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

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

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. It affects your character's accuracy and power with weapons, as well as the amount of equipment your character can carry (see Table 9.1: Weight Limits).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes. It affects your character's accuracy with some weapons and ability to avoid or react to attacks.

Constitution (Con)

Constitution represents your character's health and stamina. It affects how much punishment your character can take.

Intelligence (Int)

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

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. It affects your character's perceptiveness.

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.

When an attribute score changes, almost all abilities associated

with that score change accordingly.

1.2 Using Attributes

When you do something related to an attribute, you usually add the attribute score to your roll. Attributes are also used for other things, such as determining how much you can carry or how difficult you are to kill.

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.)

Changing Attributes

Your attributes increase as you gain levels, 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, magic items, and circumstances, do not affect your skill points.

1.3 Determining Attribute Scores

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, 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, Gnome, Goblin, and Abyssal.

Halflings

- +1 Dexterity, –1 Strength.
- Small: As a Small creature, a halfling 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 battle-age.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are nature spellcasters who draw power from their veneration of the natural world.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- Monks are agile masters of "ki" who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are holy warriors whose devotion to their deity grants them the ability to discern and smite evil.
- 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).

Damage Reduction (Ex): A barbarian has the ability to shrug

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

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 swift action. While in a rage, 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. A fit of rage lasts for a number of rounds equal to 5 + the barbarian's (newly increased) Charisma. He may prematurely end his rage, and it ends automatically if he becomes unconscious. 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.

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 rage abilities are extraordinary abilities unless otherwise noted. The barbarian's special attack bonus with rage powers 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.

Fearless Rage: The barbarian becomes immune to fear and harmful morale effects. All allies who can see or hear him gain a +4 bonus to special defenses against fear and harmful morale effects.

Savage Rage: The barbarian gains the unarmed warrior ability

(see Unarmed Warrior, page 28), 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 – Unstoppable Rage: Each round, the barbarian can shove an opponent as a swift action that does not provoke attacks of opportunity.

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 while raging. 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 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 is always treated as being threatened by two fewer creatures than he actually is for the purpose of determining overwhelm penalties. This defense can deny a barbarian the ability to sneak attack the barbarian.

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 do-

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	—

mains 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 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.

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

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 3.4: Cleric Spells per Day

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

Table 3.5: Cleric Spells Known

Level	Spell 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

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 creatures 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 33).

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 adamantite 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 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. 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 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

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

has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description.) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural 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	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Table 3.9: Druid Spells Known

Level	Spell 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 aspect, she transforms one of her natural weapons to become poisonous. If she hits with that natural attack, she may inject poison into the struck creature as an immediate action. At the end of each round, 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 *sickenning 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), Ride (Dex), 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

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

capability in armor. He must choose to improve his agility or his resilience in armor. This applies to all armor discipline abilities the fighter has. If he improves his agility, he reduces his armor 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 3 + 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

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.

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

If the fighter chose resilience, 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 and sunder attempts when using his chosen weapons. If he chose a specific weapon group, he gains a +2 bonus to physical attacks with weapons from that group. 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 all prerequisites for the granted feat, except that they can ignore any feat prerequisites. The effect lasts for 5 rounds. 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 Constitution 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, <i>Ki</i> power
3rd	+3	+3	+5	+5	Evasion, uncanny dodge
4th	+4	+4	+6	+6	<i>Ki</i> strike, Perfect Health
5th	+5	+4	+7	+7	<i>Ki</i> 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	<i>Ki</i> 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	<i>Ki</i> 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	<i>Ki</i> power
15th	+15/+10/+5	+12	+17	+17	Timeless
16th	+16/+11/+6/+1	+13	+18	+18	Perfect mind
17th	+17/+12/+7/+1	+13	+19	+19	<i>Ki</i> power
18th	+18/+13/+8/+1	+14	+20	+20	Uncanny foresight
19th	+19/+14/+9/+1	+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 unarmored and unencumbered, 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 unarmored, 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.

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 part of a standard attack, the monk can make an additional attack at a –5 penalty.

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 1d6 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 – 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 adamantite 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 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. 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 unarmored and unencumbered, 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 can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The monk is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

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. 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. 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 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 repercussions 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.

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 invocations. Smite invocations function like the paladin's smite ability, 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: When making a physical melee attack, a paladin may attempt to smite her foe. If the creature does not share her devoted alignment, she adds her Charisma (if positive) to her attack roll, and deals bonus damage equal to her paladin level. If she smites 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. Smiting takes no action, but can only be done once per round.

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, 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.

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	Discernment
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

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 struck 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.

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.

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.

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.

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 the innocent 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

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

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.

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.

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. A helpless ranger does not gain the benefit of evasion.

Fast Movement: The ranger increases his movement speed by 10 feet when unencumbered.

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.

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.

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. A helpless ranger does not gain the benefit of improved evasion.

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

The ranger must have the greater combat style lore to choose this lore. The benefits apply only if the ranger is unencumbered.

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 [nondection](#) 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 Artist (Dex), Sleight of Hand (Dex), Stealth (Dex), Craft (Int), Devices (Int), Disguise (Int), Forgery (Int), Knowledge (dungeoneering), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Bluff (Cha), Persuasion (Cha), Disguise (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 120).

This extra damage is only dealt the first time that the rogue makes a 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.

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

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. 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.

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. 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 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 rogue increases the duration of the effects of her ambush attacks by a multiplier of 10. 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 can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The rogue is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

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

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	Spellblend invocation
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	Defensive 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	Offensive 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	Rapid spellblend
17th	+8/+3	+8	+8	+19	Expanded spell knowledge
18th	+9/+4	+9	+9	+20	Spellsurge
19th	+9/+4	+9	+9	+21	Expanded spell knowledge
20th	+10/+5	+10	+10	+22	Spellsurge +5

Table 3.18: Sorcerer Spells per Day

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

Table 3.19: Sorcerer Spells Known

Level	Spell 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

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 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, 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 for 1 round. However, he takes a penalty to his caster level with all spells. 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 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 – Spellblend Invocation (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 – 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 spellblend costs a spell slot of one level higher than the highest level spell being cast.

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.

12th – Offensive Spellblend (Ex): The sorcerer may combine a damaging spell and a nondamaging spell 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 at least three spell levels apart, such as a 1st-level spell and a 4th-level spell. One spell must be a damaging spell, and the other must not. Using offensive spellblend costs a spell slot of two levels higher than the highest level spell being cast.

16th – 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

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.

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.

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 his key attribute. 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 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 reflexibly 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. 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:

Spellwarped Soul: 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 spellwarped points he has available.

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

11th – Accelerated Recovery: The spellwarped regains spellwarped 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. 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 increase or decrease the duration of any spell or spell-like ability affecting him by two rounds. This can end the effect immediately if it has no time remaining. The spellwarped can't increase the duration beyond twice the spell's original duration.

9th – Spell Resistance (Ex): The magic within the spellwarped allows him to completely ignore other magic, granting him 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 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 a 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 identifies the effects on him, such as with a Spellcraft check, he may freely choose which effect to end. If he cannot differentiate the effects, choose the effect ended randomly.

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 – Accelerate Movement: 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 subject to immediately take a single move action. During this move action, the subject does not provoke attacks of opportunity and can move through squares occupied by enemies without penalty. 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 – Pause Time: 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.

10th – Accelerate Movement, Greater: This power functions like the accelerate movement 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 – Timestream: The spellwarped manipulates time in a Large (50 ft.) 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 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 occurred. 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.

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

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.

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

Table 3.22: Wizard Spells per Day

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

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

Table 3.23: Wizard Spells Known

Level	Spell 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

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. These skill points can be spent on any skills. In addition, you gain additional skill points based on your attributes that can only be spent on skills associated with the relevant attribute. For each attribute, you gain a number of skill points equal to half your attribute score.

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

Table 4.2: 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	cc	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	cc	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)

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 move. 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 applies 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 a free action to move faster. For every 5 points by which you beat DC 0, you increase your speed by 5 feet during your turn. You can sprint for a number of rounds equal to 5 + your Constitution.

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 complex 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 4.6: 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.

Table 4.6: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminutive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

The DC of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.7: Climb DCs and Table 4.8: 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

Table 4.7: 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
— ¹	Smooth surface	Glass window, <i>wall of force</i>
30	Smooth surface with chimney setup	—
35	Smooth surface corner	—

¹ A perfectly smooth, flat, surface cannot be climbed on its own.

Table 4.8: 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; use any that apply.

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

Stop Fall

It is possible, but very difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DC equal to the wall's DC + 20.

Climbing with a Climb Speed

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

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 4.9: 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 4.10: 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 4.9: 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 4.10: 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 be-

comes 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 4.11: Devices DCs.

Table 4.11: 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 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.

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.

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
<i>Entangle</i> , <i>web</i> , 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)

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

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Geography (lands, terrain, climate, people, outdoor monsters)
- Local (humanoids, legends, inhabitants, laws, customs, history, nobility, royalty)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes, extraplanar monsters)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

You cannot take 10 or take 20 on Knowledge checks. You cannot retry Knowledge checks unless you are presented with significant new information about the subject that could jog your memory.

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

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the DC is equal to 10 + the monster's CR. Success allows you to remember the monster's name and its most well-known features. For every 5 points by which you beat the DC, you remember an additional piece of useful information. Failure indicates you don't remember anything important about the monster. Failure by more than 10 indicates that you remember incorrect information.

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The DC varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DC 10. Answering a challenging question which would be beyond the reach of most initiates is DC 20. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DC 30 or higher.

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 4.12: 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 penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one 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 4.13: Sight-based DCs, and other modifiers given at Table 4.16: 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 4.13: 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 4.16: 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 4.14: Sound-based DCs, and other modifiers given at Table 4.16: 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 4.15: Scent-based DCs, and other modifiers given at Table 4.16: 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, 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

Table 4.14: 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 4.16: Perception DC Modifiers (page 62)

2 Don't add size-based DC modifiers.

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 4.15: 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 4.16: 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 4.16: 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.

Entertain

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

Table 4.16: 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
Diminutive	+12
Tiny	+8
Small	+4
Medium	+
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

¹ Doubled for scent-based Perception checks.

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 patience. Failure by 10 or more means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as

well as whether the group has strong feelings about the truth of your story.

Table 4.17: Believability Modifiers

Description	DC Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	-5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“The north gate is under attack!”)	+5
Extremely unlikely (“The mayor is secretly a vampire.”)	+10
Virtually impossible (“You are secretly a vampire.”)	+20
Demonstrably untrue (“You are a frog.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 4.18: 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.

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

Risk vs. Reward Judgement (Persuasion)**Modifier**

Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for information that isn't important to the character.	-15
Good: The reward is good and the risk is minimal. The subject is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern with a reputation for vicious brawls and later report on everyone they saw there.	-10
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the subject. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the subject. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The subject is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an ancient red dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the subject ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a rusty kitchen knife for a shiny new longsword.	+15

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

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 relating to objects apply a special modifier based on the size of the object, as shown on Table 4.19: Sleight of Hand Modifiers.

Table 4.19: Sleight of Hand Modifiers

Object Size	Check Modifier
Fine	+8
Diminutive	+4
Tiny	+0
Small	–4
Medium	–8
Large	–12
Huge	–16
Gargantuan	–20
Colossal	–24

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Perception check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

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 4.20: 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 instead.

Identify Active Spell

You can make a Spellcraft check to identify an active spell based on its magical aura. You must spend a move action to focus on a 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.

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

Table 4.20: Aura Strengths

Spell or Object	— Aura Power —			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	6th or lower	7th–12th	13th–20th	21st+ (artifact)

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 119), 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 4.21: 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.

Sustenance

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 4.21: 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 sustenance in the wilderness. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.21: Terrain DCs

Terrain	Navigation DC	Sustenance 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 4.22: 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 4.22: 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.

Bloodline Feats

Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. Each bloodline feat belongs to a specific type of monster, such as "dragon". Some bloodline feats have stronger effects if you have more feats from that heritage.

Class Feats

Class feats improve a character's class 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 metamagic 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 88).

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	84
Legendary Charisma	11th level, Cha 5	+5 to Charisma for some purposes	85
Legendary Constitution	11th level, Con 5	+5 to Constitution for some purposes	85
Legendary Dexterity	11th level, Dex 5	+5 to Dexterity for some purposes	85
Legendary Intelligence	11th level, Int 5	+5 to Intelligence for some purposes	85
Legendary Strength	11th level, Str 5	+5 to Strength for some purposes	86
Legendary Wisdom	11th level, Wis 5	+5 to Wisdom for some purposes	86
Lightning Reflexes	—	+2 bonus to Reflex defense	86
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	91
Toughness	—	+3 hit points +1 per level above 3	92
Bloodline Feats	Prerequisites	Benefit	Page
Celestial Heritage	Nonevil alignment	Smite evil 1/day	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
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	79
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	80
Elemental Body	Any three elemental bloodline feats	50% chance to ignore critical hits	80
Elemental Force	Elemental heritage	Unleash element to attack	80
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
Extra Channeling	Ability to channel energy	Can channel energy 3 more times per day	81
Extra Invocation	Ability to use an arcane invocation	Learn a new arcane invocation	81
Extra Rage	Rage ability	Can rage 1 more time per day	81
Extra Smiting ¹	Smite ability	Can smite 3 more times per day	81
Extra Wild Aspect	Wild aspect ability	Can use wild aspects 3 more times per day	81
Intense Channeling	Channel energy 3d6	+1d6 damage or healing with channel energy	84
Mental Discipline	Combat discipline ability	Use Charisma for combat discipline	87

Rapid Wild Aspect	Wild aspect ability	Activate wild aspect as a swift action	
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	82
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
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	86
Mass Transporter	5th level Conjunction (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	89
Resilient Magic	2nd level Abjuration (Negation) spell	Spells persist for 1 round after being dispelled	89
Retributive Counterspell	4th level spells	Countered spells rebound on original caster	89
Ritual Caster	Int 3	Gain ability to perform rituals	89
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)	82
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)	88
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)	90
Still Spell	2nd level spells	Cast spell without somatic components (+1)	91
Sustained Spell	2nd level spells	Maintain concentration as swift action (+1)	91
Widen Spell	4th level spells	Double spell's area (+3)	93
Performance Feats	Prerequisites	Benefit	Page
Dual Performance	Perform 14 ranks, any three Performance feats	Sustain two performances at once	80

Fascinating Performance	Perform 4 ranks	Fascinate group of creatures	82
Freeing Performance	Perform 12 ranks	Dispel magical effects on ally	82
Inspire Competence	Perform 4 ranks	Grant allies bonuses to skill checks	83
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
Suggestive Performance	Perform 10 ranks, Fascinating Performance	Suggest action to fascinated creatures	91
Racial Feats	Prerequisites	Benefit	Page
Dwarven Resilience	Dwarf	+2 to defenses against spells	80
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	84
Legendary Balance	Acrobatics 13 ranks	Balance on impossible surfaces	84
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	85
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	86
Open Minded	—	Gain two skill points.	87
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	90
Skill Mastery ¹	Any skill 10 ranks	Always take 10 on skill checks	90
Skill Training ¹	—	Gain two skills as class skills	90
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	88
Surge Feats	Prerequisites	Benefit	Page
Alacritous Surge	16th level, Dex 7	Briefly gain effects of <i>haste</i>	77
Deathless Surge	12th level, Cha 5	Briefly gain effects of <i>death ward</i>	79

Freeing Surge	16th level, Dex 7	Briefly gain effects of <i>freedom</i>	82
Healing Surge	8th level, Con 3	Heal damage three times per day	82
Prescient Surge	12th level, Wis 5	Roll twice, three times per day	88
Shattering Surge	8th level, Str 3	<i>Shatter</i> struck object three times per day	90
Surge of Speed	8th level, Dex 3	Briefly gain effects of <i>expeditious retreat</i>	91

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	77
Cautious Attack	—	Trade damage for maneuver defense	Defense, Style	78
Covering Fire	—	Trade ranged attack bonus to penalize struck foes	Precision, Style	78
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	79
Exotic Weapon Proficiency ¹	—	Don't provoke when attacking with exotic weapons	Equipment	81
Far Shot	—	Increase range increment by 50% or 100%	Precision	82
Guardian	—	Adjacent allies suffer reduced overwhelm penalties.	Defense	82
Improved Unarmed Strike	—	Considered armed even when unarmed	—	83
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	90
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	87
Overpowering Assault	Str 3	Trade defense for maneuver bonus	Power, Style	87
Parry	Dex 3	Ready yourself to parry incoming blows	Defense, Reaction	87
Shielded Parry	Dex 3, shield proficiency, Parry	Add shield modifier to parry attempts	Defense, Reaction	90
Point Blank Shot	—	+2 bonus to ranged attacks within half range increment.	Precision, Style	88
Precise Shot	—	Add half Wis to damage	Precision, Style	88
Power Attack	Str 3	Trade melee attack bonus for damage	Power, Style	88
Quick Draw	—	Draw weapon as swift action	Reaction	88

Ride-By Attack	Ride 8 ranks	Move before and after a mounted charge	Mobility, Mounted	89
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	92
Two-Weapon Defense	Two-Weapon Fighting	Off-hand weapon grants +1 shield defense bonus, later +3	Defense, Finesse	92
Weapon Proficiency ¹	—	Don't provoke when attacking with weapon group	Equipment	93
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	
Combat Mobility	Dex 3, base attack bonus +4, Dodge	Avoid some attacks of opportunity from selected target	Defense, Mobility	78
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 without moving	Maneuver, Power	83
Improved Trip	Base attack bonus +4	+2 bonus to trip attacks; tripped foe provokes attacks of opportunity	Finesse, Maneuver	83
Intuitive Reaction	Wis 3, base attack bonus +4	Add half Wisdom to number of attacks of opportunity each round	Reaction	84
Knockdown	Str 3, base attack bonus +4	Shoved foe can be knocked prone	Maneuver, Power	84
Reveal the Weak Point	Base attack bonus +4	Sacrifice attack and damage to penalize foe's defenses	Style	89
Riposte	Dex 3, base attack bonus +4, Parry	Foes provoke if you parry very well	Reaction	89
Tactical Analysis	Int 3, Base attack bonus +4	Identify foe's strengths and weaknesses	Awareness	91
Overwhelming Fire	Base attack bonus +4	Help overwhelm foes with ranged weapons	Reaction, Style	87
Unshakeable Stance	Base attack bonus +4	Trade ability to move for maneuver defense	Defense, Style	92
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
Cleaving Stride	Str 3, base attack bonus +8, Cleave	Continue movement after dropping target	Mobility, Power	78
Contingent Counter	Int 3, base attack bonus +8	Prepare to attack when attack misses you	Reaction	78
Driving Assault	Str 5, base attack bonus +8	Shoved foe provokes attack from you	Power, Maneuver	80

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	82
Immobilizing Strike	Base attack bonus +8	Melee attack prevents foe from moving	Strike	83
Inescapable Bulwark of Defense	Dex 3, Base attack bonus +8	Withdrawing enemies cannot avoid provoking attacks of opportunity	Reaction, Style	83
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	88
Sickening Strike	Base attack bonus +8	Attack sickens foe	Strike	90
Tactical Prediction	Int 3, Base attack bonus +8	Predict foe's next action	Awareness	91
Threatening Fire	Overwhelming Fire, base attack bonus +8	Threaten adjacent creatures with a ranged weapon	Reaction, Style	91
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	93
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	84
Legendary Defense	Base attack bonus +12, any three Defense feats	+2 to all defenses	Defense	85
Legendary Finesse	Base attack bonus +12, any three Finesse feats	Add half Dexterity to damage	Finesse	85
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	—	86
Manyslot	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	92
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	84

- 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.

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%.

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 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 character 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.

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.

Cleaving Stride [Combat]

Prerequisites: Str 3, base attack bonus +8, Cleave.

Benefit: If you move to attack a foe, including by charging, and deal enough damage to drop it during your attack, you can continue your movement (if you have any movement remaining) to attack another foe. You may take your extra attack from the Cleave feat before or after continuing your movement.

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.

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.

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

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.

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 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.

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 your 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 your 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 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.

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 +4 bonus to physical defenses against this attack. If the creature takes the attack of opportunity, you gain a +4 bonus to your next attack against it, provided the attack is made within 1 round.

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 imbue 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]

Prerequisites: 3rd level spells.

Benefit: You can blend two spells together to create magic items. This allows you to meet item crafting prerequisites that you could not meet with a single spell.

Immobilizing Strike [Combat, Strike]

Prerequisite: 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 immobilize it 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 do not need to move with it to move it beyond 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 creature 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 creature 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 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 5.

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 5.

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 5.

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 a hour. The creature remembers the trick just as if you had spent the full amount of time training it.

Legendary Healer [Skill]

Prerequisite: Heal 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 5.

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, Precision]

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 5.

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 5.

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 Conjunction (Translocation) spell of at least 5th level.

Benefit: When casting Conjunction (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 Conjunction (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 in this style, you are considered to be threatening anyone you make a ranged attack against for the purpose of determining overwhelm penalties. 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 [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: When casting a reach spell, you can use a spell with a range of touch on a target within Close (30 ft.) range. You must succeed on a ranged touch attack. A reach spell uses up a spell slot two levels higher than the spell's actual level.

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.

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 sunder 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 proficient, you take the shield's armor check penalty on physical attacks and on all checks that involve moving, including Ride checks.

Special: Barbarians, clerics, druids, fighters, paladins, rangers, and spellwarped 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.

Skill Training [Skill]

Benefit: Choose any two skills. You treat those skills as class skills.

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,

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.	

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]

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 a double weapon or two weapons (not including natural weapons or unarmed strikes), 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 unable to move. 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 close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

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

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

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

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

The Nine Alignments

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and

would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

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

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

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

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

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

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

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

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

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

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

6.2 Vital Statistics

Age

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

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

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

Table 6.1: Random Starting Ages

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

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

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

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

Table 6.2: Aging Effects

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

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, 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, longspike, 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 weapons

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 28).

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 be thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition that hits its target is destroyed, and ammunition that misses has a 50% chance to be destroyed or lost.

Bracing: As a move action, you can brace this weapon against a charge for 1 round. While you are bracing your weapon, 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 attacks. 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 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 be 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.	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.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The 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—		Cost	Weight ¹
					(30 ft.)	(20 ft.)		
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

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

1 Divide armor bonus by 2.

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			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			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.	Medium creature	x2 ²	x1 ²	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.	Large creature	x4 ²	x2 ²	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.	Pony	30 gp	—	Spellcasting and Services		
Food, Drink, and Lodging			Warhorse, heavy	400 gp	—	Service	Cost	
Item	Cost	Weight	Warhorse, light	150 gp	—	Coach cab	3 cp per mile	
Ale			Warpony	100 gp	—	Hireling, trained	3 sp per day	
Gallon	2 sp	8 lb.	Saddle			Hireling, untrained	1 sp per day	
Mug	4 cp	1 lb.	Military	20 gp	30 lb.	Messenger	2 cp per mile	
Banquet (per person)	10 gp	—	Pack	5 gp	15 lb.	Road or gate toll	1 cp	
Bread, per loaf	2 cp	1/2 lb.	Riding	10 gp	25 lb.	Ship's passage	1 sp per mile	
Cheese, hunk of	1 sp	1/2 lb.	Saddle, Exotic					
Inn stay (per day)			Military	60 gp	40 lb.	Spell, 1st-level	Caster level x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Caster level x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Caster level x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Caster level x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Caster level x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Caster level x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Caster level x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Caster level x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Caster level x 90 gp ¹	
Wine								
Common (pitcher)	2 sp	6 lb.						
Fine (bottle)	10 gp	1-1/2 lb.						

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.

2 Relative to normal armor of the same type

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.

	————Base Speed————		
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can’t fly in medium or heavy barding. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you’re knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were

going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

Chapter 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 takes a standard action. You make an attack against a creature within your reach, adding your maneuver modifier to the roll instead of your attack modifier. If your result equals or exceeds your foe's Maneuver defense, your attack hits, and your foe is affected by the maneuver.

Table 8.2: Combat Maneuvers

Maneuver	Action	Attribute	Brief Description
Dirty Trick	Standard	Str or Dex	Impose penalty on an foe
Disarm	Standard	Str or Dex	Force foe to drop item
Grapple	Standard	Str	Wrestle with an foe
Overrun	Full-round	Str	Move through an foe
Shove	Standard	Str	Move an foe
Trip	Standard	Str or Dex	Trip an 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. Well-secured items, such as rings and body armor, cannot be disarmed. 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: You move directly through your foe. This maneuver requires a full-round action. When you overrun, you move up to your speed. 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. 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 move the creature further after moving it outside of your reach, but you can take a move action to move with the creature as you shove it to move it farther. 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. 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 hide, including most monsters, gain bonuses to their armor modifier. These bonuses stack with any armor such creatures might wear.

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

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 counts 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 58).

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 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,

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.

you only apply the highest bonus. Likewise, when penalties don't stack with each other, 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 appropriate.

Exceptionally well covered opponents, such as a creature behind an arrow slit in a castle, may receive additional benefits. For example, it might gain improved evasion, and there may be limitations on what kind of attacks are possible.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as dim lighting. A creature with concealment from you gains a +4 bonus to physical defenses. Concealment

bonuses do not apply if you can't see your opponent (such as if you close your eyes).

Determining Concealment: When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment.

Determining concealment for making an attack against a target that is not adjacent to you works exactly like determining cover for ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment and Stealth Checks: You can use concealment to make a Stealth check to hide.

Grappling

Grappling creatures are physically struggling with each other. While grappled, you suffer certain penalties and restrictions, as described below.

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally. You can also take certain actions in a grapple, as described in Grapple Actions, page 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 Diminutive creatures, or 100 Fine creatures.

Reach: Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. 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.

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

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.

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 92).

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 primary 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 28).

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.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—
Run	—	—	—	—

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, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving 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.

Run (x3): Moving three times speed is a running pace for a character in medium or heavy armor. It represents about 9 miles per hour for a human in chainmail or full plate.

Run (x4): Moving four times speed is a running pace for a character in light, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail or full plate.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle or run. 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 run or charge through any square that would hamper your movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Table 9.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Run: A character can only run for a number of rounds equal to 5 + Constitution before having to rest for a minute.

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.

Run: A character can't run for an extended period of time. At-

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.

tempts to run and rest in cycles effectively work out to a hustle.

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 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 Spells: 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 118, 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.

Glamour: A glamour 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 glamour 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. Unreal effects cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly unless combined with a real effect.

When an unreal spell is cast, the caster makes a magic check, with the same bonus as his magic attack bonus. Creatures encountering an unreal spell usually cannot recognize it as illusory until they study it carefully or interact with it in some fashion. A Perception check can be made to interact with an unreal effect if appropriate to the type of effect. Unless otherwise specified by the spell, the DC of such a check is equal to the magic check result used when the effect was created.

If a creature interacts with an unreal effect, the magic check is opposed by the creature’s Will defense. If the check fails, the creature recognizes the illusion as false. 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.

If the check succeeds, the character fails to notice something is amiss. A character faced with definitive proof that an unreal effect isn’t real automatically recognizes it as illusory. If any viewer successfully disbelieves an unreal effect and communicates this fact to others, each such viewer receives a +5 bonus to their Will defense against the effect.

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, Lead-

ership, 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.

Personal: The spell affects only you.

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.

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.

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.

Personal Spells: Some spells have a target of "You" and a range of "Personal". Such spells have no defense or spell resistance entries.

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 spell 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 cast-

ing 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. 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 spell already requires an attack of that type, use the same attack to determine both spell resistance and the effect of the spell. Otherwise, make a separate attack to determine spell resistance. If the attack fails, the spell 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 Readyng 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 **Magical 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 **Detect Object:** Detects a type of object in large cone.
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 creature.
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: Deafen and damage creatures and objects in an area.
	Knock: Opens locked or magically sealed door.
Illus	Blur: Subject is harder to see.
	Mirror Image: Creates decoy duplicates of you.
	Phantom 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 <i>silent image</i> , 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.

4th-level Arcane Spells

Abjur	Dismissal: Forces a creature to return to native plane.
	Fire Shield: Creatures attacking you take damage; you're protected from heat or cold.
	Resist Energy, Greater: As <i>resist energy</i> , but all energy types.
	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.
	Mind Fog: Fog imposes –5 penalty to Wisdom.
	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.
	Mind Fog: Fog imposes –5 penalty to Wisdom.
	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	Fire Shield: Creatures attacking you take damage; you're protected from heat or cold.
	Ice Storm: Hail deals 4d4 damage in small cylinder.
	Shout: Deafens all within medium cone and deals 4d6 sonic 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.
	Seeming: Changes appearance of group of creatures.
	Major Image: As silent image, plus sound, smell and thermal effects.
Necro	Enervation: Subject gains three negative levels.
	Inflict Critical Wounds: Deals 8d6 damage.
	Retributive Shield: Grants DR 8 that reflects damage at foes.
	Vampiric Touch: Touch deals 8d8 damage; caster gains half damage as temporary hp.
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.
	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.
	Spellthrift: As <i>dispel magic</i> , 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.
Feeblemind: Subject's Intelligence drops to -9.
Phantasmal Maze: Subject acts as if affected by *maze*.
Power Word Confuse: Bloodied subject acts randomly.
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.
Resilient Sphere: Force globe protects but traps one creature or object.
Wall of Fire: Passing through wall deals 5d6 damage.
Telekinetic Thrust: Hurl objects with the force of your mind.
- Illus **Invisibility Sphere:** Makes everyone within small radius invisible.
Phantasmal Maze: Subject acts as if affected by *maze*.
Retributive Brilliance: Subject can dazzle or blind attacker once.
Shadow Evocation: Mimics 3rd level or lower evocation spell, only half real.
- 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.
Bestow Curse: -6 to an attribute; -4 on attack rolls, saves, checks, and AC; or 25% chance of losing each action.
- 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.

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.
Edict: Issue a command that nearby creatures must obey or risk punishment.
- 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 Fear: Subject is unavoidably afraid.
Song of Discord: Compel creatures to fight each other.
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.
Power Word Blind: Blinds bloodied creature.
Inflict Moderate Wounds, Mass: Deals 6d6 damage to many creatures.
Soulrend: Target takes Charisma damage.
- 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.
Power Word Stun: Stuns a creature.
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.
Prismatic Spray: Rays hit subjects with variety of effects.
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.
Shadow Conjuration: Mimics 5th level or lower conjuration spell, only half real.
- Necro **Finger of Death:** Kills one subject.
Inflict Serious Wounds, Mass: Deals 7d6 damage to many creatures.
Strip the Flesh: Rend foe's skin from its body.
Link Vitality, Mass: As *link vitality*, but affects one creature/level.
- 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 **Limited Wish:**^MAlters reality – within spell limits.

8th-level Arcane Spells

- Abjur **Shadow Umbra:** Shadowy aura has a 50% chance to absorb attacks.

	<i>Spellthrift, Greater:</i> As <i>greater dispel magic</i> , but you gain the effects of dispelled spells.
Conj	<i>Acid Fog:</i> Acidic solid fog deals damage each round. <i>Sea of Fog:</i> 200 ft. radius of fog obscures vision. <i>Summon Monster VIII:</i> Calls extraplanar creature to fight for you. <i>Maze:</i> Traps subject in extradimensional maze.
Div	<i>Precognition, Greater:</i> See into the future to gain combat bonuses and extra attack. <i>Read Mind, Mass:</i> Learn surface thoughts from multiple creatures. <i>Revelation:</i> Grant target vision of one of three futures.
Ench	<i>Hold Person, Mass:</i> As <i>hold person</i> , but affects multiple creatures. <i>Scintillating Pattern:</i> Twisting colors confuse, stun, or render unconscious. <i>Suggestion, Mass:</i> As <i>suggestion</i> , but shorter and affects multiple creatures.
Evoc	<i>Cone of Cold, Greater:</i> 8d6 cold damage and fatigue in large cone. <i>Polar Ray:</i> Ranged touch attack slows and deals 16d6 cold damage. <i>Prismatic Wall:</i> Wall's colors have array of effects. <i>Crushing Hand:</i> Large hand provides cover or crushes your foes.
Illus	<i>Scintillating Pattern:</i> Twisting colors confuse, stun, or render unconscious. <i>Shadow Umbra:</i> Shadowy aura has a 50% chance to absorb attacks. :
Necro	<i>Energy Drain:</i> Subject gains six negative levels. <i>Inflict Critical Wounds, Mass:</i> Deals 8d6 damage to many creatures. <i>Waves of Exhaustion:</i> Creatures in medium cone become exhausted. <i>Horrid Wilting:</i> Deals 8d6 damage to many foes.
Trans	<i>Iron Body:</i> Your body becomes living iron. <i>Reverse Gravity:</i> Objects and creatures fall upward. <i>Temporal Stasis:</i> ^M Puts subject into suspended animation. <i>Haste, Mass:</i> Many subjects move faster, get extra attack.

9th-level Arcane Spells

Abjur	<i>Mage's Disjunction:</i> Disperses all magic. <i>Prohibition:</i> Punish creatures that take specific action.
Conj	<i>Imprisonment:</i> Entombs subject beneath the earth. <i>Shadow Puppet:</i> Step into Plane of Shadow and create shadow duplicate in your stead. <i>Summon Monster IX:</i> Calls extraplanar creature to fight for you. <i>Etherealness:</i> Travel to Ethereal Plane with companions.
Div	<i>Foresight, Greater:</i> Powerful "sixth sense" warns of impending danger. <i>Revelation:</i> Grant target vision of one of three futures. <i>Moment of Prescience, Greater:</i> Roll twice with large bonus for single attack, save, or opposed check.
Ench	<i>Hold Monster, Mass:</i> As <i>hold monster</i> , but affects multiple creatures. <i>Irresistible Dance:</i> Forces subject to dance. <i>Weird:</i> As <i>phantasmal killer</i> , but affects multiple creatures. <i>Dominate Monster:</i> As <i>dominate person</i> , but any creature.
Evoc	<i>Meteor Swarm:</i> Massive hail of meteors deals 9d8 damage. <i>Prismatic Sphere:</i> As <i>prismatic wall</i> , but surrounds on all sides. <i>Clenched Fist:</i> Large hand provides cover or attacks your foes.
Illus	<i>Shadow Puppet:</i> Step into Plane of Shadow and create shadow duplicate in your stead.

	<i>Weird:</i> As <i>phantasmal killer</i> , but affects multiple creatures <i>False Reality:</i> As <i>persistent image</i> , but affects massive area.
Necro	<i>Assimilate:</i> Incorporate creature into your own body. <i>Power Word Kill:</i> Kills one bloodied creature. <i>Wail of the Banshee:</i> Kills many creatures.
Trans	<i>Assimilate:</i> Incorporate creature into your own body. <i>Transmute Any Object:</i> Transforms objects into new forms. <i>Imprisonment:</i> Entombs subject beneath the earth. <i>Time Stop:</i> You act freely for 1d3+1 rounds.
Univ	<i>Wish:</i> ^M As <i>limited wish</i> , but with fewer limits.

Arcane Invocation List

Abjur	<i>Ablative Aura:</i> Damage foes who attack a shielded ally. <i>Bestow Protection:</i> Protect ally from physical or magical attacks.
Conj	<i>Acid Orb:</i> Propel a small orb of acid at a foe for d6 damage. <i>Conjure Projectile:</i> Summon projectiles that hit a foe for d6 damage.
Div	<i>Premonition:</i> Grant ally temporary attack bonus. <i>Twist Fate:</i> Know foe's future action and apply penalty of choice.
Ench	<i>Confusion, Lesser:</i> Subject briefly acts randomly. <i>Distract:</i> Foe is bewildered.
Evoc	<i>Combat Telekinesis:</i> Attack with weapon telekinetically. <i>Magic Ray:</i> Fire ray of magical energy.
Illus	<i>False Foe:</i> Create illusionary creature that acts like an ally. <i>Phantom Darkness:</i> Touched foe believes it is blinded.
Necro	<i>Draining Touch:</i> Steal life force from touched foe. <i>Exhaustion:</i> Briefly exhaust foe.
Trans	<i>Imbue Weapon:</i> Weapon deals d8 extra damage when it next hits. <i>Slow, Lesser:</i> Subject only takes one action next round.

Arcane Rituals

1st-level Arcane Rituals

Abjur	<i>Alarm:</i> Wards large emanation for 24 hours. <i>Endure Elements:</i> Exist comfortably in hot or cold environments.
Conj	<i>Mount:</i> Summons riding horse for 24 hours. <i>Unseen Servant:</i> Invisible force obeys your commands.
Div	<i>Identify:</i> Determines properties of magic item. <i>Read Magic:</i> Read magical writing.
Evoc	<i>Floating Disk:</i> Creates 3 ft. diameter horizontal disk that holds 100 lb./level.
Illus	<i>Disguise Self:</i> Changes your appearance. <i>Light:</i> Object shines like a torch. <i>Magic Aura:</i> Alters object's magic aura.
Trans	<i>Erase:</i> Mundane or magical writing vanishes. <i>Mending:</i> Makes minor repairs on an object.
Univ	<i>Arcane Mark:</i> Inscribes a personal rune (visible or invisible). <i>Prestidigitation:</i> Performs minor tricks.

2nd-level Arcane Rituals

Abjur	<i>Arcane Lock:</i> Magically locks a portal or chest. <i>Invisibility Purge:</i> Suppresses invisibility within large radius. <i>Undetectable Alignment:</i> Conceals alignment for 24 hours.
Conj	<i>Create Food and Water:</i> Conjures sustenance from thin air.
Div	<i>Comprehend Languages:</i> You understand all spoken and written languages. <i>Find Traps:</i> Notice traps better. <i>Whispering Wind:</i> Sends a short message 1 mile/level.
Ench	<i>Zone of Truth:</i> Subjects within medium emanation cannot lie.
Illus	<i>Continual Flame:</i> Makes a permanent, heatless torch. <i>Darkness:</i> Object radiates supernatural shadow. <i>Magic Mouth:</i> 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:^FHides 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.

Necro **Remove Curse:** Frees object or person from curse.

Trans **Shape Metal:** Sculpts metal into any shape.

5th-level Arcane Rituals

Abjur **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:^FLets you learn tales about a person, place, or thing.
Prying Eyes: Floating eyes scout for you.
Scrying:^FSpies on subject from a distance.

Sending: Delivers short message anywhere, instantly.
Dream: Sends message to anyone sleeping.
False Vision: Fools scrying with an illusion.

Necro **Create Undead:** Creates ghouls, ghosts, 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 **Instant Summons:** Prepared object appears in your hand.
Mordenkainen's Magnificent Mansion:^FDoor leads to extradimensional mansion.
Plane Shift:^FAs 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.

Illus **Programmed Image:** As major image, plus triggered by event.

Necro **Clone:**^FDuplicate awakens when original dies.
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:**^MCreates 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:^FObject 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: Dispel 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.
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.
Slay Living: Touch attack kills subject.
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 **Animate Objects:** Objects attack your foes.
- 5 **Magic Circle against Law:** Protect allies in a Medium (20 ft.) radius.

6 **Insanity:** Subject indefinitely acts randomly.

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 **Prismatic Wall:** Wall's colors have array of effects.

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:** Subject gains 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 **Slay Living:** Touch attack kills subject.
- 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:** Deafen and damage creatures and objects in an area.
- 2 **Warp Wood:** Bends wood (shaft, handle, door, plank).
- 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 :
 3 :
 4 **Summon Monster III***: Calls extraplanar creature to fight for you.
 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, nauseates, or sickens nonevil subjects in large radius.
 7 :
 8 **Energy Drain**: Subject gains six negative levels.
 8 **Unholy Aura**:^FProtect 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 **Fire Shield**: Creatures attacking you take damage; you're protected from heat or cold.
 4 **Summon Monster V***: Calls extraplanar creature to fight for you.
 5 **Flame Strike**: Smite foes with divine fire for 5d6 damage.
 5 **Wall of Fire**: Passing through wall deals 5d6 fire 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**:^FKills, 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 :
 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 **Edict:** Issue a command that nearby creatures must obey or risk punishment.
 - 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 **Power Word Stun:** Stuns bloodied creature.
 - 8 **Prohibition:** Punish creatures that take specific action.
 - 8 **Shield of Law:**^FProtect multiple creatures against lawful foes.
 - 9 **Imprisonment:** Entombs subject beneath the earth.
 - 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 **Spellthrift:** 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:** Dispel 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 **Mind Fog:** Fog imposes -5 penalty to Wisdom.
- 4 **Phantasmal Killer:** Fearsome illusion can frighten target to death.
- 5 **Seeming:** Changes appearance of group of creatures.
- 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 **Animate Plants:** Plants animate and fight for you.
- 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 sustenance 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:**^MInscription 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, ghosts, 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

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.
Spike Growth: Creatures in area take 1d4 damage per 5 ft. moved, may be slowed.
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.
Warp Wood: Bends wood (shaft, handle, door, plank).

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.
Spike Stones: Creatures in area take 1d8 damage per 5 feet moved, may be slowed.
Stoneskin: +3 AC, ignore 8 damage per round.

Summon Nature's Ally IV: Calls creature to fight.

5th-level Nature Spells

Animate Plants: Plants animate and fight for you.

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 Fire: Passing through wall deals 4d6 damage.

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 sustenance 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

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 10/force. This damage reduction increases by 1 per caster level above 4th.

Note: This spell's damage reduction allows the subject to ignore the first 10 physical damage it takes each round. If it is hit by an attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

You can cast this spell instantaneously, quickly enough react to an opponent attacking you (but 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 5/force. This damage reduction increases by 1 per caster level above 2nd.

Note: This spell's damage reduction allows the subject to ignore the first 5 damage it takes each round from spells and spell-like abilities. If it is hit by an attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

Spells that are not subject to spell resistance are not affected by *ablative shield*. You can cast this spell instantly - quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, so you can use this spell even when it's not your turn.

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.

Note: 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. Ref and Fort

Success: If you beat the target's Reflex defense, it takes 5d8 acid damage immediately, and 2d8 acid damage at the end of each round after the first. If you also beat the target's Fortitude defense, it is *vulnerable* (-2 to attacks, defenses, and checks).

Note: If the target becomes submerged in liquid or takes at least twenty points of fire or cold damage, this spell's effect ends.

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: This spell functions like *solid fog*, except that the fog is highly acidic.

Target: Everything in the area

Attack: Magic vs. Fortitude

Trigger: End of round

Success: 4d6 acid damage.

Failure: As above, but half damage.

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 (Fortitude)

Target: One creature

Effect: -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 (Will)

Target: One creature

Effect: 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.

Note: If the subject takes life damage, it loses all temporary hit points provided by this spell before applying the damage.

Air Walk

4th Level

You imbue the subject 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 (Will)

Target: One creature

Effect: The subject can walk on air as if it were solid ground. The magic only affects the subject's legs, and does not grant the ability to climb vertically through the air. If the subject is Colossal size or larger, this spell has no effect.

Should the spell end while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 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: 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.

Note: 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

Trans (Alteration)

Lists: Arcane

Range: Touch

Duration: Medium (5 minutes)

Spell Resistance: Yes (Will)

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

Trans (Alteration)

Lists: Arcane

Effect: This spell functions like *alter weapon*, except that you have more freedom over the weapon's shape. In addition, at any time during the duration of the spell, you can touch the weapon and concentrate (a standard action) to change the weapon's shape again.

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.

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

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Target: Five animals in the area

Effect: This spell functions like *enlarge person*, except that it affects multiple animals.

Animate Plants

5th Level

You imbue inanimate plants with mobility and a semblance of life.

Trans (Animation)

Lists: Nature, Plant

Targets: One Small plant/level in the area; see text

Effect: This spell functions like *animate objects*, except that you animate plants instead of inanimate objects.

Note: *Animate plants* cannot affect plant creatures, nor does it affect non-living vegetable material.

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.

Note: 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 (Will)

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, supernatural abilities, and magic items fail to function in the area of this spell. 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 and incorporeal undead disappear if they enter an *antimagic field*. They reappear in the same spot once the field goes away. (The effects of instantaneous conjurations, such as *create water*, are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

Creatures within an *antimagic field* cannot dismiss spells. However, you can dismiss your own antimagic field.

Note: A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically in the area, it is still a sword. The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned.

Dispel magic does not remove the field. Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field* (see the individual spell descriptions).

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 (Will)

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 (Fortitude)

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 tem-

porary 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.

Note: If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Aversion

3rd Level

You make the subject want to avoid something.

Ench (Emotion) [Mind-Affecting]

Lists: Ench

Range: Medium (100 ft.)

Duration: Short (Concentration + 5 rounds)

Spell Resistance: Yes (Will)

Target: One creature

Attack: Magic vs. Will

Success: The subject 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 subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject 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 (Will)

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 creature/round

Effect: This spell functions like *dismissal*, except that you can banish one additional extraplanar creature each round that you concentrate on the spell. An individual creature can only be targeted once per casting of this spell.

Note: 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 subject (optional, see above)

Barkskin

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 (Fortitude)

Target: One living creature

Effect: The subject 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 subject gains physical damage reduction 2/adamantine or fire. This damage reduction increases by 1 per two caster levels above 4th.

Note: This spell's damage reduction allows the subject to ignore the first 2 physical damage it takes each round. If it is hit by a adamantite weapon or an attack that deals fire damage, it cannot use its damage reduction for 1 round.

Bestow Curse

5th 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 (Will)

Target: One creature

Attack: Magic vs. Will

Success: The subject 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.

Note: 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 (Fortitude)

Effect: The area is considered difficult terrain.

Targets: All creatures in the area within 5 feet of the ground

Attack: Caster level + casting attribute vs. Maneuver defense (grapple)

Trigger: End of round

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.

Note: 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

Range: Medium (100 ft.)

Zone: 100 ft. wall, 20 ft. high (S)

Duration: Short (Concentration + 5 rounds) (Dismissable)

Spell Resistance: Yes (Reflex)

Effect: You create 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.

Targets: Creature in wall

Attack: Magic vs. Reflex

Trigger: Creature passes through wall

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 (Will)

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 it is also bloodied, it also suffers one or more of the following ill effects, depending on its level.

- Up to caster level –5: The creature is also **nauseated** (unable to act in action phase, –2 to attacks, defenses, and checks) for 1 round.
- Up to caster level –10: The creature is also **paralyzed** (helpless, unable to move) for 5 rounds.
- Up to caster level –15: The creature 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 (Will)

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 afflict one of the subject's senses.

Necro (Flesh)

Lists: Arcane, Divine, Death

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds) (Dismissable)

Spell Resistance: Yes (Fortitude)

Target: One creature

Attack: Magic vs. Fortitude

Success: The subject is **sickened** (–2 to attacks, defenses, and checks).

If the subject becomes **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.

Note: The choice of bloodied conditions is made at the time the spell is cast.

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 the subject'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 (Will)

Target: One creature

Effect: Other creatures take a –2 penalty on sight-based checks and physical attacks against the subject, such as Perception and Sense Motive checks.

Note: 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 (Reflex)

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 (Reflex)

Effect: As a standard action that requires concentration, you can call down a vertical bolt of lightning anywhere within range. You call down one bolt as soon as the spell is complete. You may call a total number of bolts equal to your caster level before the spell is discharged.

Targets: Everything in the bolt's 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.

Note: 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
Effect: This spell functions like *call lightning*, except that the bolts are more powerful.

Targets: Everything in the bolt's 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, 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.

Note: 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.

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.

Note: 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 (Will)

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 (Fortitude)

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: Instantaneous/5 rounds
Spell Resistance: Yes (Will)

Target: One nonchaotic creature **Attack:** Magic vs. Will
Success: If the target is not chaotic, it takes 8d6 divine damage + d6 per two caster levels above 8th, and 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
Range: Medium (100 ft.)

Target: One creature
Success: This spell functions like *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 (Will)

Target: One humanoid creature **Attack:** Magic vs. Will
Success: If the subject is a humanoid creature, it 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 subject as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must 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.

Note: Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. A creature that resists this spell is immune to all further attempts by the same spellcaster for 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 (Fortitude)

Targets: Several bloodied living creatures in the area

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.

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

Spell Resistance: Yes (Fortitude)

Effect: This spell functions like *interposing hand*, except that the hand can also strike foes. Each round, as a swift action, you can command the hand to attack a foe. If you do, it attacks that foe during the action phase.

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), you make an additional attack.

Target: Struck creature

Attack: Magic vs. Fortitude

Success: If the target is bloodied, it is *dazed* (unable to act) for 1 round.

Note: The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

Cloak of Chaos

8th Level

You shield your allies with 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 (Will)

Target: 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 subject that attacked the subject 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

Attack: Magic vs. Fortitude

Effect: This spell functions like *fog cloud*, except that the fog is poisonous.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new 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.

Attack: Magic vs. Fortitude

Targets: Everything in the area

Trigger: End of round

Success: 1d4 Constitution damage.

Note: 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

Targets: All creatures in the area

Duration: 1d4 rounds

Attack: Magic vs. Will

Success: The target is *dazzled* (20% miss chance, -4 to visual Perception) and *bewildered* (-2 to attacks, defenses, and checks).

Note: Creatures who cannot see the light are not affected by this spell. Merely closing one's eyes is insufficient protection, however.

Spell Resistance: Yes (Will)

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

Target: You

Range: Personal

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

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).

Note: 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

Target: One creature

Range: Medium (100 ft.)

Duration: 1 round

Attack: Magic vs. Will

Healthy Effect: The subject is *bewildered* (–2 to attacks, defenses, and checks).

Bloodied Effect: The subject must perform one of the following actions, as you choose.

Approach: On its turn, the subject 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 subject 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 subject 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 subject 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 subject can take no actions, but it can defend itself normally.

Laugh: On its turn, the subject takes a standard action to do nothing but laugh uproariously, provoking attacks of opportunity. After that, it can act normally.

Note: If the subject can't understand or carry out your command, the spell automatically fails.

Spell Resistance: Yes (Will)

Command, Mass

5th Level

You compel many foes to obey your command.

Ench (Compulsion) [Language-Dependent,
Mind-Affecting, Sound-Dependent]

Lists: Divine, Law

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *command*, except that it affects multiple creatures.

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]

Lists: Arcane, Nature

Burst: Medium (20 ft.) cone

Targets: All creatures 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) for 5 rounds.

Failure: As above, but half damage and the target is not fatigued.

Spell Resistance: Yes (Reflex)

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]

Lists: Arcane, Nature

Burst: Large (50 ft.) cone

Damage: 8d6 cold damage + d6 per four caster levels above 16th.

Effect: This spell functions like *cone of cold*, except that it affects a larger area.

Confusion

3rd Level

You compel a creature to act randomly, sowing confusion in your foes' ranks.

Ench (Compulsion) [Mind-Affecting]

Lists: Arcane, Chaos, Trickery

Target: One creature

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will

Healthy Effect: The subject is *bewildered* (–2 to attacks, defenses, and checks).

Bloodied Effect: The subject is confused. 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).

Spell Resistance: Yes (Will)

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

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *confusion*, except that it affects multiple creatures. If there are more creatures in the area than you can affect, randomly determine which creatures are affected.

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, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

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.

Note: With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Create Sound

1st Level

Illus (Figment) [Unreal]

Lists: Illus

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds) (Dismissable)

Attack: Magic check vs. Perception and Will (if interacted with)

Effect: This spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character.

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 a *ghost sound* spell produces 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.

Note: 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 to 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

Target: One creature

Range: Medium (100 ft.)

Duration: Short (Concentration + 5 rounds)

Attack: Magic vs. Fortitude

Healthy Effect: The subject is *staggered* (unable to act in movement phase, -2 to attacks, defenses, and checks).

Bloodied Effect: The subject cannot move its limbs, including any wings. Generally, that means it is paralyzed, except that it can move its head and mouth.

Spell Resistance: Yes (Fortitude)

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)

Effect: Each creature in the area becomes *vulnerable* (-2 to attacks, defenses, and checks).

Spell Resistance: Yes (Will)

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

Damage: 2d6 + half casting attribute

Attack: Special vs. Maneuver defense

Effect: This spell functions like *grasping hand*, except that the hand deals lethal damage on each successful grapple attack against an opponent.

Note: Directing the spell to a new target is a swift action.

Spell Resistance: Yes (Fortitude)

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

Healing: 8d6 damage + d6 per two caster levels above 8th

Effect: This spell functions like *cure light wounds*, except that for every 10 points of healing granted by the spell, it can instead cure 1 point of critical 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

Healing: 8d6 damage + d6 per four caster levels above 16th

Effect: This spell functions like *mass cure light wounds*, except that for every 10 points of healing granted by the spell, it can instead cure 1 point of critical 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

Target: One creature

Range: Close (30 ft.)

Healing: 2d6 damage + d6 per two caster levels above 2nd

Attack: Magic vs. Fortitude

Effect: You heal the target. Since undead are powered by negative energy, this spell deals positive damage to them instead of curing their wounds. A failed attack heals or inflicts half damage.

Spell Resistance: Yes (Fortitude)

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: Medium (100 ft.)

Targets: Five creatures in the area

Healing: 5d6 damage + d6 per four caster levels above 10th

Attack: Magic vs. Fortitude

Effect: You heal the targets. Like other *cure* spells, this spell deals positive damage to affected undead rather than curing them. A failed attack deals half damage.

Spell Resistance: Yes (Fortitude)

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

Healing: 4d6 damage + d6 per two caster levels above 4th

Effect: This spell functions like *cure light wounds*, except that for every 20 points of healing granted by the spell, it can instead cure 1 point of critical 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

Healing: 6d6 damage + d6 per four caster levels above 12th

Effect: This spell functions like *mass cure light wounds*, except that for every 20 points of healing granted by the spell, it can instead cure 1 point of critical 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

Healing: 6d6 damage + d6 per two caster levels above 6th

Effect: This spell functions like *cure light wounds*, except that for every 15 points of healing granted by the spell, it can instead cure 1 point of critical 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

Healing: 7d6 damage + d6 per four caster levels above 14th

Effect: This spell functions like *mass cure light wounds*, except that for every 15 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Dancing Lights**1st Level**

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.

Note: This spell can be made permanent with a *permanency* ritual.

Darkvision**2nd Level**

Div (Awareness)

Lists: Arcane

Target: One creature

Range: Touch

Duration: Long (1 hour)

Effect: The subject gains the ability to see 60 feet even in total darkness.

Beyond 60 feet, the subject 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.

Note: *Darkvision* does not grant one the ability to see in magical darkness. This spell can be made permanent with a *permanency* ritual.

Spell Resistance: Yes (Fortitude)

Daylight**2nd Level**

Illus (Figment) [Light]

Lists: Divine

Target: Object touched

Range: Touch

Duration: Long (1 hour) (Dismissable)

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.

Note: *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.

Daze, Mass**8th Level**

You cloud the mind of your foes, preventing them from taking any actions.

Ench (Inhibition) [Mind-Affecting]

Lists: Arcane

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *daze*, except that it affects multiple creatures.

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

Target: Living creature

Range: Medium (100 ft.)

Duration: Short (*Concentration* + 5 rounds); see text

Attack: Magic vs. Fortitude

Bloodied Effect: The subject becomes *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 subject had.

If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Spell Resistance: Yes (Fortitude)

Death Ward**3rd Level**

Abjur/Necro (Shielding, Vitalism) [Positive]

Lists: Death, Divine, Good, Protection

Target: One living creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds)

Effect: The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

Note: This spell doesn't remove negative levels that the subject has already gained.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Spell Resistance: Yes (Fortitude)

Death Ward, Mass**7th Level**

Abjur/Necro (Shielding, Vitalism) [Positive]

Lists: Death, Divine**Limit:** Medium (20 ft.) radius**Range:** Medium (100 ft.)**Targets:** Five living creatures in the area**Effect:** This spell functions like *death ward*, except that it affects multiple creatures.**Deep Slumber****7th Level***You fill your foe with an overpowering urge to sleep, inevitably rendering him comatose.*

Ench (Compulsion) [Mind-Affecting]

Lists: Arcane**Target:** One creature**Range:** Medium (100 ft.)**Duration:** Long (1 hour)**Attack:** Magic vs. Will**Healthy Effect:** The subject is *bewildered* (~2 to attacks, defenses, and checks).**Bloodied Effect:** The subject immediately falls asleep. If left undisturbed, it will sleep until it dies. As long as it remains *bloodied* (half hit points), it cannot be awakened until the spell's duration expires, though it can be awakened normally after that point.**Spell Resistance:** Yes (Will)**Deflection****3rd Level***You shield yourself from enemy attacks, causing them to deflect away from you harmlessly.*

Abjur (Shielding)

Lists: Abjur**Target:** You**Range:** Personal**Duration:** Long (1 hour)**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.*Note:* The enhancement bonus from this spell stacks with any enhancement bonuses to defense modifiers, such as enhancement bonuses to your dodge modifier. It does not stack with other enhancement bonuses that apply directly to your physical defenses.**Delay Poison****1st Level**

Necro (Flesh)

Lists: Divine, Nature**Casting Time:** 1 swift action**Target:** One creature**Range:** Close (30 ft.)**Duration:** Short (Concentration + 5 rounds)**Effect:** The subject becomes temporarily immune to the effects of poison. Poisons the subject is exposed to do not make attacks against it. This effect does not prevent the subject from becoming poisoned, and any poisons in the subject's system when the spell ends will continue their effects normally.*Note:* This spell does not cure any damage that poison may have already done.**Spell Resistance:** Yes (Fortitude)**Delay Damage****5th Level**

Abjur/Trans (Shielding, Temporal)

Lists: Lists: Arcane**Target:** You**Range:** Personal**Duration:** Medium (5 minutes)**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.**Delayed Blast Fireball****6th Level**

Evoc (Energy) [Destructive, Fire]

Lists: Arcane, Fire**Burst:** Medium (20 ft.) radius**Duration:** 5 rounds or less; see text**Damage:** 6d6 fire damage + d6 per four caster levels above 12th**Effect:** This spell functions like *fireball*, except that it is larger and can detonate 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.

Note: 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 do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Destruction**7th Level**

Necro (Flesh) [Death]

Lists: Destruction, Divine**Components:** Verbal, Somatic, and Focus**Target:** One creature**Range:** Close (30 ft.)**Attack:** Magic vs. Fortitude**Healthy Effect:** The target is *staggered* (unable to act in movement phase, ~2 to attacks, defenses, and checks) for 5 rounds.**Bloodied Effect:** The target loses all its hit points and takes 9 critical damage, causing it to begin dying.*Note:* 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).**Spell Resistance:** Yes (Fortitude)**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.

Note: 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

Evoc (Channeling) [Lawful]

Components: Verbal only**Burst:** Large (50 ft.) radius centered on you**Targets:** All nonlawful creatures in the area**Duration:** Instantaneous/5 rounds**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, 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.**Spell Resistance:** Yes (Will)**Dimension Door****4th Level**

Conj (Translocation) [Teleportation]

Lists: Arcane, Travel**Target:** You**Range:** Extreme (1,000 ft.)**Effect:** You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired – whether by simply visualizing the area or by stating direction. After using this spell, you are dazed until the start of your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load.*Note:*

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.)**Targets:** You and up to five other willing creatures in the area**Effect:** This spell functions like *dimension door*, except that it affects multiple creatures. Creatures must be willing to be teleported. You choose the destinations for each affected creature freely, within the range of the spell. Each affected creature is dazed until the start of your next turn.**Dimension Slide****3rd Level**

Conj (Translocation) [Teleportation]

Lists: Conj, Travel**Target:** One creature**Range:** Close (30 ft.)**Attack:** Magic vs. Will; see text**Effect:** The target is instantly teleported from its current location to any other spot within range to which you have line of sight. It can bring along objects as long as their weight doesn't exceed the creature's maximum load. Unwilling targets can only be affected if they are *bloodied* (half hit points); the spell has no effect on healthy unwilling targets.*Note:* 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.

Spell Resistance: Yes (Will)**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**Target:** One creature**Range:** Medium (100 ft.)**Duration:** Long (1 hour)/5 rounds**Attack:** Magic vs. Will**Effect:** The subject cannot travel extradimensionally. If your magic attack succeeds, this spell's duration is one hour, while a failed attack reduces the duration to 5 rounds. 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.*Note:* 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.**Spell Resistance:** Yes (Will)**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.*Note:* 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**Target:** One creature**Range:** Medium (100 ft.)**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

Note: 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**Target:** One creature or object**Range:** Close (30 ft.)**Damage:** 12d8 physical damage + d8 per two caster levels above 12th**Attack:** Physical vs. Reflex, Magic vs. Fortitude (object)**Effect:** If you hit the target with a ranged touch attack, you make a magic attack vs. Fortitude to deal damage. If that attack fails, you deal half

damage. Any creature reduced to 0 hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, *wall of force*, but not magical effects such as an *antimagic field*.

Note: Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Spell Resistance: Yes (Fortitude)

Dismissal

4th Level

Abjur/Conj (Interdiction, Translocation)
[Planar]

Lists: Arcane, Divine

Target: One extraplanar creature

Range: Close (30 ft.)

Attack: Magic vs. Will

Effect: This spell forces an extraplanar creature, including any summoned creature, back to its proper plane. There is a 20% chance of actually sending the subject to a plane other than its own.

Spell Resistance: Yes (Will)

Dispel Magic

3rd Level

Abjur (Negation) [Magic]

Lists: Arcane, Divine, Magic, Nature

Burst: Medium (20 ft.) radius; see text

Range: Medium (100 ft.)

Target: One creature or object; or everything in the area

Duration: Instantaneous; see text

Effect: You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a single dispel check (1d20 + your caster level) which applies against all spells or effects currently active on the target. The DC for this dispel check is 11 + the caster level of the effect. Your check is compared against each effect's DC. If you succeed on the check, each effect with that DC is dispelled.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) and you succeed on your dispel check, you end the spell that conjured the object or creature.

If the object that you target is a magic item, you compare your dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 5 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You may choose to automatically succeed or fail on your dispel check against any spell that you cast yourself.

Area Dispel: When dispel magic is used in this way, the spell affects everything within a Medium (20 ft.) radius.

This functions as a targeted dispel against every creature, object, and ongoing spell in the area, except that you can only dispel one effect from

each target in the area. The effect dispelled is the one with the highest spell level that your dispel check would succeed against. If multiple spells qualify, choose randomly. Attended magic items are unaffected by an area dispel.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater

6th Level

Abjur (Negation) [Magic]

Lists: Arcane, Divine, Magic, Nature

Effect: This spell functions like *dispel magic*, except that it affects every spell and effect in the area when used as an area dispel, as if a targeted dispel had been cast on every creature, object, and ongoing spell in the area. Attended magic items are unaffected.

Additionally, 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

Target: One creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Effect: The subject of this spell appears to be about 2 feet away from its true location. Attacks against the subject 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.

Note: *True seeing* reveals the subject's true location.

Spell Resistance: Yes (Will)

Disrupting Weapon

4th Level

Necro/Trans (Imbuement, Positive)

Lists: Divine

Target: One melee weapon

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds)

Attack: Magic vs. Will (object), Magic vs. Fortitude

Effect: This spell infuses a melee weapon with positive energy, making it deadly to undead. The first time the weapon strikes a *bloodied* (half hit points) undead creature each round, you make a magic attack vs. Fortitude to destroy the struck creature utterly. Healthy undead creatures suffer no ill effect.

Spell Resistance: Yes (Will)/Yes (Fortitude)

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

Target: You

Range: Personal

Duration: Short (*Concentration* + 5 rounds)

Effect: You gain a +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

Effect: This spell functions like *divine favor*, except that you also gain a +2 enhancement bonus to Strength.

Dominate Monster

Ench (Compulsion) [Domination, Mind-Affecting]

Target: One creature**Effect:** This spell functions like *dominate person*, except that the spell is not restricted by creature type.**Dominate Person**

Ench (Compulsion) [Domination, Mind-Affecting]

Target: One humanoid**Duration:** One day**Attack:** Magic vs. Will**Effect:** You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." If you concentrate on the spell, you know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). 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 subject'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 subject 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 subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and you must make a new attack to force the subject to take an action against its nature. Failure means it breaks free. This does not apply when a subject is merely ordered to perform an action it disagrees with – the action must be directly opposed to the subject'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 subject are on the same plane. You need not see the subject to control it.

If you recast this spell on a subject 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.

Spell Resistance: Yes (Will)**8th Level Earth's Pull****Lists:** Ench**7th Level****Lists:** Ench**Range:** Medium (100 ft.)*You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.*

Evoc (Control) [Earth]

Target: One Large or smaller creature**Duration:** Short (Concentration + 5 rounds)**Effect:** The subject moves at half speed and takes a –2 penalty to physical defenses. If it is flying within 10 feet of the ground, the subject falls to the ground.

Note: If the subject 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.

Spell Resistance: Yes (Will)**Earthen Blade**

Trans (Alteration, Augment) [Earth]

Range: Touch**Duration:** Long (1 hour) (Dismissable)**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.**Spell Resistance:** Yes (Fortitude)**Earth Glide**

Trans (Imbuement) [Earth]

Target: One creature**Duration:** Short (Concentration + 5 rounds)**Effect:** The subject 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. The subject can walk or climb at any angle in the earth. However, the subject generally cannot breathe, speak, or hear while gliding. While gliding, a creature can remain partially within the earth, granting it cover.

Note: The subject's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Spell Resistance: Yes (Fortitude)**Earthquake***An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more.*

Evoc (Control) [Earth]

Zone: Large (50 ft.) radius**Duration:** 1 round**Attack:** Magic vs. Reflex**Effect:** This spell has various effects, depending on the terrain. Regardless of the terrain, creatures on the ground can't move and take a –10 penalty to physical attacks. A spellcaster on the ground who attempts to cast a spell must make a Concentration check against a DC equal to (your attack result + double the level of the spell being cast) or lose the spell. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d8 bludgeoning damage + d8 per four caster levels above 16th to any creature caught under the cave-in. If your attack is successful against a creature, it is pinned beneath the rubble, while a failed attack deals half damage. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 bludgeoning damage + d6 per four caster levels above 16th. If your

1st Level**2nd Level****5th Level****8th Level**

attack is successful against a creature, it is pinned beneath the rubble, while a failed attack deals half damage.

Open Ground: If your attack is successful against a creature, it falls prone. In addition, fissures open in the earth, and every creature on the ground has a 25% chance to be above one. You make a magic attack vs. Reflex against each creature threatened by a fissure. A successful attack causes a creature to fall into the fissure. At the end of the spell, all fissures grind shut, dealing 8d10 bludgeoning damage + d10 per four caster levels above 16th to any creatures trapped in them and ejecting their bodies (dead or alive).

Structure: Any structure standing on open ground takes 10 damage per caster level, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 bludgeoning damage + d6 per four caster levels above 16th. If your attack is successful against a creature, it is pinned beneath the rubble, while a failed attack deals half damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. If your attack is successful against a creature, it sinks ten feet beneath the surface, buried in the mud and quicksand. A DC 25 Climb or Swim check is required to escape. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Note: A creature pinned beneath rubble is treated as being pinned. Each round, it can attempt to escape the pin as a standard action. Escaping requires a DC 20 Escape Artist check or grapple attack. As long as it stays pinned, it takes 1d6 nonlethal damage per minute. If a pinned creature falls unconscious, it takes 1d6 lethal damage each minute until it is freed or dies.

Earthspike

3rd Level

You create a spike from the ground that impales your foe.

Trans (Animation) [Earth]

Lists: Earth, Nature

Target: One creature or object

Range: Medium (100 ft.)

Damage: 6d8 piercing damage + d8 per two caster levels above 6th

Attack: Special vs. AD and Maneuver Defense

Effect: If the target is within 10 feet of natural earth or stone, you make a physical attack using your caster level + your casting attribute as your attack bonus. If you hit, the target takes damage. If your attack also beats its Maneuver Class, it is immobilized for 5 rounds, preventing it from moving from its space.

An immobilized creature can break free by destroying the spike. The spike's physical defenses are all 10, and it has 2 hit points per caster level.

Spell Resistance: Yes (Fort)

Earthspike, Mass

6th Level

Trans (Animation) [Earth]

Lists: Earth, Nature

Limit: Small (10 ft.) radius

Range: Medium (100 ft.)

Targets: Enemies or objects in the area

Damage: 6d8 piercing damage + d8 per four caster levels above 12th

Effect: This spell functions like *earthspike*, except that it affects multiple targets. Each immobilized creature must destroy a separate spike to break free.

Note: This spell cannot attack more than one target within a single 5-ft. square.

Edict

6th Level

Abjur/Div (Communication, Interdiction)

Lists: Abjur, Law

Emanation: Large (50 ft.) radius centered on you

Duration: Short (*Concentration* + 5 rounds)

Damage: 6d6 damage + 1d6 per four caster levels above 12th

Effect: You loudly declare a single, specific rule which all creatures must obey, such as "Do not use ranged weapons" or "Do not lie". If the rule is too complicated, the spell fails. The spell grants all creatures that enter the area an understanding of the rule, even if they were unable to understand the rule as originally stated.

Once the rule is established, any creature in the area who breaks the rule takes damage. You know whenever a creature in the area breaks the rule, but you do not know which creature. If you break the rule, you take damage and the spell ends.

Note: Mindless creatures are given no special insight into the rule.

Spell Resistance: Yes (Will)

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.

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

Range: Personal and Close (30 ft.); see text

Duration: Long (1 hour) or until discharged

Attack: None, Physical vs. Reflex

Effect: This spell functions like *greater resist energy*, except that you store up the energy you absorb and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the spell's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack vs. Reflex), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your caster level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

Note: 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.

Spell Resistance: Yes (Fortitude)

Energy Drain

8th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Death, Divine, Evil

Effect: This spell functions like *enervation*, except that the target gains six negative levels.

An undead creature struck by the ray instead gains temporary hit points equal to 40 + your caster level and physical damage reduction 16/positive.

Note: The damage reduction allows an undead subject to ignore the first 16 physical damage it takes each round. If it is hit by an attack that deals positive damage, such as *cure light wounds*, 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

Target: One creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds)

Attack: Magic vs. Fortitude

Effect: The subject gains three negative levels.

Each negative level gives a creature a -1 penalty on attacks, special defenses, and checks. Additionally, each negative level causes the creature to lower its 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.

An undead creature gains physical damage reduction 8/positive instead. This damage reduction increases by 1 per two caster levels above 8th.

Note: This spell stacks with any effect that bestows negative levels, including itself.

The damage reduction allows an undead subject to ignore the first 8 physical damage it takes each round. If it is hit by a positive attack, such as *cure light wounds*, it cannot use its damage reduction for 1 round.

Spell Resistance: Yes (Fortitude)

Enfeeblement

1st Level

Necro (Flesh)

Lists: Arcane, Death

Target: One creature

Range: Medium (100 ft.)

Duration: Short (*Concentration* + 5 rounds)

Attack: Magic vs. Fortitude

Effect: The subject takes a -4 penalty to your choice of Strength, Dexterity, or Constitution.

Note: This spell cannot reduce the subject's attributes below -9.

Spell Resistance: Yes (Fortitude)

Enlarge Person

3rd Level

Trans (Polymorph) [Size-Affecting]

Lists: Strength, Trans

Casting Time: Full-round action

Target: One humanoid creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Attack: Magic vs. Fortitude

Effect: This spell causes instant growth of a humanoid creature, 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 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.

This spell cannot increase a creature beyond Gargantuan size.

Note: Multiple magical effects that increase size do not stack. This spell can be made permanent with a *permanency* ritual.

Spell Resistance: Yes (Fortitude)

Enlarge Person, Mass

7th Level

Trans (Polymorph) [Size-Affecting]

Lists: Strength, Trans

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five humanoid creatures in the area

Effect: This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

1st Level

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast.

Trans (Animation)

Lists: Nature, Wild

Zone: Small (10 ft.) radius

Range: Medium (100 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Attack: Magic vs. Reflex

Effect: At the end of each round, you make a magic attack vs. Reflex against all creature and objects in the area to make them *entangled* (*move at half speed, unable to sprint or charge, -2 to physical attacks, defenses, and checks*). An entangled creature can break free and move half its normal speed by using a standard action to make a grapple attack or an Escape Artist check that beats your magic attack. Creatures in the area that are not entangled can still move at only half speed through the area.

Note: The effects of the spell may be altered somewhat based on the nature of the entangling plants. If no plants exist in the area, the spell has no effect.

Entangling Growth

4th Level

Trans (Alteration, Animation)

Lists: Nature, Wild

Zone: Medium (20 ft.) radius

Effect: This spell functions like *entangle*, except that it affects a wider area and also grows new plants in the area. These plants grow from any terrain, even if it would not normally support plant life, and entangle creatures in the area for the duration of the spell. When the magic fades, the plants with and recede into the ground, leaving no trace that they were ever there.

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

Target: One creature

Range: Touch

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Effect: Each physical ranged attack directed at the subject 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

Target: You

Range: Personal

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

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

Targets: You and up to five touched willing creatures

Range: Touch

Effect: This spell functions like *ethereal jaunt*, except that it affects multiple willing creatures (and their equipment). Once ethereal, the subjects need not stay together.

Note: When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Spell Resistance: Yes (Will)

Expeditious Retreat

1st Level

Trans (Temporal)

Lists: Trans

Target: One creature

Range: Close (30 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: The subject's base 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.

Note: As with any effect that increases your speed, this spell affects your jumping distance (see Athletics, page 53).

Spell Resistance: Yes (Will)

Faerie Fire

1st Level

Illus (Figment) [Light, Unreal]

Lists: Nature

Limit: Small (10 ft.) radius

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: A pale glow surrounds and outlines all creatures and objects in the area. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 3rd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. Illusory figments such as *silent image* are not outlined, which may reveal them for what they are.

The light is too dim to have any special effect on undead or dark-dwelling

creatures *vulnerable* (–2 to attacks, defenses, and checks) to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. This spell does not cause any harm to the objects or creatures thus outlined.

Spell Resistance: Yes (Will)

False Reality

9th Level

Illus (Figment)

Lists: Illus

Limit: 1 mile radius

Duration: Long (1 hour) (Dismissable)

Effect: This spell functions like *persistent image*, except that the illusion affects a massive area for Long (1 hour) duration.

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)

Attack: Magic vs. Will

Healthy Effect: Creatures in the area are *shaken* (–2 to attacks, defenses, and checks).

Bloodied Effect: Creatures in the area are *frightened* (flees, –2 to attacks, defenses, and checks).

Spell Resistance: Yes (Will)

Feather Fall

1st Level

Evoc (Control) [Air]

Lists: Air, Evoc, Travel

Components: Verbal only

Casting Time: 1 swift action

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five Medium or smaller freefalling objects or willing creatures in the area

Duration: Short (*Concentration + 5 rounds*) or until landing

Effect: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Note:

Feather fall 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.

Spell Resistance: Yes (Will)

Feeblemind

5th Level

Ench (Inhibition) [Mind-Affecting]

Lists: Arcane

Target: One creature

Range: Touch

Attack: Physical vs. Reflex, Magic vs. Will

Healthy Effect: If you touch the target, it is bewildered.

Bloodied Effect: If you touch the target, 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 subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*.

Note: The target must be *bloodied* (half hit points) when the spell is cast to suffer the *bloodied* (half hit points) effect.

Spell Resistance: Yes (Will)

Finger of Death

7th Level

Necro (Life) [Death]

Lists: Arcane, Death

Target: One living creature

Range: Close (30 ft.)

Attack: Magic vs. Fortitude

Healthy Effect: The target is *staggered* (unable to act in movement phase, -2 to attacks, defenses, and checks) for 5 rounds.

Bloodied Effect: The target loses all its hit points and takes 9 critical damage, causing it to begin dying.

Spell Resistance: Yes (Fortitude)

Fire Seeds

6th Level

Evoc/Trans (Energy, Imbuement) [Fire]

Lists: Fire, Nature, Wild

Burst: Small (10 ft.) or Medium (20 ft.) radius

Range: Touch

centered on the touched objects; see text

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: Long (1 hour) or until used

Damage: 6d6 fire damage + d6 per four caster levels above 12th (acorn grenades);

6d8 fire damage + d8 per four caster levels above 12th (holly berry bombs)

Attack: Physical vs. Reflex, Magic vs. Reflex; see text

Effect: Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. When you throw an acorn, you make a physical ranged attack vs. Reflex to strike the intended target. If you miss, the acorn detonates in a random corner of the intended target square. Together, the acorns are capable of dealing 6d6 fire damage + d6 per four caster levels above 12th, divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. When it does, you make a magic attack vs. Reflex to deal damage to all creatures in a Small (10 ft.) radius burst. A failed attack deals half damage. You automatically succeed on this attack against a creature struck by the acorn directly.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). Together, the holly berries are capable of dealing 6d8 fire damage + d8 per four caster levels above 12th, divided up among the berries as you wish.

If you are within Medium (100 ft.) range and speak a word of command (as a standard action), each berry instantly bursts into flame. When they do, you make a magic attack vs. Reflex to deal damage to every creature in a Medium (20 ft.) radius burst of the berries. A failed attack deals half damage.

Note: You can only have one *fire seeds* active at any time.

Material Component The acorns or holly berries.

Spell Resistance: Yes (Reflex)

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)

Target: You

Effect: You gain cold damage reduction 20 + 1 per caster level above 8th, and radiate light as a torch. In addition, creatures that attack you take damage.

Target: Attacking creature

Attack: Magic vs. Reflex

Trigger: Creature within Close (30 ft.) range attacks you with a melee weapon

Success: 4d6 fire or cold damage + d6 per four caster levels above 8th.

Failure: Half damage.

Note: The damage reduction allows the subject to ignore the first 20 energy damage it takes each round of the appropriate type.

Spell Resistance: Yes (Fortitude)

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.)

Range: Medium (100 ft.)

Damage: 8d6 fire damage + d6 per four caster levels above 16th

Attack: Magic vs. Reflex

Effect: Everything in the area, except your allies, takes damage. A failed attack deals half damage.

Spell Resistance: Yes (Reflex)

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.)

Damage: 3d6 fire damage + d6 per four caster levels above 6th.

Attack: Magic vs. Reflex

Effect: Everything in the area takes damage. A failed attack deals half damage.

Note: 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 do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Spell Resistance: Yes (Reflex)

Flame Blade

2nd Level

Evoc (Energy) [Fire]

Lists: Nature, Fire

Range: Touch

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.

Note: Fire spells do not function underwater. They can ignite combustible 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.

Spell Resistance: Yes (Fortitude)

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]

Burst: Medium (20 ft.) radius cylinder, 40 ft. **Range:** Close (30 ft.) high

Damage: 5d6 fire and divine damage + d6 per four caster levels above 8th; see text

Attack: Magic vs. Reflex

Effect: Everything in the area takes damage. A failed attack deals half damage. Half the damage is fire damage, but the other half results directly from divine power. Your allies in the area take only the fire damage.

Note: 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 do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Spell Resistance: Yes (Fortitude)

Fly

4th Level

Trans (Imbuement)

Lists: Arcane

Target: One creature

Range: Touch

Duration: Short (*Concentration + 5 rounds*)

Effect: The subject gains a 30 foot fly speed with good maneuverability.

Note: An unencumbered creature with a fly speed can fly through the air. See Flying, page 117, for more details.

Spell Resistance: Yes (Fortitude)

Fog Cloud

2nd Level

You conjure a bank of fog from a location you choose, 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). The cloud is stationary once created.

Note: Fog spells do not function underwater and can be dispersed by wind. A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round. 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.

Forcecage

7th Level

Evoc (Control) [Force]

Lists: Evoc

Range: Medium (100 ft.)

Duration: Long (1 hour) (Dismissable)

Attack: Magic vs. Reflex

Effect: This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice). You make a magic attack vs. Reflex against any creature adjacent to the cage when it is formed. A failed attack allows the creature to disrupt the cage, preventing it from being formed in any squares adjacent to the creature. The rest of the cage is formed regardless.

Creatures in the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a forcecage resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Foresee Probability

2nd Level

Div (Knowledge)

Lists: Div, Knowledge

Target: One willing creature

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Effect: When you cast this spell, you roll a d20 twice. Each time the subject would roll a d20, it instead uses a result you rolled for it. The die results are used in the same order you rolled them. Any die results unused when the spell duration expires are discarded.

At 10th caster level, and every 5 caster levels thereafter, you roll an additional die when you cast this spell.

Spell Resistance: Yes (Will)

Foresight

5th Level

Div (Knowledge)

Lists: Arcane, Knowledge, Protection

Target: One creature

Range: Touch

Duration: Short (*Concentration + 5 rounds*) or Long (1 hour); see text (Dismissable)

Effect: The subject 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

Effect: This spell functions like *foresight*, except that the subject is also never surprised or unaware.

Forget

1st Level

Ench (Compulsion)

Lists: Chaos, Ench

Target: One creature

Range: Medium (100 ft.)

Duration: Long (1 hour)

Attack: Magic vs. Will

Effect: The subject 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 subject from learning the information again, and it can remember the information normally after the spell's duration.

Spell Resistance: Yes (Will)

Freedom

Trans (Imbuement)

Target: One creature**Duration:** Short (*Concentration + 5 rounds*)

Effect: The subject 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 subject 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 subject to move and attack with melee weapons normally while underwater.

Spell Resistance: Yes (Will)**Lists:** Divine, Nature, Travel**Range:** Touch**Freedom, Mass**

Trans (Imbuement)

Limit: Medium (20 ft.) radius**Targets:** Five creatures in the area

Effect: This spell functions like *freedom*, except that it affects multiple creatures.

Lists: Divine, Nature, Travel**Range:** Medium (100 ft.)**Gaseous Form**

Trans (Polymorph)

Components: Somatic only**Target:** One willing corporeal creature**Duration:** Short (*Concentration + 5 rounds*) (Dismissable)

Effect: The subject and all its gear become insubstantial, misty, and translucent. Its armor modifier becomes 0, though other defense modifiers continue to apply normally. The subject gains physical damage reduction 10/magic and becomes immune to critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell or Still Spell.) 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.

Note: This spell's damage reduction allows the subject to ignore the first 10 physical damage it takes each round. If it is hit by a magical attack, such as a damaging spell or magic weapon, it cannot use its damage reduction for 1 round.

Gentle Descent

You grant your ally ephemeral wings which allow him to glide.

Trans (Imbuement) [Air]

Target: One creature**Duration:** Long (1 hour)**Effect:** The subject gains a 30 foot glide speed.

Note: 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.

Spell Resistance: Yes (Will)**2nd Level****Lists:** Air, Nature**Range:** Medium (100 ft.)**4th Level****Ghoul Touch**

Your foe feels the touch of a ghoul's undead hand against its flesh.

Necro (Flesh)

Target: One living creature**Duration:** 1 round**Attack:** Magic vs. Fortitude

Healthy Effect: The subject is *sickened* (–2 to attacks, defenses, and checks).

Bloodied Effect: The subject is *nauseated* (unable to act in action phase, –2 to attacks, defenses, and checks).

Spell Resistance: Yes (Fortitude)**1st Level****Lists:** Arcane**Range:** Close (30 ft.)**Giant Vermin**

Trans (Polymorph)

Limit: Medium (20 ft.) radius**Targets:** Up to three vermin in the area**Duration:** Medium (5 minutes)

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.

Spell Resistance: Yes (Fortitude)**4th Level****Lists:** Nature, Wild**Range:** Close (30 ft.)**Glitterdust**

Conj (Creation)

Burst: Small (10 ft.) radius**Duration:** Short (*Concentration + 5 rounds*)

Effect: A cloud of golden particles covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. It likewise negates the effects of *blur* and *displacement*, and reveals illusionary figments such as *silent image* for what they are. All in the area at the time that the spell is cast are covered by the dust, which continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

Effect: Water and similar substances can remove the dust.**2nd Level****Lists:** Arcane**Range:** Medium (100 ft.)**Grasping Hand**

Evoc (Control) [Force]

Attack: Special vs. Maneuver defense

Effect: This spell functions like *interposing hand*, except the hand can also grapple foes. Each round, as a swift action, you can command the hand to grapple a foe. If you do, it makes a grapple attack against that foe during the action phase. Its attack bonus equals your caster level + your casting attribute (the hand's Strength) + 4 (for being Large). Its Maneuver defense is equal to 10 + the same modifier.

The hand holds but does not harm creatures it grapples. While the hand is grappling a foe, you must spend a swift action each round to command the hand to sustain the grapple; otherwise, the grappled creature escapes automatically.

If you do not direct the hand to grapple, it simply provides cover as *interposing hand*.

Note: The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

6th Level**Lists:** Arcane

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: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Attack: Magic vs. Reflex

Effect: All creatures in the area fall prone. For the duration of the spell, the area is treated as difficult terrain, and moving through the area requires a DC 10 Acrobatics check to balance. Failure means a creature's movement is wasted, while failure by 5 or more means it falls.

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

Attack: Special vs. Maneuver Defense

Effect: You use a blast of wind to make a shove attack vs. Maneuver defense against all creatures in the area to push them away from you. Your attack bonus is equal to your caster level + your casting attribute. The wind is capable of pushing enemies up to the end of the spell area.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can 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.

Note: 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]

Target: One creature

Range: Touch

Damage: 12d8 negative energy damage + d8 per two caster levels above 12th

Attack: Physical vs. Reflex, Magic vs. Fortitude

Effect: If you touch the target, you make a magic attack vs. Fortitude to deal damage. A failed attack deals half damage. In addition, the target takes four points of Constitution damage. This damage is not halved on a failed attack.

Note: If used on an undead creature, *harm* acts like *heal*.

Spell Resistance: Yes (Fortitude)

Haste**4th Level**

You accelerate your ally's motions, causing her to move and act more quickly than normal.

Trans (Temporal)

Lists: Trans

Targets: One creature

Range: Touch

Duration: Short (*Concentration* + 5 rounds)

Effect: The subject 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.

Note: The extra attack granted is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Spell Resistance: Yes (Will)

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

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *haste*, except that it affects multiple creatures.

Heal**6th Level**

You fill the subject with a massive influx of positive energy, restoring its body to its fullest.

Necro (Vitalism) [Positive]

Lists: Divine, Good, Nature, Vitality

Target: One creature

Range: Touch

Healing: 12d8 + d8 per two caster levels above 12th

Attack: Physical vs. Reflex, Magic vs. Fortitude

Effect: If you touch the target, it is healed. 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.

In addition, for every 10 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Note: *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained attribute points.

If used against an undead creature, *heal* instead acts like *harm*.

Spell Resistance: Yes (Fortitude)

Heat Metal**2nd Level**

You heat your foe's armor, blistering its skin.

Evoc (Energy) [Fire]

Lists: Nature

Target: One metal object of up to Medium size

Range: Medium (100 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Damage: 2d6 fire damage per round + 1d6 per four caster levels above 4th

Attack: Magic vs. Fortitude (object)

Effect: At the end of each round, you make a magic attack vs. Fortitude to deal damage to the target object and any creature in contact with it. A failed attack deals half damage.

Note: If the subject 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.

Spell Resistance: Yes (Fortitude)

Heroism**3rd Level**

You imbue your ally with great bravery and morale in battle.

Ench (Emotion) [Mind-Affecting, Morale]

Lists: Arcane

Target: One creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Effect: The subject 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.

Spell Resistance: Yes (Will)

Heroism, Greater7th Level

Ench (Emotion) [Mind-Affecting, Morale]Lists: Arcane

Effect: This spell functions like *heroism*, except the subject also gains 35 temporary hit points + 1 per caster level above 14th. In addition, the subject is immune to hostile morale effects.

Hold Monster4th Level

Ench (Inhibition) [Mind-Affecting]Lists: Arcane, Law

Target: One living creature
Range: Close (30 ft.)

Effect: This spell functions like *hold person*, except that it is not limited by creature type.

Hold Monster, Mass9th Level

Ench (Inhibition) [Mind-Affecting]Lists: Arcane

Limit: Medium (20 ft.) radius
Range: Close (30 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *hold monster*, except that it affects multiple creatures.

Hold Person2nd Level

Ench (Inhibition) [Mind-Affecting]Lists: Arcane, Divine, War

Target: One humanoid creature
Range: Close (30 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable); see text

Attack: Magic vs. Will

Healthy Effect: The subject is *bewildered* (–2 to attacks, defenses, and checks).

Bloodied Effect: As the healthy effect, and the subject is paralyzed and unable to act. You must make a new attack each round on your turn. Failure means the subject is no longer paralyzed, though it is still bewildered.

Spell Resistance: Yes (Will)

Hold Person, Mass8th Level

Ench (Inhibition) [Mind-Affecting]Lists: Arcane, Divine

Limit: Medium (20 ft.) radius
Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *hold person*, except that it affects multiple creatures.

Holy Aura8th Level

Abjur (Interdiction) [Good]Lists: Divine, Good

Components: Verbal, Somatic, and Focus

Limit: Medium (20 ft.) radius centered on you

Targets: Five creatures in the area

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and damaging evil creatures when they strike the subjects. This abjuration has three effects.

First, each subject gains a +5 enhancement bonus to its defenses.

Second, each subject gains spell resistance against evil spells and spells cast by evil creatures.

Third, at the end of each round, all evil creatures within Close (30 ft.) range of the subject that attacked the subject 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.

Spell Resistance: Yes (Will)

Holy Smite4th Level

Evoc (Channeling) [Good]Lists: Good

Target: One creature
Range: Medium (100 ft.)

Duration: Instantaneous/5 rounds

Damage: 8d6 divine damage + d6 per two caster levels above 8th

Attack: None/Will half

Effect: If the target is not good, it is bewildered for 5 rounds, and you make a Will attack to deal damage to it. A failed attack deals half damage.

Spell Resistance: Yes (Will)

Holy Word7th Level

Evoc (Channeling) [Good]Lists: Good, Divine

Components: Verbal only

Burst: Large (50 ft.) radius centered on you

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, it also suffers one or more of the following ill effects, depending on its level.

Level	Effect
Equal to caster level	Deafened
Up to caster level –5	Blinded, deafened
Up to caster level –10	Paralyzed, blinded, deafened
Up to caster level –15	Killed ¹

¹ Living creatures die. Nonliving creatures are destroyed.

Deafened: The creature is deafened for 5 rounds.

Blinded: The creature is blinded for 2 rounds.

Paralyzed: The creature is paralyzed and helpless for 5 rounds.

Killed: Living creatures die. Nonliving creatures are destroyed.

Spell Resistance: Yes (Will)

Horrid Wilting8th 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.)

Targets: Ten living creatures in the area

Damage: 8d6 physical damage + d6 per four caster levels above 16th

Attack: Fortitude half

Effect: You make a Fortitude attack to deal damage to each affected creature. A failed attack deals half damage. You gain a +5 bonus to attack plants and creatures with the water subtype.

Spell Resistance: Yes (Fortitude)

Hypnotic Pattern3rd Level

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.

Ench/Illus (Compulsion, Figment) [Light, Mind-Affecting]Lists: Arcane

Zone: Small (10 ft.) radius
Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will

Effect: Creatures within the spell’s area are fascinated. Each fascinated creature stands or sits quietly, taking no actions other than to pay attention

to the fascinating effect for the duration of the spell. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any obvious threat, such as noticing someone draw a weapon, cast a spell, or aim a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Note: Creatures who cannot see the lights are not affected by this spell.

Spell Resistance: Yes (Will)

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]

Burst: Small (10 ft.) radius cylinder, 20 ft. **Range:** Medium (100 ft.) high

Duration: Instantaneous/1 round

Damage: 4d4 cold and bludgeoning damage + d4 per four caster levels above 8th

Effect: You deal damage to everything in the area. The area is difficult terrain for 1 round.

Spell Resistance: Yes (Reflex)

Implosion

9th Level

You create a destructive resonance in your foe's body that destroys it from the inside out.

Evoc (Control) **Lists:** Destruction, Divine
Targets: One corporeal creature/round **Range:** Close (30 ft.)

Duration: Instantaneous and concentration (up to 5 rounds); see text

Attack: None/Magic vs. Fortitude

Healthy Effect: The target creature you concentrate on is staggered for 5 rounds. It can take a move action or a standard action each round, but not both.

Bloodied Effect: The target is instantly slain.

Note: You can concentrate on one creature per round. You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in *gaseous form* or on incorporeal creatures.

Spell Resistance: Yes (Fortitude)

Imprisonment

9th Level

Conj/Trans (Time, Translocation) **Lists:** Arcane, Earth, Law
[Teleportation]

Target: One creature **Range:** Close (30 ft.)

Duration: See text

Damage: 18d8 physical damage + d8 per two caster levels above 18th

Attack: Magic vs. Will

Effect: The target takes damage as its body is partially teleported away, and it is slowed for 5 rounds. This damage ignores hardness and damage reduction.

Bloodied Effect: If the creature is touching the ground, it 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 unless an *emancipation* spell is cast at the locale where the imprisonment took place.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a –2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks.

The subject must be *bloodied* (half hit points) at the time that the spell is cast to be imprisoned. 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.

Spell Resistance: Yes (Will)

Inertial Shield

2nd Level

You create a barrier around your ally that resists physical intrusion.

Abjur (Shielding)

Lists: Arcane

Target: One creature

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds)

Effect: The subject gains physical damage reduction 4/force. This damage reduction increases by 1 per two caster levels above 4th.

Note: This spell's damage reduction allows the subject to ignore the first 4 physical damage it takes each round. If it is hit by an attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

Spell Resistance: Yes (Will)

Inflict Critical Wounds

4th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 8d6 negative energy damage + d6 per two caster levels above 8th

Effect: This spell functions like *inflict light wounds*, except that for every 10 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Critical Wounds, Mass

8th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 8d6 negative energy damage + d6 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 10 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Light Wounds

1st Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Target: One creature

Range: Close (30 ft.)

Damage: 2d6 negative energy damage + d6 per two caster levels above 2nd

Attack: Fortitude half

Effect: You make a Fortitude attack to deal damage to the target. A failed attack deals half damage. Since undead are powered by negative energy, this spell heals them instead of dealing damage.

Spell Resistance: Yes (Fortitude)

Inflict Light Wounds, Mass

5th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Limit: Medium (20 ft.) radius

Range: Close (30 ft.)

Targets: Five creatures in the area

Damage: 5d6 negative energy damage + d6 per four caster levels above 10th

Attack: Fortitude half

Effect: You make a Fortitude attack to deal damage to each target. A failed attack deals half damage. Like other *inflict* spells, *mass inflict light wounds* heals undead instead of dealing damage.

Spell Resistance: Yes (Fortitude)

Inflict Moderate Wounds

2nd Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 4d6 negative energy damage + d6 per two caster levels above 4th
Effect: This spell functions like *inflict light wounds*, except that for every 20 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Moderate Wounds, Mass

6th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 6d6 negative energy damage + d6 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 20 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Serious Wounds

3rd Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 6d6 negative energy damage + d6 per two caster levels above 6th
Effect: This spell functions like *inflict light wounds*, except that for every 15 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Serious Wounds, Mass

7th Level

Necro (Vitalism) [Negative]

Lists: Arcane, Divine

Damage: 7d6 negative energy damage + d6 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 15 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Insanity

6th Level

Ench (Compulsion) [Mind-Affecting]

Lists: Chaos, Ench

Target: One living creature

Range: Touch

Duration: Permanent

Attack: Magic vs. Will

Healthy Effect: The creature is bewildered, making it *vulnerable* (–2 to attacks, defenses, and checks).

Bloodied Effect:

The affected creature is confused (see the *confusion* spell).

Note: *Remove curse* and *dispel magic* do not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Spell Resistance: Yes (Will)

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)

Effect: This spell creates a floating, disembodied hand made of magical force. The hand stays between you and one opponent, providing you with active cover from that creature. Each physical attack that creature makes against you has a 20% chance to strike the hand instead. In addition, if the creature is Large size or smaller, it moves at half speed while moving towards you.

If you cannot see the hand's target, it will stop moving until it is directed to a visible target. The hand does not pursue opponents.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has 3 hit points per caster level, and a physical defense of 15 (–1 size, +6 natural armor). It takes damage as a normal creature, but most effects that don't cause damage do not affect it.

Note:

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand's defenses are the same as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand. Directing the hand to a new target is a swift action.

Spell Resistance: Yes (Fortitude)

Invest Magic

4th Level

Trans (Augment)

Lists: Arcane, Divine, War

Target: One creature

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds)

Effect: All weapons and armor that the subject wields gain a +3 enhancement bonus for as long as she wields them. This bonus increases to +4 at 14th caster level, and to +5 at 20th caster level.

Spell Resistance: Yes (Will)

Invisibility

3rd Level

Illus (Glamer)

Lists: Arcane, Trickery

Target: A creature or object weighing no more than 100 lb./caster level

Range: Close (30 ft.)

Duration: Short (*Concentration* + 5 rounds) (Dismissable)

Attack: Magic vs. Will (object)

Success: The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 5 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not

attacks for this purpose, even when they include foes in their area.

Note: This spell can be made permanent (on objects only) with a *permanency* ritual.

Spell Resistance: Yes (Will)

Invisibility, Greater

6th Level

Illus (Glamer)

Lists: Illus

Effect: This spell functions like *invisibility*, except that the subject becomes invisible again at the start of each of its turns, even if it attacked a creature during its previous turn.

Invisibility, Mass

7th Level

Illus (Glamer)

Lists: Arcane, Trickery

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures or objects weighing no more than 100 lb./caster level in the area

Effect: This spell functions like *invisibility*, except that it affects multiple creatures. If the effect is broken for one creature, the other subjects remain invisible.

Invisibility Sphere

5th Level

Illus (Glamer)

Lists: Arcane

Emanation: Small (10 ft.) radius centered on the creature or object touched

Effect: This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within a Small (10 ft.) radius emanation of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Iron Body

8th Level

Trans (Polymorph)

Lists: Arcane, Earth, Strength

Target: You

Range: Personal

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain physical damage reduction 15/adamantine. 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.

Note: This spell's damage reduction allows the subject to ignore the first 15 physical damage it takes each round. If it is hit by an adamantine weapon, it cannot use its damage reduction for 1 round.

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

Target: One creature

Range: Close (30 ft.)

Duration: 1d4 rounds

Effect: The subject is defenseless and must spend a standard action each round to do nothing but dance, which provokes attacks of opportunity.

Spell Resistance: Yes (Will)

Knock

2nd Level

Evoc (Control)

Lists: Evoc

Target: One Medium or smaller object

Range: Close (30 ft.)

Duration: Instantaneous; see text

Effect: The knock spell telekinetically opens stuck, barred, locked, held, or arcane locked objects. If the 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 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.

Note: 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 spellthrift.

Levitate

3rd Level

Evoc (Control)

Lists: Arcane

Target: You or one willing creature or one object (total weight up to 100 lb./caster level)

Range: Close (30 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: This spell allows you to telekinetically move the subject up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. As a swift action, you can mentally direct the subject 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 base land speed).

Spell Resistance: Yes (Will)

Lifeseeking Missile

3rd Level

Evoc/Necro (Control, Life) [Force]

Lists: Arcane

Range: Medium (100 ft.)

Damage: 3d10 force damage + d10 per four caster levels above 6th

Effect: This spell functions like *magic missile*, except that the spell creates three missiles that automatically seek out living creatures in the area. Each missile deals 1d10 force damage. If you specify a target for a missile, it will strike the target. Otherwise, it will strike a living creature in the area.

Invisibility, displacement, and any other forms of cover or concealment do not fool the missiles. You can form one additional missile per four caster levels above 6th.

Lightning Bolt**3rd Level**

Evoc (Energy) [Destructive, Electricity]

Lists: Arcane, Destruction, Nature

Burst: Large (50 ft.) line, 10 ft. wide

Damage: 3d6 electricity damage + d6 per four caster levels above 6th

Attack: Magic vs. Reflex

Effect: Everything in the area takes damage. A failed attack deals half damage.

Note: 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.

Spell Resistance: Yes (Reflex)

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 (Will)

Link Vitality**3rd Level**

Necro (Life)

Lists: Necro

Limit: Medium (20 ft.) radius centered on you

Targets: Any two living creatures in the area

Duration: Short (*Concentration +5 rounds*)

Attack: Magic vs. Will

Effect: If your attack succeeds against both subjects, they become magically linked. If either linked creature experiences pain, both feel it. When one gains or loses hit points, the other gains or loses the same amount.

Note: 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.

Spell Resistance: Yes (Will)

Link Vitality, Mass**7th Level**

Necro (Life)

Lists: Arcane

Targets: Five living creatures in the area

Effect: This spell functions as *link vitality*, except that it affects many creatures. The spell links all creatures your Will attack succeeds against. If any of the linked creatures lose or gain hit points, all linked creatures lose or gain the same amount, and so on.

Living Projectile**3rd Level**

Abjur/Evoc (Control, Shielding)

Lists: Arcane

Targets: One willing creature and one creature

Range: Close (30 ft.)

Duration: Instantaneous and 1 round

Effect: You telekinetically fling a willing creature at great speed into a foe. The willing subject is moved adjacent to the foe attacked, gains the benefit of the *ablate impact* spell, and is knocked prone. If the attack hits a different target than intended, such as because of active cover, the ally moves adjacent to that target instead.

Attack: Caster level + casting attribute vs. Armor defense

Success: 6d6 damage + d6 per two caster levels above 6th. The flung creature takes half the damage dealt.

Failure: Half damage to the foe. 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: Medium (100 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.

Note: 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.)

Effect: This spell functions like *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: Medium (100 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.

Note: 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.)

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

Target: You

Range: Personal

Duration: Long (1 hour) (Dismissable)

Effect: This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

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

Target: One creature

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds) or Long (1 hour); see text (Dismissable)

Effect: As you cast this spell, you choose whether to create body armor or a shield. If you choose body armor, the subject gains a +2 armor modifier. If you choose a shield, the subject 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 cast this spell on yourself, it lasts for Long (1 hour) duration. On any other creature, it lasts for Short (Concentration + 5 rounds) duration.

Note: 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 of 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.

Spell Resistance: Yes (Will)

Mage Hand

1st Level

Evoc (Control)

Lists: Arcane

Target: One nonmagical, unattended object weighing up to 5 lb.

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds)

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.

Note: 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 Medium (20 ft.) radius burst

Range: Medium (100 ft.)

Attack: Magic vs. Will (object)

Effect: All magical effects within the radius of the spell, except for those on you, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does).

You also have a 2% chance per caster level of destroying an *antimagic field*.

You can also use this spell to target a single item. If you succeed at a Will attack with a +5 bonus, the item is permanently rendered nonmagical. Even artifacts are subject to this use of disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you permanently lose the ability to cast *mage's disjunction*. (This ability cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Magic Circle against Alignment

5th Level

Abjur (Interdiction)

Lists: Arcane, Chaos, Divine, Evil, Good, Law

[Barrier, Good]

Emanation: Small (10 ft.) radius centered on touched creature

Range: Touch

Duration: Short (Concentration + 5 rounds) (Dismissable)

Effect: All creatures in the area gain the effects of a *protection from alignment* spell, using an alignment of your choice. In addition, no summoned creatures can enter the area except summoned creatures of the chosen alignment.

Spell Resistance: Yes (Will)

Magic Fang

2nd Level

Trans (Augment)

Lists: Nature

Target: One creature

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds)

Effect: This spell makes one of the subject's natural weapons a +2 magic weapon, granting a +2 enhancement bonus to 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.

Note: The spell does not change an unarmed strike's damage from non-lethal damage to lethal damage. This spell can be made permanent with a *permanency* ritual.

Spell Resistance: Yes (Will)

Magic Fang, Greater

4th Level

Trans (Augment)

Lists: Nature

Effect: This spell functions like *magic fang*, except that it affects one of the creature's natural weapons per four caster levels.

Note: This spell can be made permanent with a *permanency* ritual.

Magic Missile

Evoc (Control) [Force]

Limit: Medium (20 ft.) radius

Targets: Creatures in the area

Damage: 2d4 force damage + d4 per two caster levels above 2nd; see text

Effect: Two missiles of magical energy dart forth from your fingertip and strike creatures you designate in the area, dealing 1d4 damage each. A single missile can strike only one creature. For every two caster levels above 2nd, you gain an additional missile. The missiles strike unerringly, even if the target has cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. You must designate targets before you check for spell resistance or roll damage.

Spell Resistance: Yes (Fortitude)

1st Level Mass (Spell Name)

Lists: Arcane

Range: Close (30 ft.)

Magic Vestment

Trans (Augment)

Target: One suit of armor or shield

Duration: Medium (5 minutes)

Effect: You imbue body armor or a shield with a +2 enhancement bonus, increasing the wielder's 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.

Note: An outfit of regular clothing counts as armor that grants no armor defense bonus for the purpose of this spell.

Spell Resistance: Yes (Will)

1st Level

Lists: Arcane, Divine

Range: Close (30 ft.)

Magic Weapon

Trans (Augment)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: Short (Concentration + 5 rounds)

Effect: You imbue a weapon or stack of projectiles with a +2 enhancement bonus, giving its wielder 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.

Note: 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.)

Spell Resistance: Yes (Will)

2nd Level

Lists: Arcane, Divine

Range: Close (30 ft.)

Major Image

Illus (Figment) [Unreal]

Limit: Large (50 ft.) radius

Effect: This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. By concentrating on the spell, you can move the image within the range.

Note: When you cast this spell, 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.

4th Level

Lists: Illus

8th Level

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

Conj (Translocation) [Planar]

Target: One creature

Duration: Instantaneous; see text

Attack: Will partial

Effect: You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt an Intelligence check to escape the labyrinth as a full-round action. You make a Will attack to attempt to place it in the middle of the labyrinth. A successful attack means the DC of the Intelligence check is 20, while a failed attack means the DC is 15. If the subject doesn't escape, the maze disappears after 5 minutes, forcing the subject back to the location where it was originally banished.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Note: 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.

Spell Resistance: Yes (Will)

Meld into Stone

Trans (Polymorph) [Earth]

Target: You

Duration: Long (1 hour)

Effect: This spell enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. If the stone is completely destroyed, you are expelled, and you die unless your Fortitude defense is at least 20.

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.

Note: 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.

3rd Level

Lists: Earth, Nature

Range: Personal

Message**1st Level**

Div (Communication)

Lists: Arcane**Components:** Somatic only**Limit:** Medium (20 ft.) radius**Range:** Medium (100 ft.)**Targets:** Five creatures in the area**Duration:** Long (1 hour)

Effect: You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

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 your foes off their feet.

Evoc (Energy) [Fire]

Lists: Destruction, Evoc, Fire**Burst:** A Large (50 ft.) radius cylinder, 100 ft. **Range:** Long (300 ft.) high**Damage:** 9d6 fire damage + d6 per four caster levels above 18th**Attack:** Magic vs. Reflex/Reflex negates

Effect: You make a Reflex attack to deal damage to everything in the area. A failed attack deals half damage. If you succeed against a flying creature in the area of size Huge or smaller, it is driven to the ground, taking falling damage appropriate to the distance it descends. If you succeed against a creature on the ground, it falls prone.

Note: This spell functions indoors or underground, but not underwater.**Spell Resistance:** Yes (Reflex)**Mind Fog****4th Level**

You conjure a fog bank that hampers the mental acuity of those caught in it.

Conj/Ench (Creation, Inhibition) [Fog, Mind-Affecting]

Lists: Arcane, Trickery**Zone:** Medium (20 ft.) radius cylinder**Range:** Close (30 ft.)**Duration:** Long (1 hour) and 5 rounds; see text**Attack:** None/Magic vs. Will

Effect: This spell functions like *fog cloud*, except that the fog hampers mental ability. Once per minute, you make a Will attack against all creatures in the area to impose a -5 penalty to Wisdom. Affected creatures take the penalty as long as they remain in the fog and for 5 rounds thereafter. The fog is stationary and lasts for 1 hour (or until dispersed by wind).

Note: A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The penalty to Wisdom imposed by this spell does not stack with itself.

Minor Image**3rd Level**

Illus (Figment) [Unreal]

Lists: Illus

Effect: This spell functions like *silent image*, except that it includes some minor sounds but not understandable speech.

Note: When you cast this spell, 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.

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.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

Note: If you request a miracle, your deity (or the power you pray to) will expect something of you in return. You must cast 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 be 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 (varies; see text)**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**Target:** You**Range:** Personal; see text**Duration:** Short (*Concentration + 5 rounds*) (Dismissable)

Effect: This spell creates an illusory duplicate of yourself that mimics your movements perfectly. Enemies attempting to attack you or cast spells at you must select which to attack. Generally, roll randomly to see whether the selected target is real or a figment. An image's physical defenses are 10 + its size modifier. You gain an additional image at 8th, 14th, and 20th caster level.

If an image is hit, it is destroyed. If you are hit, your attacker knows the attack was successful, and can ignore the image. You can create new images to replace destroyed images as a swift action, preventing your foes from knowing which image to attack.

You can move into and through your duplicates on your turn. When you and the image separate, observers can't use vision or hearing to tell which one is you and which the image. The duplicates may also move through each other. The figments mimic your actions, pretending to cast spells

when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Mirror images can be attacked like any other creature. They count as separate creatures, and can be targeted separately by spells like *magic missile* or feats like Whirlwind Attack, though they are not destroyed by area spells. Destroying an image counts as dropping a creature for the purpose of the Cleave feat and similar abilities.

Note: An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see means you are blinded.)

Mislead

6th Level

Illus (Figment, Glamer) [Unreal]

Lists: Arcane, Trickery

Target: You

Range: Personal/Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable); see text

Attack: Magic check vs. Perception and Will (if interacted with); see text
Effect: You become invisible (as *invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, an unreal figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 5 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 5 minutes, regardless of concentration.

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

Targets: Any number of creatures in the area

Damage: 7d4 force damage + d4 per four caster levels above 14th

Effect: Each target is struck by seven missiles like those created by the *magic missile* spell. Each missile deals 1d4 damage. Each target is struck by one additional missile per four caster levels above 14th.

Spell Resistance: Yes (Fortitude)

Moment of Prescience

7th Level

Div (Knowledge)

Lists: Arcane, Div, Knowledge

Effect: This spell functions like *lesser moment of prescience*, except that you also gain a bonus equal to half your caster level on the roll. Alternately, you can expend the spell to protect yourself. If you do, you gain a bonus to your dodge modifier equal to half your caster level, and you stop being unaware of an attack if you were. This effect can be used even if you are unaware of an attack, which would normally prevent you from taking any combat actions.

Note: You can't have more than one *moment of prescience* effect active on you at the same time.

Moment of Prescience, Greater

9th Level

Div (Knowledge)

Lists: Div

Effect: This spell functions like *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.

Note: You can't have more than one *moment of prescience* effect active on you at the same time.

Moment of Prescience, Lesser

4th Level

Div (Knowledge)

Lists: Arcane, Div, Knowledge

Target: You

Range: Personal

Duration: Extreme (12 hours) or until discharged

Effect: This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. You may roll twice on any single physical attack or opposed check. Activating the effect takes an immediate action, so you can even activate it on another character's turn if needed. Once activated, the spell ends.

Note: 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, 20 ft. high

Effect: This spell functions like *fog cloud*, except that the fog created is centered on you.

Order's Wrath

4th Level

Evoc (Channeling) [Lawful]

Lists: Law

Target: One creature

Range: Medium (100 ft.)

Duration: Instantaneous/5 rounds

Damage: 8d6 divine damage + d6 per two caster levels above 8th

Attack: None/Will half

Effect: If the target is not lawful, it is bewildered for 5 rounds, and you make a Will attack to deal damage to it. A failed attack deals half damage.

Spell Resistance: Yes (Will)

Persistent Image

6th Level

Illus (Figment)

Lists: Illus

Limit: Large (50 ft.) radius

Duration: Medium (5 minutes) (Dismissable)

Effect: This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Phantasmal Killer

4th Level

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast.

Ench/Illus (Emotion, Phantasm) [Death, Fear, Mind-Affecting, Unreal] **Lists:** Arcane, Trickery

Target: One creature

Range: Medium (100 ft.)

Attack: Will disbelief and Magic vs. Fortitude; see text

Effect: You make a Will attack to make the subject shaken for 5 rounds, leaving it *vulnerable* (–2 to attacks, defenses, and checks).

Bloodied Effect: If you succeed at the Will attack, the creature is frightened for 5 rounds. In addition, make a Fortitude attack. If you succeed, the target loses all its hit points and takes 9 critical damage, causing it to begin

dying.

Spell Resistance: Yes (Will)

Phantasmal Maze

5th Level

You manipulate the subject's perceptions, causing it to believe that it is trapped in a labyrinth.

Illus (Phantasm) [Unreal]

Lists: Arcane, Trickery

Target: One creature

Range: Close (30 ft.)

Duration: Medium (5 minutes)

Attack: Will disbelief

Effect: The subject 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. Typically, this means the subject moves in a random direction each round to escape the maze. If it encounters any physical resistance in its movements or takes any damage, you must make another Will attack to maintain the effect.

Spell Resistance: Yes (Will)

Phantasmal Wound

2nd Level

You manipulate the subject's perceptions, causing it to believe that it is grievously wounded.

Illus (Phantasm) [Unreal]

Lists: Arcane

Target: One creature

Range: Medium (100 ft.)

Duration: Short (Concentration +5 rounds)

Attack: Will disbelief

Healthy Effect: The subject is sickened.

Bloodied Effect: The subject perceives itself to have no hit points remaining. It is staggered, and may try to heal itself or take other actions. If its hit points are altered, such as by damage or healing, the creature is merely sickened for the rest of the spell's duration.

Note: A staggered creature may take a single move action or standard action each round, but not both. It cannot take full-round actions, but may take swift actions. In addition, it is *vulnerable* (–2 to attacks, defenses, and checks), causing it to take a –2 penalty on attacks, defenses, and checks.

Spell Resistance: Yes (Will)

Poison

4th Level

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison that drains its life force.

Necro (Flesh) [Poison]

Lists: Death, Divine, Nature

Target: One living creature

Range: Touch

Duration: Instantaneous; see text

Attack: Magic vs. Fortitude; see text

Effect: You make a Fortitude attack against the touched creature. Success means it takes 1d6 points of Constitution damage immediately. Every two rounds, you make another Fortitude attack to deal 1d6 points of Constitution damage. The spell lasts until you fail the Fortitude attack twice.

Spell Resistance: Yes (Fortitude)

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

Target: One creature or object

Range: Close (30 ft.)

Duration: Instantaneous/5 rounds

Damage: 16d6 cold damage + d6 per three caster levels above 16th

Healthy Effect: You make a Reflex attack to deal damage to the target and slow it for 5 rounds.

Bloodied Effect: The struck target is also frozen solid, causing it to be

paralyzed for 5 rounds.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a –2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks.

A paralyzed creature cannot take any action that requires motion. It 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.

Spell Resistance: Yes (Fortitude)

Power Word Blind

6th Level

Necro (Flesh)

Lists: Arcane

Components: Verbal only

Target: One creature

Range: Close (30 ft.)

Duration: Instantaneous/5 rounds

Healthy Effect: The target is sickened, making it *vulnerable* (–2 to attacks, defenses, and checks) for 5 rounds.

Bloodied Effect: The target is blinded for 5 rounds.

Note: The target must be *bloodied* (half hit points) when the spell is cast to suffer the *bloodied* (half hit points) effect.

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.

Spell Resistance: Yes (Fortitude)

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

Target: One living creature

Range: Close (30 ft.)

Healthy Effect: The target is sickened for 5 rounds, making it *vulnerable* (–2 to attacks, defenses, and checks).

Bloodied Effect: If the target's level does not exceed your caster level, it loses all its hit points and takes 9 critical damage, causing it to begin dying. Otherwise, it is sickened for 5 rounds.

Note: The target must be *bloodied* (half hit points) when the spell is cast to suffer the *bloodied* (half hit points) effect.

Spell Resistance: Yes (Fortitude)

Power Word Confuse

5th Level

Ench (Compulsion) [Mind-Affecting]

Lists: Arcane

Components: Verbal only

Target: One creature

Range: Close (30 ft.)

Healthy Effect: The target is bewildered, making it *vulnerable* (–2 to attacks, defenses, and checks) for 5 rounds.

Bloodied Effect: The target is confused for 5 rounds. 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.

Note: The target must be *bloodied* (half hit points) when the spell is cast to

suffer the [bloodied](#) (*half hit points*) effect.
Spell Resistance: Yes (Will)

Power Word Stun

7th 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
Target: One creature **Range:** Close (30 ft.)
Healthy Effect: The target is bewildered, making it [vulnerable](#) (–2 to attacks, defenses, and checks) for 5 rounds.
Bloodied Effect: The target is stunned for 5 rounds.
Note: The target must be [bloodied](#) (*half hit points*) when the spell is cast to suffer the [bloodied](#) (*half hit points*) effect.
Spell Resistance: Yes (Will)

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
Target: You **Range:** Personal
Duration: Short (*Concentration + 5 rounds*) (Dismissable)
Effect: You gain a +2 enhancement bonus to your 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.

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
Effect: This spell functions like [lesser precognition](#), except that it also affects your special defenses and dodge modifier.

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
Effect: This spell functions like [lesser precognition](#), except that it also affects your special defenses and dodge modifier. In addition, when making a full attack, you may make an additional attack at a –5 penalty.

Manipulate Probability

5th Level

Div (Knowledge) **Lists:** Div, Knowledge
Effect: This spell functions like [foresee probability](#), except that you choose the order in which the die results are used. You must still use all die results before the creature rolls for itself.

Prismatic Sphere

9th Level

Evoc (Control, Energy) [Light] **Lists:** Arcane
Effect: This spell functions like [prismatic wall](#), except you conjure up a Small (10 ft.) immobile, opaque sphere of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.
You can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something through it (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. You can fight from partially within the sphere. If you do, you gain cover from anyone outside the sphere.

Typically, only the upper hemisphere of the globe will exist, since it is created with you at the center, so the lower half is usually excluded by the floor surface you are standing on.
The colors of the sphere have the same effects as the colors of a prismatic wall.
Note: This spell can be made permanent with a [permanency](#) ritual.

Prismatic Spray

7th Level

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand.
Evoc (Control, Energy) [Light] **Lists:** Arcane, Chaos
Burst: Large (50 ft.) cone
Attack: See text
Effect: You make an attack against every creature in the area. Each creature is randomly affected by a differently colored beam. The beam color determines the effects the creature suffers, as shown on the table below.

1d8	Color of Beam	Effect
1	Red	15 points fire damage (Magic vs. Reflex)
2	Orange	30 points acid damage (Magic vs. Reflex)
3	Yellow	45 points electricity damage (Magic vs. Reflex)
4	Green	40 damage and nauseated for 1 round (Magic vs. Fortitude)
5	Blue	Petrified if bloodied (<i>half hit points</i>), slowed for 5 rounds if healthy (Magic vs. Fortitude)
6	Indigo	Insane, as insanity spell (Magic vs. Will)
7	Violet	Sent to another plane, as plane shift ritual (Magic vs. Will)
8		Struck by two rays; roll twice more, ignoring any “8” results.

Spell Resistance: Yes (varies)

Prismatic Wall

8th Level

Evoc (Control, Energy) [Light] **Lists:** Arcane, Chaos
Zone: Large (50 ft.) wall, 20 ft. high **Range:** Close (30 ft.)
Duration: Short (*Concentration + 5 rounds*) (Dismissable)
Attack: See text
Effect: This spell creates a vertical, opaque wall – a shimmering, multi-colored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 levels that is within 20 feet of the wall is blinded for 1 minute by the colors if it looks at the wall.
The wall’s maximum proportions are 50 feet wide and 30 feet high. A [prismatic wall](#) spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.
Each color in the wall has a special effect. Table 11.1: Prismatic Wall Colors shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.
The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a mage’s disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispel magic cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.
Note: This spell can be made permanent with a [permanency](#) ritual.
Spell Resistance: See text

Table 11.1: Prismatic Wall Colors

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 15 points of fire damage (Magic vs. Reflex).	<i>Cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 30 points of acid damage (Magic vs. Reflex).	<i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 45 points of electricity damage (Magic vs. Reflex).	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (40 damage and nauseated for 1 round; Magic vs. Fortitude).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Petrified if <i>bloodied</i> (<i>half hit points</i>), slowed and entangled for 1 minute if healthy (Magic vs. Fortitude).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Become insane, as <i>insanity</i> spell (Magic vs. Will).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects. ¹ Creatures sent to another plane (as <i>plane shift</i> ritual) (Magic vs. Will).	<i>Dispel magic</i>

1 The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magical effects can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Prohibition

Abjur (Interdiction)

Emanation: 100 foot radius centered on you

Duration: Short (*Concentration + 5 rounds*)

Damage: 8d6 damage + 1d6 per four caster levels above 16th

Attack: Will half/Magic vs. Will

Effect: When you cast this spell, you choose an action. Whenever a creature in the area intentionally attempts to take the chosen action, you make a Will attack against them. A successful attack means they are unable to complete the action, while a failed attack means they take half damage. Any individual creature can only be affected by the *prohibition* once per round.

You may choose any action that must be taken intentionally. For example, you could prohibit creatures from attacking, but not from breathing. Likewise, you cannot prohibit actions that have non-voluntary components, such as “protecting yourself with natural armor”.

Note: Creatures that take prohibited actions know they were magically prevented from taking their chosen action, and may choose to take a different action. However, they are granted no special insight into the precise nature of the prohibition they violated.

Spell Resistance: Yes (Will)

Project Image

Illus (Shadow)

Range: Medium (*100 ft.*)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: Magic check vs. Perception and Will (if interacted with)

Effect: You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a swift action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can’t cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Note: Objects are always considered to disbelieve this spell.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

9th Level

Lists: Abjur, Law

Protection from Energy

Abjur (Shielding)

Target: One creature

Duration: Long (*1 hour*) or until discharged

Effect: This spell grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 10 points per caster level of energy damage, it is discharged.

Note: Protection from energy 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.

Spell Resistance: Yes (Fortitude)

3rd Level

Lists: Arcane, Divine, Nature, Protection

Range: Touch

6th Level

Lists: Arcane

Protection from Energy, Greater

Abjur (Shielding)

Target: One creature

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: This spell functions like *protection from energy*, except that it protects from all five types of energy. When the spell absorbs 10 points per caster level of damage in total, regardless of its type, it is discharged.

1st Level

Lists: Arcane, Chaos, Divine, Evil, Good, Law [Good]

Range: Close (*30 ft.*)

Effect: The subject 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.

3rd Level

Lists: Arcane, Knowledge

Range: Medium (*100 ft.*)

Read Mind

Div (Awareness) [Mind-Affecting]

Target: One creature

Duration: Concentration

Attack: Magic vs. Will

Effect: You make a Will attack against the subject to read its surface thoughts. A failed attack prevents you from reading its thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against creatures whose mind you are reading.

Spell Resistance: Yes (Will)

Read Mind, Greater**7th Level**

Div (Awareness) [Mind-Affecting]

Lists: Arcane, Knowledge**Effect:** This spell functions like *read mind*, except that no attack is needed.**Read Mind, Mass****8th Level**

Div (Awareness) [Mind-Affecting]

Lists: Arcane, Knowledge**Limit:** Medium (20 ft.) radius**Target:** Five creatures in the area**Effect:** This spell functions like *read mind*, except that you can read the minds of multiple creatures at once.**Reduce Person****1st Level**

Trans (Polymorph) [Size-Affecting]

Lists: Trans**Casting Time:** Full-round action**Target:** One humanoid creature**Range:** Close (30 ft.)**Duration:** Short (*Concentration + 5 rounds*) (Dismissable)**Attack:** Magic vs. Fortitude**Effect:** 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.

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.

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).

Note: Multiple magical effects that reduce size do not stack. This spell can be made permanent with a *permanency* ritual.

Spell Resistance: Yes (Fortitude)**Reduce Person, Mass****5th Level**

Trans (Polymorph) [Size-Affecting]

Lists: Trans**Limit:** Medium (20 ft.) radius**Range:** Medium (100 ft.)**Targets:** Five humanoid creatures in the area**Effect:** This spell functions like *reduce person*, except that it affects multiple creatures.**Regenerate****8th Level**

Necro (Flesh)

Lists: Divine, Nature**Target:** One living creature**Range:** Touch**Duration:** Short (*Concentration + 5 rounds*)**Effect:** You grant immense healing power to a creature with a touch. The target of this spell 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 subject'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.

Spell Resistance: Yes (Fortitude)**Repulsion****6th Level**

Abjur (Shielding) [Barrier]

Lists: Arcane, Protection, Travel**Emanation:** Large (50 ft.) radius centered on you**Duration:** Short (*Concentration + 5 rounds*) (Dismissable)**Attack:** Magic vs. Will

Effect: An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting. When you cast this spell, and at the start of each of your turns, you make a Will attack. Any creature within or entering the field who cannot resist your attack is unable to move towards you that round.

Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Note: 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.

Spell Resistance: Yes (Will)**Resilient Sphere****5th Level**

Evoc (Control) [Force]

Lists: Evoc**Target:** One creature or object**Range:** Medium (100 ft.)**Duration:** Short (*Concentration + 5 rounds*) (Dismissable)**Attack:** Reflex negates

Effect: This spell creates a globe of shimmering force. The sphere persists for the spell's duration, containing any creatures or objects held inside, provided they are small enough to fit within the diameter of the sphere. It is not subject to damage of any sort.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Note: The sphere can only be affected a *disintegrate* spell, a targeted *dispel magic* spell, or similar effects. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

Spell Resistance: Yes (Reflex)**Resist Energy****2nd Level**

Abjur (Shielding)

Lists: Arcane, Divine, Nature, Protection**Target:** One creature**Range:** Touch**Duration:** Long (1 hour) or until discharged

Effect: The subject gains energy damage reduction 10 against whichever of the five energy types that you select: acid, cold, electricity, fire, or sonic. This damage reduction increases by 1 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.

Note: This spell's damage reduction allows the subject to ignore the first 10 energy damage it takes each round of the appropriate type.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. The spell protects the recipient's equipment as well.

Resist energy 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.

Spell Resistance: Yes (Fortitude)

Resist Energy, Greater**4th Level**

Abjur (Shielding)

Lists: Arcane, Divine, Nature

Effect: This spell functions like *resist energy*, except that the creature gains protection from all five energy types at once. The spell can absorb a total amount of damage equal to 10 points per caster level.

Note: A character can only be affected by one *resist energy* spell at once.

Retributive Brilliance**5th Level**

Abjur/Illus (Figment, Shielding)

Lists: Arcane**Target:** One creature; see text**Range:** Close (30 ft.); see text**Duration:** Short (*Concentration + 5 rounds*) or until discharged

Effect: The subject is protected by a retributive shield that can be activated when the subject is attacked. Activating the triggered attack requires an immediate action from either you or the subject, and discharges the spell.

Attack: Magic vs. Reflex**Target:** Attacking creature

Trigger: Creature within Close (30 ft.) range of the subject attacks it with a melee weapon

Success: The target is *dazzled* (20% miss chance, -4 to visual Perception) for 5 rounds. If it 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.

Spell Resistance: Yes (Fortitude)

Retributive Shield**4th Level**

Abjur/Necro (Life, Shielding)

Lists: Arcane**Target:** One creature**Range:** Close (30 ft.)/Medium (100 ft.)**Duration:** Short (*Concentration + 5 rounds*)

Effect: A subject within Close (30 ft.) range gains physical damage reduction 8/life. This damage reduction increases by 1 per two caster levels above 8th. In addition, the spell reflects the damage back at the creature's attackers. Any creature within Medium (100 ft.) range of the subject that attacks it takes life damage equal to the amount of damage resisted by this spell.

Note: This spell's damage reduction allows the subject to ignore the first 8 physical damage it takes each round. If it is hit by an attack that deals life damage, such as *crush life*, it cannot use its damage reduction for 1 round.

Spell Resistance: Yes (Will)

Retrieve Ally**2nd Level**

Conj (Translocation) [Teleportation]

Lists: Conj**Target:** One willing creature**Range:** Medium (100 ft.)

Effect: You teleport the target into a free space adjacent to you. You must have line of sight and line of effect to the destination. If you accidentally attempt to teleport the creature into an invalid location, the spell simply fails.

Spell Resistance: Yes (Will)

Retrieve Object**1st Level**

Conj (Translocation) [Teleportation]

Lists: Conj

Target: One object you can hold or carry in one hand, weighing up to 10 lb./caster level

Range: Close (30 ft.)**Attack:** None (object)

Effect: You teleport an item you can see within range directly to your hand. If the object is attended, this spell automatically fails.

Spell Resistance: Yes (Will)

Retrieve Object, Greater**5th Level**

Conj (Translocation) [Teleportation]

Lists: Conj**Range:** Medium (100 ft.)**Attack:** Magic vs. Will (object)

Effect: This spell functions like *retrieve*, except that if the object is attended, it comes to your hand if you succeed on a Will attack against the attending creature.

Revelation**9th Level**

Div (Awareness, Knowledge)

Lists: Arcane, Div, Knowledge**Target:** One creature**Range:** Medium (100 ft.)**Duration:** Short (*Concentration + 5 rounds*)

Effect: You grant the target a powerful revelatory vision of a possible future. This spell has different effects depending on the version chosen. Creatures without an Intelligence score are not affected by this spell.

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. If it becomes *bloodied* (half hit points), these penalties increase by 2.

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.

Revelation of Truth: You show the target the truth of the world around it. It gains the benefits of a *true seeing* spell.

Spell Resistance: Yes (Will)

Reverse Gravity**8th Level**

Trans

Lists: Air, Arcane, Trickery**Zone:** Large (50 ft.) radius**Range:** Close (30 ft.)**Duration:** Concentration (up to 5 rounds)

Effect: This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Note: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting. A creature that reacts by jumping does not actually move until its turn, but it moves in the direction of its jump, rather than simply falling upwards.

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**Target:** One dead creature**Range:** Touch

Effect: This spell restores a creature to life like the *raise dead* ritual, except that the affected creature suffers no negative effects for having died. However, the spell must be cast within one round of the creature's death per four caster levels. After that time, it has no effect (and the material components are not consumed).

The creature has 0 hit points and 1 point of critical damage (but is stable) after being restored to life.

Material Components: Diamonds worth at least 500 gp.

Righteous Might**5th Level**

Trans (Augment, Polymorph)
[Size-Affecting]

Lists: Divine, Good, Strength

Target: You

Range: Personal

Effect: This spell functions like *enlarge person*, except that it affects only you, regardless of your creature type, and does not penalize your Dexterity. In addition, you gain physical damage reduction equal to 10 + 1 per two caster levels above 10th. This damage reduction is overcome by evil attacks if you are good or neutral, and by good attacks if you are evil.

Note: This spell's damage reduction allows the subject to ignore the first 10 physical damage it takes each round. If it is hit by an attack that deals appropriately aligned damage, such as a weapon affected by *align weapon* or a spell with the appropriate descriptor, it cannot use its damage reduction for 1 round. Multiple magical effects that increase size do not stack.

Sanctuary**1st Level**

Abjur/Ench (Compulsion,
Shielding) [Mind-Affecting]

Lists: Arcane, Divine, Protection

Target: One creature

Range: Touch

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will; see text

Effect: When you cast this spell, and at the start of each of your turns, you make a Will attack. Any creature attempting to physically attack the subject who cannot resist your attack is unable to complete the attack, and it has no effect on the subject.

If the subject takes any offensive action, the spell immediately ends.

Note: This is considered a mind-affecting effect on any creature that attempts to attack the subject. Creatures immune to mind-affecting effects can attack the subject freely.

Spell Resistance: Yes (Will)

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,
Mind-Affecting, Sight-Dependent]

Lists: Arcane

Zone: Large (50 ft.) radius centered on you

Duration: Short (*Concentration + 5 rounds*)

Effect: All enemies within the spell's area are bewildered for as long as they can see the lights, and for 5 rounds thereafter. In addition, the area is illuminated in bright light out to a 100 ft. radius, and dim light extends an additional 100 ft. beyond that.

Note: Your allies, and creatures unable to see the lights, are unaffected.

Spell Resistance: Yes (Will)

Scorching Ray**2nd Level**

You blast your enemies with fiery rays.

Evoc (Energy) [Fire]

Lists: Arcane, Fire

Targets: One or more objects or creatures

Range: Close (30 ft.)

Damage: 4d6 fire damage + d6 per two caster levels above 4th

Effect: You may fire up to three rays at the same or separate targets. Each ray requires a Reflex attack to hit. You may split the damage among the rays as you choose. The rays may be fired at the same or different targets, but all must be aimed at targets within 30 feet of each other and fired simultaneously. Precision damage can only be applied with one of the rays.

Spell Resistance: Yes (Reflex)

Sea of Fog**8th Level**

Conj (Creation) [Fog]

Lists: Arcane, Nature

Zone: 200 ft. radius cylinder centered on you, 50 ft. high

Effect: This spell functions like *obscuring mist*, except that the effect is much larger.

Note: 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

Target: One creature or object

Range: Close (30 ft.)

Duration: Instantaneous and see text

Damage: 6d6 divine damage + d6 per two caster levels above 6th; see text
Attack: Magic vs. Reflex

Effect: You make a Reflex attack against the target to deal damage and dazzle it for 1 round. You deal extra damage equal to your caster level to undead creatures and to creatures particularly vulnerable to bright light. If you hit an undead creature particularly vulnerable to bright light, you deal extra damage equal to twice your caster level, and the creature is blinded for 1 round instead of being dazzled.

Note: A dazzled creature has a 20% miss chance on all physical attacks and takes a -4 penalty to Spot checks. It is also unable to see with darkvision.

Spell Resistance: Yes (Reflex)

See Invisibility**2nd Level**

Div (Revelation)

Lists: Arcane

Target: One creature

Range: Touch

Duration: Long (1 hour) (Dismissable)

Effect: You grant the touched creature the ability to 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.

Note: The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. This spell can be made permanent with a *permanency* ritual.

Seeming**4th Level**

Illus (Glamer) [Unreal]

Lists: Arcane, Trickery

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

Shadow Body**7th Level**

Illus/Trans (Polymorph, Shadow)

Lists: Arcane

Target: You

Range: Personal

Duration: Medium (5 minutes) (Dismissable)

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 damage reduction 15/solar and darkvision out to 60 feet. You are immune to ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

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.

Note: This spell's damage reduction allows the subject to ignore the first 15 physical damage it takes each round. If it is hit by an attack that deals solar damage, such as *sunbeam*, it cannot use its damage reduction for 1 round.

Shadow Conj

7th Level

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.

Illus (Shadow)

Lists: Illus

Target or Area: See text

Range: See text

Duration: See text

Attack: Will disbelief (if interacted with); varies, see text

Effect: Shadow conjuration can mimic any non-restricted sorcerer or wizard conjuration spell of 5th level or lower. If you summon a creature, as with the *summon monster* spells, you may only summon a creature that you know how to summon with such a spell.

When you cast this spell, you make a Will attack in addition to any other attacks required for the spell. This attack is made against any creature that interacts with the conjured object, force, or creature. If you fail, the creature disbelieves the spell.

A creature that disbelieves the spell takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only half as likely to occur.

A shadow creature has half the hit points of a normal creature of its kind (regardless of whether it's disbelieved). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature deals half damage, and all special abilities that do not deal lethal damage are only 50% likely to work. (Roll for each use separately.)

Note: A creature that disbelieves the effect sees the shadow conjurations as transparent images superimposed on vague, shadowy forms.

When you learn this spell, you choose two creatures from the 5th-level list or lower on Table 11.2: Summon Monster List (page 194). You can summon those creatures with this or any *summon monster* spell.

Objects are always considered to disbelieve this spell.

Spell Resistance: Yes (Will); See text

Shadow Evoc

5th Level

Illus (Shadow)

Lists: Illus

Target or Area: See text

Range: See text

Duration: See text

Attack: Will disbelief (if interacted with); varies, see text

Effect: You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a non-restricted sorcerer or wizard evocation spell of 3rd level or lower. (For a spell with more than one level, use the best one applicable to you.)

When you cast this spell, you make a Will attack in addition to any other attacks required for the spell. This attack is made against any creature that interacts with the conjured object, force, or creature. If you fail, the

creature disbelieves the spell.

A creature that disbelieves the spell takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only half as likely to occur.

Note: A creature that disbelieves the effect sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects are always considered to disbelieve this spell.

Spell Resistance: Yes (Will); see text

Shadow Puppet

9th Level

Conj/Illus (Shadow, Translocation) [Planar, Unreal]

Lists: Illus

Target: You

Range: Personal/Long (300 ft.); see text

Duration: Medium (5 minutes)

Attack: None/Magic check vs. Perception and Will (if interacted with)

Effect: You step into the Plane of Shadow (as *shadow walk*, a planar translocation effect), and at the same time, you create a quasi-real, illusory version of yourself (as *project image*, an unreal shadow effect). The double 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.

Note: 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

Abjur/Illus (Glamer, Shadow, Shielding) [Planar]

Lists: Arcane

Target: One creature

Range: Close (30 ft.)

Duration: Short (Concentration + 5 rounds)

Effect: The subject is protected by a shadowy umbra that connects directly to the Plane of Shadow. 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 subject. 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 disbelieve the illusion. The spell does not attempt to conceal extraordinary attacks which cannot be disguised, such as attacks which would destroy the creature's body.

Spell Resistance: Yes (Will)

Share Pain

2nd Level

Abjur/Necro (Life, Shielding)

Lists: Arcane, Divine, Protection

Targets: You and one willing creature

Range: Medium (100 ft.)

Duration: Long (1 hour) (Dismissable)

Effect: This spell creates a connection between you and a willing subject. 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 subject is out of range of you, the effect is suppressed until the subject returns within the spell's range.

Note: 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 subject and you, but damage already shared is not reassigned.

Spell Resistance: Yes (Will)

Share Pain, Forced**3rd Level Shocking Grasp****1st Level**

Abjur/Necro (Life, Shielding)

Lists: Arcane, Divine

Targets: You and one other creature

Attack: Magic vs. Will

Effect: This spell functions like *share pain*, except that you can share your damage with an unwilling creature if you succeed on a Will attack.

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

Effect: This spell functions like *mage armor*, except that it only conjures shields rather than body armor. In addition, it not a force effect, so it does not protect against incorporeal attacks.

Effect: You can maintain concentration on this spell as a swift action.

Shield of Law**8th Level**

Abjur (Shielding) [Lawful]

Lists: Divine, Law

Components: Verbal, Somatic, and Focus

Limit: Medium (20 ft.) radius centered on you

Targets: Five creatures in the area

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: See text

Effect: A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has three effects.

First, each subject gains a +5 enhancement bonus to its defenses.

Second, each subject gains spell resistance 10 against chaotic spells and spells cast by chaotic creatures.

Third, at the end of each round, all chaotic creatures within Close (30 ft.) range of the subject that attacked the subject 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.

Spell Resistance: Yes (Will)

Shillelagh**1st Level**

Trans

Lists: Nature

Target: One touched nonmagical oak club or quarterstaff

Range: Touch

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will (object)

Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +2 enhancement bonus on 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. (A quarterstaff gains this enhancement for both ends of the weapon.) In addition, the weapon deals damage as if it were one size category larger (a Small club or quarterstaff so transmuted deals 1d6 points of damage, a Medium 1d8, and a Large 1d10).

Note: These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Spell Resistance: Yes (Will)

You deliver a powerful electrical shock to your foe.

Evoc (Energy) [Electricity]

Lists: Arcane, Destruction

Target: Creature or object touched

Range: Touch

Damage: 2d6 electricity damage + d6 per two caster levels above 2nd

Attack: None/Magic vs. Fortitude

Effect: You make a Reflex attack to deal damage to the target. If you hit, you also make a Fortitude attack to stagger it for 1 round. You gain a +2 bonus to attack with this spell if the target is wearing metal armor or otherwise has a significant quantity of metal.

Note: 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* (–2 to attacks, defenses, and checks), causing her to take a –2 penalty on attacks, defenses, and checks.

Spell Resistance: Yes (Fortitude)

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

Damage: 4d6 sonic damage + d6 per four caster levels above 8th; see text

Attack: Fortitude half/Magic vs. Fortitude

Effect: You make a Fortitude attack to deal damage to everything in the area. A successful attack also deafens the target for 5 rounds, while a failed attack deals half damage. You gain a +5 bonus to attack against brittle or crystalline objects and creatures.

Spell Resistance: Yes (Fortitude)

Shout, Greater**7th Level**

Evoc (Energy) [Sonic]

Lists: Arcane, Destruction, Strength

Burst: Large (50 ft.) cone

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

Target: One Small (or larger) nonmagical object; see text

Range: Touch

Duration: 24 hours; see text

Attack: Magic vs. Will (object)

Effect: You are able to shrink one nonmagical item to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. The object must be resting on a stable surface to return to its original size; if the command word is spoken while the object is not stable (such as while it is in the air), the object returns to its original size as soon as it finds a resting point. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

You can shrink a Medium object at 8th caster level, a Large object at 12th caster level, a Huge object at 16th caster level, or a Gargantuan object at 24th caster level.

Note: 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.

Spell Resistance: Yes (Will)

Silence

2nd Level

Illus (Glamer)

Lists: Divine, Trickery

Target: One creature or object

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: Magic vs. Will (object)

Effect: If you succeed on a Will attack, the subject becomes unable to make noise. Any noises it makes are inaudible to other creatures. When you cast the spell, you may choose whether the subject 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 or a sonic attack, are merely muffled by the spell, not completely silenced. The DC to hear such sounds produced by the subject is increased by 40.

Note: Spellcasters unable to hear themselves cast are treated as deafened, and suffer a 20% chance of spell failure when casting spells with verbal components.

Spell Resistance: Yes (Will)

Silent Image

2nd Level

Illus (Figment) [Unreal]

Lists: Illus

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic check vs. Perception and Will (if interacted with)

Effect: This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. If you concentrate as a standard action, you move the image within the limits of the size of the effect.

Note: When you cast this spell, 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.

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

Limit: Medium (20 ft.) radius

Range: Extreme (1,000 ft.)

Burst: Large (50 ft.) vertical line of lightning, 5 ft. wide

Damage: 12d6 electricity damage + d6 per two caster levels above 12th

Attack: Magic vs. Reflex

Effect: Lightning strikes where you direct, allowing you to make a Reflex attack to deal damage to everything in the burst. A failed attack deals half damage. If no creatures or objects lie in its path, the lightning will instead strike the closest occupied square within a Medium (20 ft.) radius limit.

Note: *Invisibility* and other forms of concealment do not protect creatures from the lightning, but it does not differentiate between friend, foe, and inanimate object.

Spell Resistance: Yes (Reflex)

Slay Living

6th Level

Your hand seethes with an eerie dark fire as you reach out to touch your foe, instantly snuffing out his life.

Necro (Life) [Death]

Lists: Death, Divine

Target: One living creature

Range: Touch

Attack: Magic vs. Fortitude

Healthy Effect: The target is staggered for 5 rounds. It can take a move action or a standard action each round, but not both.

Bloodied Effect: The target loses all its hit points and takes 9 critical damage, causing it to begin dying.

Note: 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* (–2 to attacks, defenses, and checks), causing her to take a –2 penalty on attacks, defenses, and checks.

Spell Resistance: Yes (Fortitude)

Sleep

1st Level

Ench (Compulsion) [Mind-Affecting, Sleep]

Lists: Arcane

Target: One living creature

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will

Effect: The subject is fatigued and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awakenings a creature put to sleep by this spell is difficult, and requires a standard action.

Note: A fatigued character can neither sprint nor charge and is *vulnerable* (–2 to attacks, defenses, and checks), giving it a –2 penalty to attacks, defenses, and checks.

Spell Resistance: Yes (Will)

Sleep, Mass

4th Level

Ench (Compulsion) [Mind-Affecting, Sleep]

Lists: Arcane

Targets: Five creatures within a Medium (20 ft.) radius limit

Effect: This spell functions like *sleep*, except that it affects multiple creatures.

Slow

2nd Level

You decelerate your enemy's motions, causing her to move and act more slowly than normal.

Trans (Temporal)

Lists: Arcane

Target: One creature

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Attack: Magic vs. Will

Effect: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a –2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks.

Spell Resistance: Yes (Will)

Slow, Mass

6th Level

You decelerate your enemies' motions, causing them to move and act more slowly than normal.

Trans (Temporal)

Lists: Arcane

Targets: Five creatures in an Medium (20 ft.) radius

Effect: This spell functions like *slow*, except that it affects multiple creatures.

Solid Fog

6th Level

Conj (Creation)

Lists: Arcane, Druid, Water

Duration: Medium (5 minutes)

Effect: This spell functions like *fog cloud*, but 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.

Note: A severe wind (31+ mph) disperses the fog in 5 rounds, and a hurricane force wind disperses the fog in 1 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

Ench (Compulsion) [Auditory, Mind-Affecting]
Burst: Medium (20 ft.) radius centered on you
Duration: Short (*Concentration + 5 rounds*)
Attack: Magic vs. Will
Effect: This spell causes all creatures in the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature’s behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. After each round that a subject is compelled to attack the nearest target, it may make a saving throw to throw off the effect.

Lists: Arcane

Creatures forced to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Note: Creatures whose level exceeds your caster level are immune to this spell.
Spell Resistance: Yes (Will)

Soulrend

6th Level

You attack your foe’s soul directly.

Necro (Soul)
Target: One living creature
Attack: Will half
Healthy Effect: The target takes 1 Charisma damage per three caster levels.
Bloodied Effect: The target takes 1 Charisma damage per two caster levels.

Lists: Necro

Range: Long (300 ft.)

Note: A creature with a Charisma of –10 is unable to act. Undead can take Charisma damage from this spell despite being immune to ability damage.
Spell Resistance: Yes (Will)

Sound Burst

2nd Level

You create a cacophony of sound.

Evoc (Energy) [Sonic]
Burst: Small (10 ft.) radius
Damage: 2d6 sonic damage + d6 per four caster levels above 4th
Attack: Fortitude half/Magic vs. Fortitude
Effect: You make a Fortitude attack to deal damage to everything in the area. A successful attack also deafens the target for 1 round, while a failed attack deals half damage.

Lists: Arcane

Range: Close (30 ft.)

Spell Resistance: Yes (Fortitude)

Spell Resistance

4th Level

Abjur (Shielding) [Magic]
Target: One creature
Duration: Short (*Concentration + 5 rounds*)

Lists: Abjur, Magic, Protection

Range: Close (30 ft.)

Effect: The subject gains spell resistance against all spells.
Note: 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.
Spell Resistance: Yes (Will)

Spelltheft

5th Level

Abjur (Negation) [Magic]
Effect: This spell functions like *dispel magic*, except that you can choose to gain the effects of any spells you dispel or counterspell 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 have a range of personal, are simply dispelled.

Lists: Abjur, Magic

Spelltheft, Greater

8th Level

Abjur (Negation) [Magic]
Effect: This spell functions like *greater dispel magic*, except that you can choose to gain the effects of any spells you dispel or counterspell 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 have a range of personal, are simply dispelled.

Lists: Abjur

Spell Turning

7th Level

Abjur (Shielding) [Magic]
Target: You
Duration: Long (1 hour) or until expended
Effect: Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

Lists: Arcane, Magic, Protection

Range: Personal

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned; both you and the caster each take half damage. For all effects other than damage, there is a 50% chance that you suffer the effects; otherwise, the caster suffers the effects.

Note: If you and a spellcasting attacker are both shielded by spell turning effects in operation, a resonating field is created.

Roll randomly to determine the result.

d %	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Spider Climb

2nd Level

Trans (Imbuement)
Target: One creature
Duration: Medium (5 minutes)
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). See Climbing, page 117, for more

Lists: Arcane, Nature, Travel

Range: Touch

details.

Spell Resistance: Yes (Fortitude)

Spike Growth

2nd Level

Trans (Alteration)

Lists: Nature

Zone: Small (10 ft.) radius

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: None/Reflex negates

Effect: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any foe moving on foot into or through the spell's area takes 1d4 points of physical piercing damage for each 5 feet of movement through the spiked area. Allies suffer no ill effects.

Whenever a creature is damaged by this spell, you make a Fortitude attack against it. A successful attack makes slows its land speed by one-half. This speed penalty lasts for 12 hours or until the injured creature receives magical healing. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check that beats your Fortitude attack.

Spell Resistance: Yes (Reflex)

Spike Stones

4th Level

Trans (Alteration)

Lists: Nature

Zone: Medium (20 ft.) radius

Effect: This spell functions like *spike growth*, except that it deals 1d8 physical piercing damage to creatures moving through it and it can also be cast on rocky ground, stone floors, and similar surfaces.

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)

Effect: The weapon created by this spell attacks once each round on your turn. This functions just as if you were attacking with the weapon, except that you use your casting ability in place of your Strength and you never get multiple attacks with the weapon.

The weapon attacks the same target until you redirect it (a swift action). The weapon is treated as a separate creature for the purpose of overwhelm penalties.

If an attacked creature has spell resistance, you make a spell penetration check the first time the spiritual weapon strikes it. If the weapon is successfully resisted, it cannot harm that creature. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below), and has the same threat range and critical multipliers as a real weapon of its form.

Note: The *spiritual weapon* strikes as a spell, not as a weapon, so, for example, ignores physical damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, and similar effects can affect it. A spiritual

weapon's physical defenses are all 12 (10 + +2 bonus for Tiny size).

The weapon that you get is usually a force replica of any weapon from your deity's weapon group. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapon groups associated with each alignment are as follows.

Chaos: Axes

Evil: Flexible weapons

Good: Headed weapons

Law: Heavy blades

Spell Resistance: Yes (Will)

Stampede

9th Level

Conj (Summoning)

Lists: Nature, Wild

Casting Time: Full-round action

Limit: Large (50 ft.) radius

Range: Long (300 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Damage: 9d6 bludgeoning damage + d6 per four caster levels above 18th

Attack: Magic vs. Reflex; see text

Effect: This spell summons a stampede of nine bison to trample your foes. Creatures trampled by the herd of bison take 1d6 damage per bison in the herd. You can summon one additional bison per four caster levels above 18th.

The bison are summoned in a place that you designate within the spell's area, with each creature being summoned in the closest free space to the point of origin. If there is insufficient room for all of the bison to appear while standing on stable ground, the spell will summon fewer bison than the maximum. The herd of bison always moves directly away from you, trampling anything of Large size or smaller that gets in their way. If the herd is thinned to fewer than 5 bison, they stop stampeding and scatter in random directions.

The bison do not attack, even if cornered; they will only stampede. At the end of the spell's duration, the bison disappear.

Note: Under normal circumstances, the bison can travel 800 feet over the duration of the spell.

Stinking Cloud

5th Level

Conj (Creation)

Lists: Arcane

Attack: None/Magic vs. Fortitude

Effect: This spell functions like *fog cloud*, except that the fog has a putrid stench. When you cast this spell, and at the start of each of your turns, you make a Fortitude attack to sicken all creatures in the area. The condition lasts as long as the creature remains in the cloud and for 5 rounds after it leaves.

Note: This spell can be made permanent with a *permanency* ritual. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Stoneskin

4th Level

You dramatically toughen a creature's skin, giving it the appearance of stone.

Trans (Alteration) [Earth]

Lists: Arcane, Earth, Nature, Protection

Target: One creature

Range: Touch

Duration: Short (*Concentration + 5 rounds*)

Effect: The subject 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 8/adamantine. This damage reduction increases by 1 per two caster levels above 8th.

Note: This spell's damage reduction allows the subject to ignore the first 8 physical damage it takes each round. If it is hit by an adamantite weapon, it cannot use its damage reduction for 1 round.

Spell Resistance: Yes (Fortitude)

Storm of Vengeance

9th Level

Conj/Evoc (Energy, Control, Creation) **Lists:** Air, Divine, Nature, War, Water

Casting Time: Full-round action

Zone: 360 ft. radius cylinder, 200 ft. high **Range:** Long (300 ft.)

Duration: Concentration (maximum 10 rounds)

Damage: Varies

Attack: See text

Effect: This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. You make a Fortitude attack to deafen each creature beneath the cloud for 5 minutes. Violent rain and wind gusts obscure all sight beyond 100 feet. A creature less than 100 feet away has concealment (+4 to physical defenses). Ranged attacks in the area of the storm take a –4 penalty, and spells cast in the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to 20 + double the level of the spell.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates new effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down, dealing 1d10 acid damage to everything in the area.

3rd Round: You call three bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may strike the same target. Each bolt deals 9d6 electricity damage + d6 per four caster levels above 18th. You make a Reflex attack to deal damage to each creature in the path of the bolt. A failed attack deals half damage. If you do not direct the lightning bolts, each bolt automatically targets the largest available target in the area.

4th Round: Hailstones rain down, dealing 5d6 bludgeoning damage to all enemies in the area.

5th through 10th Rounds: Acid rains down, dealing 1d10 damage to everything in the area.

Spell Resistance: Yes (varies)

Stormlord

7th Level

You surround yourself in a whirlwind which deflects ranged attacks and batters your foes.

Abjur/Evoc (Control, Shielding)

Lists: Air, Nature

Target: You

Range: Personal

Duration: Short (Concentration + 5 rounds) (Dismissable)

Damage: 7d6 bludgeoning damage + d6 per four caster levels above 14th

Attack: None/Fortitude half

Effect: You gain physical damage reduction 35 against ranged attacks such as projectile weapons and thrown weapons. This damage reduction increases by 1 per caster level above 14th. In addition, you can make a Fortitude attack to deal damage to any creature that strikes you with its body or a melee weapon. A failed attack deals half damage. Each individual creature can take this damage only once per round.

Note: This spell's damage reduction allows the subject to ignore the first 35 physical damage it takes each round from ranged attacks. The saving throw and spell resistance apply against the damage dealt, but not against this spell's other effects.

Strip the Flesh

7th Level

*You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it **vulnerable** (–2 to attacks, defenses, and checks).*

Necro (Flesh)

Lists: Arcane

Target: One creature

Range: Close (30 ft.)

Duration: Instantaneous/5 rounds

Damage: 7d10 physical damage + d10 per four caster levels above 14th

Attack: None/Magic vs. Fortitude

Effect: You deal damage to the target. In addition, if you succeed at a Fortitude attack, for 5 rounds all damage it takes is doubled. This does not double the initial damage dealt by this spell.

Note: A Heal check that beats your Fortitude attack negates the doubling of damage.

Spell Resistance: Yes (Fortitude)

Suggestion

4th Level

Ench (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]

Lists: Ench

Components: V, M

Target: One living creature

Range: Close (30 ft.)

Duration: Extreme (12 hours) or until completed

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 subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

Note: A very reasonable suggestion can grant a +2 or greater bonus on the Will attack. A creature that resists this spell is immune to all further attempts by the same spellcaster for 24 hours.

Spell Resistance: Yes (Will)

Suggestion, Mass

8th Level

Ench (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]

Lists: Ench

Limit: Medium (20 ft.) radius

Range: Close (30 ft.)

Targets: Five creatures in the area

Duration: Medium (5 minutes)

Effect: This spell functions like *suggestion*, except that it can affect multiple creatures and has a shorter duration. The same suggestion applies to all subjects.

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 11.2: Summon Monster List (page 194). 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.

Summon Monster II

2nd Level

Conj (Summoning) **Lists:** Arcane, Divine
Limit: Medium (20 ft.) radius **Range:** Close (30 ft.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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.)
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 11.2: Summon Monster List (page 194). 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 list on Table 11.3: Summon Nature's Ally List (page 196). 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.)
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 11.3: Summon Nature's Ally List (page 196). 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.)
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,

Table 11.2: 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	9th Level		
Celestial bison	NG	Fiendish tiger	CE	Couatl		LG
Celestial dire badger	CG	6th Level		Leonat (guardinal)		NG
Celestial hippogriff	CG	Celestial polar bear	LG	Celestial roc		CG
Elemental, Small (any) ²	N	Celestial orca whale ¹	NG	Elemental, elder (any) ²		N
Fiendish ape	LE	Bralani (eladrin)	CG	Devil, barbed		LE
Fiendish dire weasel	LE	Celestial dire lion	CG	Fiendish dire shark ¹		NE
Hell hound	LE	Elemental, Large (any) ²	N	Fiendish monstrous scorpion,		NE
Fiendish snake, constrictor	LE	Janni (genie)	N	Gargantuan		
Fiendish boar	NE	Chaos beast	CN	Night hag		NE
Fiendish dire bat	NE	Devil, chain	LE	Bebilith (demon)		CE
Fiendish monstrous centipede, Huge	NE	Xill	LE	Fiendish monstrous spider, Colossal		CE
Fiendish crocodile	CE	Fiendish monstrous centipede,	NE	Hezrou (demon)		CE
Dretch (demon)	CE	Gargantuan				
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.

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 11.3: Summon Nature's Ally List (page 196). 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]

Limit: Medium (20 ft.) radius

Lists: Nature

Range: Close (30 ft.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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 11.3: Summon Nature's Ally List (page 196). 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.)

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

Duration: Instantaneous/5 rounds

Damage: 5d6 solar damage + d6 per four caster levels above 10th; see text

Attack: Magic vs. Reflex/Reflex negates

Effect: You make a Reflex attack to deal damage to everything in the area. A failed attack deals half damage. A failed attack deals half damage. You deal extra damage equal to twice your caster level against any creatures to which sunlight is harmful or unnatural, and they are blinded for 5 rounds if your attack succeeds.

Note: A dazzled creature has a 20% miss chance on all physical attacks and takes a -4 penalty to Spot checks. It is also unable to see with darkvision.

Spell Resistance: Yes (Reflex)

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.)

Damage: 8d6 solar damage + d6 per four caster levels above 16th; see text

Effect: This spell functions as *sunbeam*, except that it affects a Medium (20 ft.) radius and deals more damage.

Telekinesis

6th Level

You move objects or creatures by concentrating on them.

Evoc (Control)

Lists: Evoc

Target or Targets: See text

Range: Medium (100 ft.)

Duration: Concentration, up to Medium (5 minutes)/Instantaneous; see text

Attack: Magic vs. Will (object)/None; see text

Effect: Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of maneuvers, or exert a single short, violent thrust.

Sustained Force: As the *telekinetic force* spell.

Combat Maneuver: As the *telekinetic maneuver* spell.

Violent Thrust: Alternatively, the spell energy can be spent in a single round, as the *telekinetic thrust* spell.

Telekinetic Force

4th Level

Evoc (Control)

Lists: Evoc

Target: One object or creature at a time

Range: Medium (100 ft.)

Duration: Concentration, up to 5 minutes

Attack: Magic vs. Will (object); see text

Effect: You may manipulate objects or creatures at a distance as if you were holding the object in your hands. When doing so, your effective Strength is equal to half your casting attribute, and your effective Dexterity

Table 11.3: 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)
2nd Level	4th Level		
	Arrowhawk, juvenile	Satyr [CN; with pipes]	Tyrannosaurus (dinosaur)
Bear, black (animal)	Bear, brown (animal)	Snake, giant constrictor (animal)	Whale, cachalot ¹ (animal)
Crocodile (animal)	Crocodile, giant (animal)	Nixie (sprite)	Xorn, elder
Dire badger	Deinonychus (dinosaur)	Tojanida, adult ¹	
Dire bat	Dire ape	Whale, orca ¹ (animal)	8th Level
Elemental, Small (any) ²	Dire boar		Dire shark ¹
Hippogriff	Dire wolverine	6th Level	Roc
Shark, Medium ¹ (animal)	Elemental, Medium (any) ²	Dire bear	Salamander, noble [NE]
Snake, Medium viper (animal)	Salamander, flamebrother [NE]	Elemental, Huge (any) ²	Tojanida, elder
Squid ¹ (animal)	Sea cat ¹	Elephant (animal)	
Wolverine (animal)	Shark, Huge ¹ (animal)	Girallon	9th Level
	Snake, Huge viper (animal)	Megaraptor (dinosaur)	Elemental, elder
3rd Level	Tiger (animal)	Octopus, giant ¹ (animal)	Grig [NG; with fiddle] (sprite)
		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

is equal to half your Intelligence. You can move objects at a speed of up to 20 feet per round in any direction.

To affect a creature or an attended object, you must make a successful Will attack. This attack must be repeated each round. If you are prevented from affecting a target in this way, it and any of its possessions are immune to your attempts for the duration of the spell, though you can still attempt to affect other creatures or objects.

Note: This spell generally moves objects too slowly for them to be used as weapons. However, some indirect weapons, such as crossbows, may be used to attack with this spell.

Spell Resistance: Yes (Will)

Telekinetic Maneuver

Evoc (Control)

Target: One creature

Duration: Concentration, up to Medium (5 minutes)

Effect: Once per round, you can telekinetically attack a foe of your choice. You can perform a disarm, dirty trick, grapple (including a pin, if you have already grappled a foe), shove, or trip attack. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus, and you use your casting attribute in place of your Strength. In addition, you get a +2 enhancement bonus to maneuvers with this spell. This bonus increases to +3 at 8th caster level, to +4 at 14th caster level, and finally to +5 at 20th caster level.

Spell Resistance: Yes (Will)

3rd Level

Lists: Evoc

Range: Medium (100 ft.)

Telekinetic Thrust

Evoc (Control)

Target or Targets: Five objects or creatures in a Medium (20 ft.) radius + one per four caster levels above 8th

Attack: Magic vs. Will (object); see text

Effect: You can throw the affected objects or creatures anywhere within the spell's range. All subjects of this spell must be thrown to the same place. You can hurl up to a total weight of 25 pounds per caster level.

You must succeed on physical ranged attacks (one per creature or object thrown) to hit the target of the hurled items with the items, with an attack bonus equal to your caster level + your casting attribute. Hurled weapons deal their normal damage. Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

To affect a creature or attended item, you must make a successful Will attack.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 50 feet (5d6 damage).

Spell Resistance: Yes (Will)

5th Level

Lists: Evoc

Range: Medium (100 ft.)

Telepathy

Div (Communication)

Target: You

Duration: Long (1 hour)

Effect: You gain telepathy out to a range of 100 feet. This allows you to send mental messages to any creature within range that has a language. Non-telepathic creatures can reply mentally to your messages, but they cannot initiate a telepathic conversation with you.

You can address multiple creatures at once with telepathy, but maintaining separate mental conversations is just as difficult as simultaneously speaking and listening to multiple creatures at the same time.

Temporal Stasis

Trans (Temporal)

Target: One creature

Duration: Short (*Concentration + 5 rounds*)/Permanent

Attack: None/Magic vs. Will

Effect: The subject is slowed for a Short (*Concentration + 5 rounds*) duration.

Bloodied Effect: In addition, you make a Will attack against the touched creature. A successful attack causes the subject to be placed into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or an *emancipation* spell).

Note: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a -2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks.

Spell Resistance: Yes (Will)

Power Word Fear

You fill your foe with an inescapable fear, forcing it to flee from your presence.

Ench (Emotion) [Fear, Mind-Affecting]

Target: One creature

Lists: Arcane

Range: Close (30 ft.)

Duration: Short (*Concentration + 5 rounds*)

Healthy Effect: The subject is shaken, causing it to be **vulnerable** (-2 to attacks, defenses, and checks).

Bloodied Effect: The subject is frightened.

Note: A **vulnerable** (-2 to attacks, defenses, and checks) character takes a -2 penalty on attacks, defenses, and checks. A frightened creature is the same, except that it also flees from the source of its fear as best it can. If unable to flee, it may fight.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Spell Resistance: Yes (Will)

Time Stop

Trans (Temporal)

Target: You

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

5th Level

Lists: Arcane

Range: Personal

8th Level

Lists: Arcane

Range: Touch

6th Level

9th Level

Lists: Arcane

Range: Personal

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 subjects 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.

Note: 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

Trans (Augment)

Target: One creature

Duration: Short (*Concentration + 5 rounds*)

Effect: This spell grants the subject the mental power of a totem animal. It has three forms, each of which grants a +2 enhancement bonus to a mental attribute.

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.

Spell Resistance: Yes (Will)

2nd Level

Lists: Arcane, Divine, Nature

Range: Touch

Totemic Mind, Greater

Trans (Augment)

Lists: Arcane, Divine, Nature

Effect: This spell functions like *totemic mind*, except that it grants a +4 enhancement bonus to the chosen attribute instead. Alternately, you can grant the subject a +2 enhancement bonus to all mental attributes.

Totemic Mind, Mass

Trans (Augment)

Lists: Arcane, Divine, Nature

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like *totemic mind*, except that it affects multiple creatures. All affected creatures must gain a bonus to the same attribute.

Totemic Power

Trans (Augment)

Lists: Arcane, Divine, Nature, Strength

Target: One creature

Range: Touch

Duration: Short (*Concentration + 5 rounds*)

Effect: This spell grants the subject the physical power of an animal. It has three forms, each of which grants a +2 enhancement bonus to a physical attribute.

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 subject'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.

Spell Resistance: Yes (Fortitude)

2nd Level

Totemic Power, Greater**5th Level**

Trans (Augment)

Lists: Arcane, Divine, Nature, Strength

Effect: This spell functions like *totemic power*, except that it grants a +4 enhancement bonus to the chosen attribute instead. Alternately, you can grant the subject a +2 enhancement bonus to all physical attributes.

Totemic Power, Mass**6th Level**

Trans (Augment)

Lists: Arcane, Divine, Nature**Limit:** Medium (20 ft.) radius**Range:** Medium (100 ft.)**Targets:** Five creatures in the area

Effect: This spell functions like *totemic power*, except that it affects multiple creatures. Each affected creature must have the same attribute increased.

Touch of Idiocy**2nd Level**

With a touch, you reduce the target's mental faculties.

Ench (Inhibition) [Mind-Affecting]

Lists: Arcane**Target:** One creature**Range:** One**Duration:** Short (Concentration + 5 rounds)**Attack:** Will half

Effect: The subject takes a -4 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below -9.

Note: This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite attribute drops below the minimum required to cast spells of that level.

Spell Resistance: Yes (Will)**Transmute Any Object****9th Level**

Trans (Alteration, Polymorph)

Lists: Arcane

Target: One creature, or one nonmagical object of up to 1000 cu. ft.

Range: Medium (100 ft.)**Duration:** See text**Attack:** Magic vs. Fortitude (object); see text

Effect: This spell can be used to duplicate the effects of *fabricate*, *major creation*, *passwall*, *shape stone*, *transmute flesh and stone*, or *wall of stone*. The object or creature to be transformed must meet any requirements of the spell to be duplicated, except that it must be within Medium (100 ft.) range.

Spell Resistance: Yes (Fortitude)**Transmute Flesh and Stone****6th Level**

Trans (Polymorph)

Lists: Arcane, Earth

Target: One creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Range: Medium (100 ft.)**Duration:** Short (Concentration + 5 rounds)/Instantaneous**Damage:** 3d8 damage per round; see text**Attack:** Magic vs. Fortitude (object); see text

Effect: This spell has different effects depending on the version chosen.

Flesh to Stone: The subject is slowed for the duration of the spell, and takes 3d8 physical damage each round as its body gradually turns to stone. If the subject reaches 0 hit points before the spell ends, it becomes a mindless, inert statue, along with all its carried gear. If the statue resulting from this effect is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it is not considered alive either.

Only creatures made of flesh are affected by this effect.

Stone to Flesh: This effect restores a petrified creature to its normal state,

restoring life and goods. Any petrified creature, regardless of size, can be restored. A restored creature has as many hit points as it had when it was petrified. Stone which was not originally a petrified creature is unaffected. **Note:** A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a -2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks.

Spell Resistance: Yes (Fortitude)**Tree Shape****2nd Level**

Trans (Polymorph)

Lists: Nature**Target:** You**Range:** Personal**Duration:** Extreme (12 hours) (Dismissable)

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 a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and defenses remain unaffected. 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.

Note: You can dismiss tree shape as a free action (instead of as a standard action).

Tremorsense**1st Level**

Trans (Imbuement)

Lists: Nature, Earth**Target:** You**Range:** Personal/Large (50 ft.) limit**Duration:** Concentration

Effect: You gain the tremorsense ability. If you are touching a surface, you can automatically pinpoint the location of anything in the area of the spell that is in contact with the surface, including inanimate objects.

Note: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

True Seeing**6th Level**

Div (Awareness)

Lists: Arcane, Divine, Knowledge**Components:** Verbal, Somatic, and Material**Target:** One creature**Range:** Touch**Duration:** Short (Concentration + 5 rounds)

Effect: You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the truth behind visual figments and glamers, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The effect extends out to Medium (100 ft.) range.

Note: *True seeing* does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a scrying effect.

Material Components: An ointment for the eyes that costs 100 gp and is made from mushroom powder, saffron, and fat.

Spell Resistance: Yes (Will)

True Strike**6th Level Unliving Heart****1st 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

Target: one creature

Range: Medium (100 ft.)

Duration: See text

Effect: The subject's next single physical attack (if it is made before the end of the next round) gains a +20 enhancement bonus, and ignores all miss chances. After casting this spell, you cannot cast it again for 5 rounds.

Unholy Aura**8th Level**

Abjur (Interdiction) [Evil]

Lists: Divine, Evil

Components: Verbal, Somatic, and Focus

Limit: Medium (20 ft.) radius centered on you

Targets: Five creatures in the area

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: See text

Effect: A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has three effects.

First, each subject gains a +5 enhancement bonus to its defenses.

Second, each subject gains spell resistance 10 against chaotic spells and spells cast by good creatures.

Third, at the end of each round, all good creatures within Close (30 ft.) range of the subject that attacked the subject 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.

Spell Resistance: Yes (Will)

Unholy Blight**4th Level**

Evoc (Channeling) [Evil]

Lists: Evil

Target: One creature

Range: Medium (100 ft.)

Duration: Instantaneous/5 rounds

Damage: 8d6 divine damage + d6 per two caster levels above 8th

Attack: Will half/Magic vs. Will

Effect: If the target is not evil, it is sickened for 5 rounds, and you make a Will attack to deal damage to it. A failed attack deals half damage.

Spell Resistance: Yes (Will)

Unliving Eyes**3rd Level**

Div/Necro (Awareness, Life)

Lists: Arcane

Target: One creature

Range: Touch

Duration: Long (1 hour) (Dismissable)

Effect: The subject 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 you cast this spell on an undead creature, the range of the vision is doubled to 60 feet.

Spell Resistance: Yes (Will)

You harness the power of unlife to grant yourself a limited ability to avoid death.

Necro (Life)

Lists: Necro

Target: You

Range: Personal

Duration: Long (1 hour)

Effect: You gain 5 temporary hit points + 1 per caster level 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 causes some unintelligent undead, such as skeletons and zombies, to avoid attacking you.

Vampiric Touch**4th Level**

Necro (Life)

Lists: Necro

Target: One living creature

Range: Touch

Duration: Instantaneous/Long (1 hour)

Damage: 8d8 life damage + d8 per two caster levels above 8th

Attack: Fortitude half

Effect: You make a Fortitude attack to deal damage to the touched creature. A failed attack deals half damage. You gain temporary hit points equal to half the damage you deal. You can't gain more hit points than subject has. The temporary hit points disappear 1 hour later. 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 causes some unintelligent undead, such as skeletons and zombies, to avoid attacking you.

Spell Resistance: Yes (Fortitude)

Ventriloquism**1st Level**

Illus (Figment)

Lists: Arcane, Trickery

Components: V, F

Range: Close (30 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Attack: Magic check vs. Perception and Will (if interacted with)

Effect: You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who disbelieves the sound recognizes it as illusory (but still hears it).

Note: When you cast this spell, 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.

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

Targets: Up to five living creatures in the area

Duration: Concentration, up to 2 rounds; see text

Attack: Magic vs. Fortitude

Healthy Effect: The subjects are sickened, making them **vulnerable** (–2 to attacks, defenses, and checks) for 5 rounds. If you concentrate for a second round, subjects still in the area are nauseated for 1 round.

Bloodied Effect: The subjects are nauseated for 1 round. If you concentrate

for a second round, subjects still in the area are reduced to 0 hit points and take 9 critical damage, causing them to begin dying.

Note: This spell affects a maximum number of creatures equal to your caster level. Creatures closest to you are affected first, so creatures farther away may be unaffected if there are enough intervening creatures. Each creature makes only one saving throw against the effect.

Spell Resistance: Yes (Fortitude)

Wall of Fire

5th Level

Evoc (Energy) [Fire, Wall]

Lists: Arcane, Nature, Fire

Zone: 100 ft. wall, 20 ft. high (S)

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*)

Damage: 4d6 + d6 per four caster levels above 8th; see text

Attack: Magic vs. Reflex; see text

Effect: An immobile, blazing curtain of shimmering violet fire springs into existence. Whenever a creature passes through the wall, you make a Reflex attack to deal damage to it. A failed attack deals half damage. In addition, the wall radiates heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those past 10 feet but within 20 feet. This damage does not require an attack, and is dealt at the start of each of your turns after you create the wall.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

Note: 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.

Spell Resistance: Yes (Reflex)

Wall of Force

6th Level

Evoc (Control) [Force, Wall]

Lists: Arcane

Zone: 100 ft. wall, 10 ft. high

Range: Medium (100 ft.)

Duration: Short (*Concentration + 5 rounds*) (Dismissable)

Effect: This spell creates an invisible wall made of force. Nothing can pass through or alter the wall. It forms a flat, vertical plane, and it must be continuous and unbroken when formed. If the surface is broken by any object or creature, the spell fails.

Note: The wall is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. As a force effect, it blocks ethereal creatures as well as material ones. 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.) wall, 5 ft. high (S)

Range: Medium (100 ft.)

Attack: See text

Effect: This spell forms a wall of stone atop existing rock surfaces. A wall of stone is 4 inches thick and composed of up to ten 5-foot squares. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot

square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

Wall of Thorns

5th Level

Conj (Creation) [Wall]

Lists: Nature, Wild

Zone: 100 ft. wall, 10 ft. high (S)

Range: Medium (100 ft.)

Duration: Long (1 hour) (Dismissable)

Effect: This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per square of movement equal to twice your caster level, minus the creature's Armor defense.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as twenty 10x10x5 foot blocks. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a grapple attack or Escape Artist check as a full-round action. The creature moves 5 feet for each full 5 points by which the check result exceeds 20, up to a maximum distance equal to its normal land speed. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

If you have at least 5 feet of thorns between you and an opponent, it provides cover. If you have at least 20 feet of thorns between you, it provides total cover.

Any creature in the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

Note: 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.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

2nd Level

Trans (Alteration)

Lists: Destruction, Nature

Limit: Medium (20 ft.) radius

Range: Close (30 ft.)

Target: 1 Small nonmagical wooden object/caster level in the area

Attack: Magic vs. Will (object)

Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon imposes a -4 penalty on physical attacks.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

Note: You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Spell Resistance: Yes (Will)

Water Walk

3rd Level

Trans (Imbuement) [Water]

Lists: Druid, Water

Targets: Five touched creatures

Range: Touch

Duration: Long (1 hour) (Dismissable)

Effect: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Spell Resistance: Yes (Fortitude)

Waves of Exhaustion

8th Level

Necro (Flesh)

Lists: Arcane, Death, War

Burst: Large (50 ft.) cone

Duration: Short (Concentration + 5 rounds)

Attack: Fortitude partial

Effect: You make a Fortitude attack to exhaust all creatures in the area. A failed attack means they are fatigued instead. This spell has no effect on a creature that is already exhausted.

Note: An exhausted character cannot sprint or charge, moves at half speed, and takes a -4 penalty to attacks, defenses, and checks. A fatigued character can neither sprint nor charge and is **vulnerable** (-2 to attacks, defenses, and checks), giving it a -2 penalty to attacks, defenses, and checks.

Spell Resistance: Yes (Fortitude)

Waves of Fatigue

5th Level

Necro (Flesh)

Lists: Arcane, Death, War

Burst: Large (50 ft.) cone

Duration: Short (Concentration + 5 rounds)

Attack: No

Effect: Living creatures in the area are fatigued. This spell has no effect on a creature that is already fatigued.

Note: A fatigued character can neither sprint nor charge and is **vulnerable** (-2 to attacks, defenses, and checks), giving it a -2 penalty to attacks, defenses, and checks.

Spell Resistance: Yes (Fortitude)

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)

Attack: Reflex negates; see text

Effect: You make a Reflex attack to entangle all creatures in the area. This attack is repeated each round that a creature moves or fights in the area. An entangled creature can spend a standard action to make a grapple attack or Escape Artist attempt against your Reflex attack to break the webs holding it, preventing it from being entangled. A creature entangled by the spell remains entangled until it breaks the webs holding it or escapes the spell's area.

If the strands can be anchored to two or more solid and diametrically opposed structures, such as walls, the strands are much more sturdy. A creature entangled within a sturdy web is unable to move from its square

until it stops being entangled.

Note: An entangled creature moves at half speed, cannot sprint or charge, and takes a -2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks. If it attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell. The strands are too widely spaced to significantly obscure sight, but are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

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, Mind-Affecting, Unreal]

Lists: Arcane, Trickery

Limit: Medium (20 ft.) radius

Range: Medium (100 ft.)

Targets: Five creatures in the area

Effect: This spell functions like **phantasmal killer**, except that it affects multiple creatures.

Windstrike

2nd Level

You command the air to bludgeon the target, sending it flying.

Evoc (Control) [Air]

Lists: Air, Nature

Target: One creature or object

Range: Medium (100 ft.)

Damage: 4d6 bludgeoning damage + d6 per two caster levels above 4th

Attack: Fortitude half

Effect: You make a Fortitude attack to deal damage to the target. A failed attack deals half damage. In addition, you may make a shove attack with an attack bonus equal to your caster level + your casting attribute. If you succeed, you may have the wind shove the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Spell Resistance: Yes (Fortitude)

Windstrike, Greater

5th Level

You command the air to bludgeon the target with tremendous force, sending it flying.

Evoc (Control) [Air]

Lists: Air, Nature

Damage: 10d6 bludgeoning damage + d6 per two caster levels above 10th

Effect: This spell functions like **windstrike**, except that the shove is much more powerful. You make a shove attack with an enhancement bonus equal to your caster level + your casting attribute + 12, treating the wind as a Gargantuan creature.

If you succeed, you knock the target prone and may have the wind shove the target in any direction – even vertically. Moving the target up does not require more movement than moving the target horizontally.

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 (varies)

Word of Chaos

7th Level

Evoc (Channeling) [Chaotic]

Lists: Chaos

Components: Verbal only
Burst: Large (50 ft.) radius centered on you
Targets: All nonlawful creatures in the area
Effect: If the target's level does not exceed your caster level, it is *vulnerable* (–2 to attacks, defenses, and checks) for 5 rounds.

If it is bloodied, it also suffers one or more of the following ill effects, depending on its level.

Bewildered: The creature is bewildered, making it *vulnerable* (–2 to attacks, defenses, and checks) for 5 rounds.

Confused: The creature is confused for 2 rounds.

Paralyzed: The creature is paralyzed and helpless for 5 rounds.

Killed: Living creatures die. Nonliving creatures are destroyed.

Level	Effect
Equal to caster level	Bewildered
Up to caster level –5	Confused, bewildered
Up to caster level –10	Paralyzed, nauseated, sickened
Up to caster level –15	Killed ¹ 1 Living creatures die. Nonliving creatures are destroyed.

Spell Resistance: Yes (Will)

Word of Recall

6th Level

Conj (Translocation) [Teleportation]

Lists: Divine

Components: Verbal only
Target: You
Range: Unlimited
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)
Effect: This spell functions as *magic weapon*, except that the affected weapon 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.

Note: 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.

Spell Resistance: Yes (Will)

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

Effect: This spell functions like *zephyr blade*, except that it extends the weapon's reach 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 nonlethal 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. Conjunction (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 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.

Note: 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 concentration 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.

Note: 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. Conjunction (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 caster level in place of your base attack bonus.

Note: 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.

Note: 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.

Note: 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.

Note: 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.

Note: 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.

Phantom 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.

Note: 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.

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. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot 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 spell 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 to 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. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to physical defenses against ranged attacks, but takes a -4 penalty to physical defenses against melee attacks.

Standing up is a move action that does not provoke attacks of opportunity.

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 drops everything held, 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.

Vulnerable: Weakened and susceptible 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 Conjunction (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: Conjunction (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 (Glamour), 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 (Glamour) 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 Conjunction (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: Conjunction (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 Conjunction (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: Conjunction (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 Conjunction (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: Conjunction (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 Conjunction/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: Conjunction/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 Conjunction (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: Conjunction (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 Conjunction (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: Conjunction (Creation) [Fog] 2; caster level 4th or Craft (textiles) 8

Vanishing Cloak

Price (Level): 12,000 gp (12th)

Body Location: Torso

Aura, Caster Level: Moderate Conjunction (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: Conjunction (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 Conjunction (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: Conjunction (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 Conjunction/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: Conjunction, Transmutation (2) 4th; caster level Craft (as weapon) 8 or

Poisoning, Greater

Price (Level): 24,000 gp (13th)

Aura, Caster Level: Moderate Conjunction/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: Conjunction, Transmutation (5) 10th; caster level Craft (as weapon) 14 or

Returning

Price (Level): 1,000 gp (6th)

Aura, Caster Level: Faint Conjunction (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: Conjunction (Translocation) [Teleportation] 2; caster level 4th or Craft (as weapon) 8

Returning, Greater

Price (Level): 5,000 gp (10th)

Aura, Caster Level: Faint Conjunction (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: Conjunction (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

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

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.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 Conjunction (Translocation) [Planar]

Aura:

Activation: —

This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its

inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

If the bag is overloaded, or if sharp objects pierce it from the outside, the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a bag of holding is placed within a portable hole a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

Creation Requirements: Conjunction (Translocation) [Planar] 2; caster level 4th or Craft (textiles) 8

Bag of Tricks

Price (Level): Varies gp (see text)
Caster Level: Varied Conjunction (Summoning)
Aura: —
Activation: —

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 1 minute (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Creature Handling skill. Each of the three kinds of a bag of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

Animals produced are always random, and only one may exist at a time. If a new animal is drawn from the bag, the previous animal is immediately unsummoned.

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: Conjunction (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 Conjunction (Creation)
Aura: 4th
Activation: Standard (specific action)

This item appears to be a normal glass bottle with a cork. By uncorking the bottle (a standard action), you can cause the bottle to continually fill itself with clean air for 1 hour. It will remain filled with clean air even if taken into an airless environment or environment with dangerous gases, allowing you to breathe from the bottle. Liquid can still fill the bottle, and the bottle will continuously bubble as air is created until the liquid is removed.

The bottle can even be shared by multiple creatures who pass it around. Breathing out of the bottle is a standard action, but a creature that does so can then act for as long as it can hold its breath.

Creation Requirements: Conjunction (Creation) 2; 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 Conjunction/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.

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.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

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 items are more complex, requiring multiple schools and subschools or even multiple Craft skills. You must know all of those schools and subschools with each Craft skill you use for the item.

Creation Process

Regardless of the type of item being created, item creation always has certain features in common.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Negative Levels: Power and energy that a spellcaster would

normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: Creating an item requires one day per 1000 gp in the item's raw materials cost, to a minimum of one day.

Item Cost: Potions and scrolls directly reproduce spell effects, and the power and price of these items depends on the level of the spell they replicate.

Extra Costs: Any potion or scroll that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

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 229).

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 Activated 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 circumstance, 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.