caster level 4th or Craft (as shield) 8

Bashing

Price (Level): 1,000 gp (6th)
Body Location: Shield
Aura, Caster Level: Faint Transmutation (Augment), 6th
Activation: —
When a shield with this ability is used to perform a shield bash, it 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; caster level 6th or Craft (as shield) 10

Bashing, Greater

Price (Level): 5,000 gp (10th)
Body Location: Shield
Aura, Caster Level: Faint Transmutation (Augment), 10th
Activation: —
This shield functions like a *bashing* shield. In addition, you gain a +2 bonus to your dodge defense modifier for 1 round against any creature you successfully shield bash with this shield.
Creation Requirements: Transmutation (Augment) 5; caster level 10th or Craft (as shield) 14

Energy Resistance, Lesser

Price (Level): 200 gp (3rd)
Body Location: Armor
Aura, Caster Level: 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; caster level 2nd or Craft (as armor) 6

Energy Resistance

Price (Level): 2,000 gp (8th)
Body Location: Armor
Aura, Caster Level: 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; caster level 6th or Craft (as armor) 10

Flaming Burst

Price (Level): 800 gp (5th)
Body Location: Armor, Shield
Aura, Caster Level: 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; caster level 4th or Craft (as armor) 8

Freezing Burst

Price (Level): 800 gp (5th)
Body Location: Armor, Shield
Aura, Caster Level: 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; caster level 4th or Craft (as armor) 8

Ghost Touch

Price (Level): 1,000 gp (6th)

Body Location: Armor, Shield
Aura, Caster Level: 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. Incorporeal 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; caster level 6th or Craft (as armor) 10

Glamered

Price (Level): 800 gp (5th)
Body Location: Armor
Aura, Caster Level: 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; caster level 4th or Craft (as armor) 8

Invulnerability

Price (Level): 2,000 gp (8th)
Body Location: Armor
Aura, Caster Level: 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 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; caster level 6th or Craft (as armor) 10

Invulnerability, Greater

Price (Level): 30,000 gp (14th)
Body Location: Armor
Aura, Caster Level: 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; caster level 12th or Craft (as armor) 16

Shocking Burst

Price (Level): 2,000 gp (8th)
Body Location: Armor, Shield

Aura, Caster Level: 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; caster level 6th or Craft (as armor) 10

Spell Reflecting

Price (Level): 60,000 gp (16th)
Body Location: Shield
Aura, Caster Level: 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; caster level 14th or Craft (as armor) 18

Spell Resistance

Price (Level): 5,000 gp (10th)
Body Location: Armor
Aura, Caster Level: 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; caster level 8th or Craft (as armor) 12

Arms

Bracers of Archery

Price (Level): Varies gp (see text)
Body Location: Arms

Aura, Caster Level: 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 C.4: 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 caster level 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 caster level + 4.

Creation Requirements: Transmutation (Augment) 1; caster level varies or Craft (leather or metal) varies

Bracers of Armor

Price (Level): Varies gp (see text)
Body Location: Arms
Aura, Caster Level: 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 C.5: 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 caster level 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 caster level + 4.

Creation Requirements: Abjuration (Shielding) [Force] 1; caster level varies or Craft (leather or metal) varies

Gloves of Dexterity

Price (Level): 2,000 gp (8th)
Body Location: Arms
Aura, Caster Level: 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; caster level 6th or Craft (leather or textiles) 10

Gloves of Dexterity, Greater

Price (Level): 12,000 gp (12th)
Body Location: Arms
Aura, Caster Level: 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; caster level 12th or —

Gauntlets of Strength

Price (Level): 2,000 gp (8th)
Body Location: Arms
Aura, Caster Level: 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; caster level 6th or Craft (metal) 10

Gauntlets of Strength, Greater

Price (Level): 12,000 gp (12th)
Body Location: Arms
Aura, Caster Level: 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; caster level 12th or Craft (metal) 16

Gauntlet of the Ram

Price (Level): 400 gp (3rd)
Body Location: Arms
Aura, Caster Level: 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, and you never provoke attacks of opportunity for the attack, even if you miss. 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; caster level 2nd or Craft (metal) 6

Puppeteer's Glove

Price (Level): 800 gp (5th)
Body Location: Arms
Aura, Caster Level: 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; caster level 4th or Craft (leather or textiles) 8

Throwing Gloves

Price (Level): 200 gp (3rd)
Body Location: Arms
Aura, Caster Level: 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; caster level 2nd or Craft (leather or textiles) 6

Head

Circlet of Wisdom

Price (Level): 2,000 gp (8th)
Body Location: Head
Aura, Caster Level: 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; caster level 6th or Craft (metal) 10

Circlet of Wisdom, Greater

Price (Level): 12,000 gp (10th)
Body Location: Head
Aura, Caster Level: 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; caster level 12th or Craft (metal) 16

Headband of Intellect

Price (Level): 2,000 gp (8th)
Body Location: Head
Aura, Caster Level: 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; caster level 6th or Craft (metal) 10

Headband of Intellect, Greater

Price (Level): 12,000 gp (10th)
Body Location: Head
Aura, Caster Level: 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; caster level 12th or Craft (metal) 16

Legs

Boots of Elvenkind

Price (Level): 500 gp (4th)
Body Location: Legs
Aura, Caster Level: Faint Transmutation (Augment), 2nd
Activation: —

While wearing these boots, you gain a +4 enhancement bonus to Stealth checks.

Creation Requirements: Transmutation (Augment) 1; caster level 2nd or Craft (leather or textiles) 6

Boots of Levitation

Price (Level): 2,000 gp (8th)
Body Location: Legs
Aura, Caster Level: 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; caster level 6th or Craft (leather or textiles) 10

Boots of Mobility

Price (Level): 1,000 gp (6th)
Body Location: Legs
Aura, Caster Level: 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; caster level 4th or Craft (leather or textiles) 8

Boots of Speed

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Caster Level: 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; caster level 8th or Craft (leather or textiles) 12

Boots of Striding and Springing

Price (Level): 2,500 gp (6th)
Body Location: Legs
Aura, Caster Level: 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; caster level 4th or Craft (leather or textiles) 8

Boots of Teleportation, Lesser

Price (Level): 2,000 gp (8th)
Body Location: Legs
Aura, Caster Level: 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; caster level 6th or Craft (leather or textiles) 10

Boots of Teleportation

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Caster Level: 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; caster level 8th or Craft (leather or textiles) 12

Boots of Teleportation, Greater

Price (Level): 30,000 gp (14th)
Body Location: Legs
Aura, Caster Level: 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; caster level 12th or Craft (leather or textiles) 16

Boots of the Winterlands

Price (Level): 1,400 gp (7th)
Body Location: Legs
Aura, Caster Level: 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; caster level 4th or Craft (leather or textiles) 8

Winged Boots

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Caster Level: 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 117, for more details.

Creation Requirements: Transmutation (Imbuement) 4; caster level 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, Caster Level: 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; caster level 2nd or Craft (metal) 6

Energy Resistance

Price (Level): 2,000 gp (8th)
Body Location: Ring
Aura, Caster Level: 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; caster level 6th or Craft (metal) 10

Sustenance

Price (Level): 1,000 gp (6th)
Body Location: Ring
Aura, Caster Level: 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; caster level 4th or Craft (metal) 8

Protection

Price (Level): Varies gp (see text)
Body Location: Ring
Aura, Caster Level: 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 C.6: 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 caster level 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 caster level + 4.

Creation Requirements: Abjuration (Shielding) 1; caster level varies or Craft (jewelry) varies

Torso

Amulet of Mighty Fists

Price (Level): Varies gp (see text)
Body Location: Torso
Aura, Caster Level: 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 C.7: 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 caster level 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 caster level + 4.

Creation Requirements: Transmutation (Augment) 1; caster level varies or Craft (jewelry) varies

Amulet of the Planes

Price (Level): 30,000 gp (14th)
Body Location: Torso
Aura, Caster Level: 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;

caster level 12th or Craft (jewelry) 16

Amulet of Nondetection

Price (Level): 5,000 gp (10th)
Body Location: Torso
Aura, Caster Level: 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 caster level check against a DC equal to 15 + your level (minimum DC 23).

Creation Requirements: Abjuration (Shielding) 3; caster level 8th or Craft (jewelry) 10

Belt of Constitution

Price (Level): 2,000 gp (8th)
Body Location: Torso
Aura, Caster Level: 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; caster level 6th or Craft (textiles) 10

Belt of Constitution, Greater

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Caster Level: 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; caster level 12th or Craft (textiles) 16

Belt of Dwarvenkind

Price (Level): 4,000 gp (7th)
Body Location: Torso
Aura, Caster Level: 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; caster level 6th or Craft (textiles) 10

Cloak of Charisma

Price (Level): 2,000 gp (8th)
Body Location: Torso
Aura, Caster Level: 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; caster level 6th or Craft (textiles) 10

Cloak of Charisma, Greater

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Caster Level: 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; caster level 12th or Craft (textiles) 16

Healing Belt

Price (Level): 200 gp (3rd)
Body Location: Torso
Aura, Caster Level: 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 caster level 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; caster level 2nd or Craft (textiles

Vanishing Cloak, Lesser

Price (Level): 800 gp (5th)
Body Location: Torso
Aura, Caster Level: 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; caster level 4nd or Craft (textiles) 8

Vanishing Cloak

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Caster Level: 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; caster level 10th or Craft (leather or textiles) 14

C.6 Implements

Weapons

Magic weapons improve a character's combat abilities. They always provide an enhancement bonus to a character's attack and damage with attacks using the weapon. In addition to an enhancement bonus, weapons may have special abilities or be made of an

unusual material.

Weapon Prices: The prices of enhancement bonuses to weapons are listed in Table C.8: Magic Weapons, and the prices of special abilities are listed on Table C.9: Weapon Special Abilities. If a weapon has a special ability, the price of the special ability is added to the price of the weapon.

Table C.8: Magic Weapons

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

Special Ability Limitations: 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.

Caster Level for Weapons: The caster level of a magic weapon with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level 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.

Bane

Price (Level): Special
Aura, Caster Level: 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; caster level 4th or Craft (as weapon) 8

Defending

Price (Level): 500 gp (4th)
Aura, Caster Level: 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 dodge defense modifier for 1 round whenever you make a standard 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; caster level 4th or Craft (as weapon) 8

Entangling

Price (Level): 400 gp (4th)
Aura, Caster Level: 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; caster level 2nd or Craft (as weapon) 6

Flaming

Price (Level): 400 gp (4th)
Aura, Caster Level: 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

Table C.9: 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
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

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; caster level 2nd or Craft (as weapon) 6

Freezing

Price (Level): 400 gp (4th)
Aura, Caster Level: 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; caster level 2nd or Craft (as weapon) 6

Forceful

Price (Level): 400 gp (4th)
Aura, Caster Level: 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 provoke an attack of opportunity for the shove, even if you fail, and 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; caster level 2nd or Craft (as weapon) 6

Heartseeking

Price (Level): 12,000 gp (12th)
Aura, Caster Level: 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; caster level 10th or Craft (as weapon) 14

Morphing

Price (Level): 200 gp (6th)
Aura, Caster Level: 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; caster level 2nd or Craft (as weapon) 6

Poisoning

Price (Level): 1,600 gp (7th)

Aura, Caster Level: 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; caster level Craft (as weapon) 8 or

Poisoning, Greater

Price (Level): 24,000 gp (13th)

Aura, Caster Level: 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; caster level Craft (as weapon) 14 or

Returning

Price (Level): 1,000 gp (6th)

Aura, Caster Level: Faint Conjuration (Translocation) [Teleportation], 4th

Activation: —

After being thrown, a returning weapon teleports back to the creature that threw 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; caster level 4th or Craft (as weapon) 8

Returning, Greater

Price (Level): 5,000 gp (10th)

Aura, Caster Level: Faint Conjuration (Translocation) [Teleportation], 6th

Activation: —

This ability functions like the *returning* ability, except that the weapon teleports back to the creature that threw 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; caster level 6th or Craft (as weapon) 10

Soulreaving

Price (Level): 60,000 gp (16th)

Aura, Caster Level: 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 only feels the weapon pass through it harmlessly. Damage that would be dealt by the weapon is delayed for up to 24 hours. While the damage is delayed, it cannot be cured.

In order to convert the delayed damage into real damage, the wielder must stab himself through the heart with the weapon as a standard action. This deals no damage to the wielder, but any creatures 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 sunder or disarm. While not in use, it can be picked up and touched normally.

Creation Requirements: Necromancy (Soul) 7; caster level 14th or Craft (as weapon) 18

Shocking

Price (Level): 1,600 gp (7th)

Aura, Caster Level: 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; caster level 4th or Craft (as weapon) 8

Surestrike, Lesser

Price (Level): 400 gp (4th)

Aura, Caster Level: 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; caster level

2nd or Craft (as weapon) 6

Surestrike

Price (Level): 4,000 gp (9th)
Aura, Caster Level: 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; caster level 6th or Craft (as weapon) 10

Thieving

Price (Level): 4,000 gp (9th)
Aura, Caster Level: 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 or sunder 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; caster level 4th or Craft (as weapon) 8

Thundering

Price (Level): 400 gp (4th)
Aura, Caster Level: 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; caster level 8th or Craft (as weapon) 8

Vampiric

Price (Level): 1,600 gp (7th)
Aura, Caster Level: 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; caster level 4th or Craft (as weapon) 8

Vorpal

Price (Level): 140,000 gp (18th)
Aura, Caster Level: 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; caster level 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 C.10: 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.

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

Table C.11: 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

symbol occupies a torso body slot.

Activation: Holy symbols use the same activation method as wands.

Special Ability	Cost	Item Level
Channeling	2,000	6th
Channeling, Greater	8,000	12th

Channeling

Price (Level): 1,500 gp (7th)
Aura, Caster Level: 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; caster level 4th or Craft (as holy symbol) 8

Channeling, Greater

Price (Level): 10,000 gp (11th)
Aura, Caster Level: 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; caster level 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 caster level 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 C.12: Magic Wands, and the prices of special abilities are listed on Table C.13: Wand Special Abilities. If a wand has a special ability, the price of the special ability is added to the price of the wand.

Special Ability Limitations: The number of special abilities on the wand cannot exceed the enhancement bonus of the wand. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the wand.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are

metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Table C.12: 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

Table C.13: 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, Caster Level: 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; caster level 2nd or Craft (as wand) 6

Flaming

Price (Level): 400 gp (4th)
Aura, Caster Level: 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; caster level 2nd or Craft (as wand) 6

Freezing

Price (Level): 400 gp (4th)
Aura, Caster Level: 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; caster level 2nd or Craft (as wand) 6

Shocking

Price (Level): 1,600 gp (7th)
Aura, Caster Level: 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; caster level 4th or Craft (as wand) 8

C.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 caster level must be at least equal to the scroll's caster level.
- 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 caster level 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 C.14: 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. Using a potion or oil provokes attacks of opportunity. A successful attack (including grapple attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

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 caster level 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 caster level of the potion exceeds your level, roll 1d20 and subtract the difference between your level and the potion's caster level. Compare the result to Table C.15: Potion Mishaps.

Table C.15: Potion Mishaps

Mishap Result	Mishap Effect
11+	No additional effects
6–10	User also takes damage equal to the potion's caster level
1–5	As above, and the user is nauseated for 1 round
0 or below	As above, and the potion does not have its normal effect

Rituals

Table C.16: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1250 gp	7th
5th-Level	300 gp	3000 gp	9th
6th-Level	750 gp	7500 gp	11th
7th-Level	1500 gp	15000 gp	12th
8th-Level	3500 gp	35000 gp	14th
9th-Level	7500 gp	75000 gp	16th

Wondrous Items

Wondrous items are items which are inherently magical in some way.

Answerstone

Price (Level): 2,000 gp (8th)
Caster Level: Faint Divination (Knowledge)
Aura: 6th
Activation: Standard (specific action)
If you shake this stone and ask a simple yes or no question (a standard action), you receive an answer of either "yes", "no", or "unclear". The answer has a 75% chance of being correct. If the answerstone is incorrect, it will always answer "unclear". The answerstone will always answer "unclear" if asked questions about events more than thirty minutes into the future or past, farther than ten miles from its current location. It can only answer questions about observable quantities (including spells).

If you attempt to use an answerstone when you have no uses of magic items remaining, it will give random answers, including answers other than "yes", "no", and "unknown". Although answerstones are usually made of stone, they can also be made of other sturdy materials.

Creation Requirements: Divination (Knowledge) 3; caster level 6th or Craft (bone, metal, or stone)

Bag of Holding

Price (Level): Varies gp (see text)
Caster Level: 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; caster level 4th or Craft (textiles) 8

Bag of Tricks

Price (Level): Varies gp (see text)
Caster Level: 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 C.17: 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 C.18: 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); caster level 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)
Caster Level: 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; caster level 10th or Craft (jewelry) 14

Bottle of Air

Price (Level): 800 gp (5th)
Caster Level: 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; caster level 4th or Craft (ceramics) 8

Candle of Truth

Price (Level): 100 gp (2nd)
Caster Level: 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; caster level 2 or 6thCraft (alchemy) 10

Friendstone

Price (Level): 3,000 gp (9th)
Caster Level: Strong Conjuration/Divination (Scrying, Translocation) [Teleportation]
Aura: 14th
Activation: Standard (specific action)

This item appears to be a glossy, smooth stone about three inches

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

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; caster level 14th or Craft (ceramics or stone) 18th

Witch's Broom

Price (Level): 60,000 gp (16th)

Caster Level: 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; caster level 14th or Craft (wood) 18

C.8 Special Materials

Some materials are inherently magical. Items made from such materials gain special properties automatically.

Material Types

There are three main types of materials used to create items: metal, wood, and leather. In order to create an item with a special material, the item must normally be made with a material of the appropriate material type. In the case of items that are made from multiple materials, such as polearms, the primary functional part of the item determines which type of special material can be used to create it. For example, the material type for a weapon is generally determined by its striking surface.

Special Material Descriptions

Table C.19: Special Materials

Material Name	Material Type	Effect	Price
Adamantine	Metal	Grant or overcome physical damage reduction	
Cold Iron	Metal	Effective against supernatural creatures	
Darkwood	Wood	Extraordinarily light	
Dragonbone	Metal	Inherently magical	
Dragonhide	Leather	Resist energy	
Dragonscale	Metal	Resist energy	
Ironwood	Metal	Metallic wood	
Mithral	Metal	Extraordinarily light	
Silvered	Metal	Effective against supernatural creatures	

Adamantine: Adamantine is a rare metal that is among the hardest substances known.

Adamantine weapons ignore the hardness of creatures and objects.

Adamantine armor grants its wearer physical damage reduction equal to half your level. This damage reduction is overcome by adamantine weapons.

Adamantine items of any kind have double the hit points and hardness of an equivalent item of the same type.

Cold Iron:

Cold iron is iron that has been magically smelted without the use of heat.

Cold iron items are especially effective against some supernatural creatures, as indicated in the creature descriptions.

Darkwood: Darkwood is a rare magic wood that is very light.

Darkwood weapons have the Finesse weapon property, allowing you to use Dexterity to attack with them instead of Strength.

Darkwood shields have their 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.

C.9 Magic Item Rules

Magic Item Auras

Magic items radiate magical auras which can be detected with the Spellcraft skill (see Spellcraft, page 65). Each item describes the auras that can be detected on it, including the strength, school, subschool, 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 caster level of the item. The only exceptions to this are intelligent magic items, which apply their Charisma and Intelligence to their Will 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*.

C.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; caster level 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.

C.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 C.20: 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 C.21: Item Prices by Activation Method (page 253).

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 C.20: 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 C.21: 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 *(Concentration + 5 rounds)*.

5 Or other effects weaker than a 1st level spell.