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Chapter 0

Introduction

0.1 What Is Rise?

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

0.2 How To Take Actions

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

However, sometimes you'll want to take a dramatic action with a chance of failure, such as picking a lock or swinging from a chandelier. In that case, you roll a a ten-sided die, or d10, and add a number to the number on the die. This result is compared to a number representing how difficult the action is, or **Difficulty Rating** (DR). If your result is at least as high as the DR, your character's action succeeds. If it is lower, your character's action fails.

The number you add to the d10 roll represents how likely your character is to succeed at the action. If your character is very strong, she will probably succeed at breaking down a door — but if she is not very perceptive, she will probably not notice the trap! Your character's abilities can be modified in many ways, but they are most affected by three things: attributes, skills, and classes.

Attacks and Checks

In Rise, each character has many different actions they can take. How likely you are to succeed at a particular action depends on your character's numerical statistics. Most abilities require either an **attack roll** or a **check**. In general, abilities that affect unwilling creatures in some potentially harmful way require attack rolls. For example, hitting something with your sword is an attack, and requires an attack roll to succeed. In contrast, abilities that affect yourself, the environment, or willing creatures usually require checks instead. For example, climbing a cliff requires a check using the Climb skill (see Climb, page 60).

Opposed Actions

Sometimes, you're competing with another creature, such as when you are trying to hold a door closed and a ferocious ogre is trying to shove it open. In that case, you both roll a d10 and add your modifiers, and the creature with the higher result wins. This is called an opposed check. If you get the same result, the creature with the higher modifier wins. If you have the same modifier, roll again to break the tie.

Turns

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

0.3 Narrative Pacing

A typical game of Rise is broken up into two distinct concepts. Sometimes, you will interact with the world in broad, sweeping descriptions, as you describe in general terms what your character does. For example, you and your group may decide to travel overland for seven days to reach a distant city. Just like you don't need to mention every time your character breathes or takes a step, you don't need to track every second of time spent on that journey. Until something of dramatic significance happens, the GM should narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your group is ambushed by roaming bandits, the exact actions you take become important. This is called an **encounter**. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in **rounds**. A round represents six seconds of time, so there are ten rounds per minute. It

Not all encounters require tracking time precisely. For example, if you and your party encounter a broken-down caravan carrying an angry prince, your exact actions can be important. Whether you show appropriate deference and fix his caravan, ignore him, or kill him to steal his jewelry can have important repurcussions in the game world. However, the exact time it takes to make that decision

and execute on it is not important.

Not every challenge needs to be handled with the narrative pacing of an encounter, especially if the outcome of the challenge is uninteresting or predetermined. Even combat can be described in broad terms, such as if you are significantly more powerful than your foes and your victory is assured. In all cases, the GM decides how to handle the flow of time and the narrative pacing. They may have information you don't about what is important and what is irrelevant.

0.4 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 are critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what she is doing. Likewise, the GM needs to let the players do what they want — even if it doesn't suit her idea of what "should" happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they're pretty good rules. But sometimes, you don't need them all — or you think you've come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn't contain rules for how to drink water, sleep, or blink. If something isn't described explicitly here, assume that it works the same way it does in reality.
- **It's just a game, so have fun.**

Rule of Drama

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

Checks without Rolls

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

Taking 5: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 10 when determining whether the check is successful. This is called "taking 5".

Taking 10: If a character would not succeed when taking 5, the character can try to "take 10" instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates her check result if she had rolled a 10.

Essentially, taking 10 means the character repeatedly attempts the task until he succeeds. It is possible to take 10 on a task that has consequences for failure, but taking 10 guarantees that those consequences occur.

Narrative Time

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

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

0.5 Character Creation

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

Character Concept

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

- World-weary pirate
- Devout cultist
- Con artist with a heart of gold
- Pragmatic wanderer
- Artistic pixie
- Mushroom-obsessed hermit
- Bumbling do-gooder
- Dim-witted bodyguard
- Cowardly storyteller
- Bear-barian
- Parsimonious law enforcer
- Peaceful naturalist
- Trigger-happy pyromaniac
- Heroic, simple-minded savage
- Friendly necromancer
- Chaotic speed demon
- Pompous ex-noble
- Sarcastic mercenary
- Battle-scarred priest
- Ambitious arcane prodigy

- Charismatic musician
- Aloof scholar
- Blunt-spoken warrior
- Crazed prophet
- Polite warrior

Personality

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

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

Motivation

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

Alignment

Your character's alignment reflects her moral character: is she more inclined to good or to evil, to order or chaos? Alignments are described in more detail at Alignment, page 97.

Attributes

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

Race

Is your character a surly dwarf, an agile elf, or a dim-witted half-orc? There are six core races in Rise: Humans, dwarves, elves, gnomes, halflings, and half-orcs. Your character's race doesn't have a strong effect on your character's abilities, but it can be important when thinking about your personality and background. Races are described in more detail at Races, page 23

Class

Your character's class is what they have chosen to focus on, and their source of power — the fundamental element that makes them rise above a mere commoner. It is the most mechanically significant choice you make. Classes are described in more detail at Classes, page 25

Background

Appearance

Equipment

Your character begins with 100 gold pieces, and you decide how to spend them.

0.6 Other Rules

Rounding

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

Multipliers

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

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

Chapter 1

Core Mechanics

This chapter describes the core mechanics of Rise. It defines how attributes work and explains how to make physical attacks in combat.

1.1 Attacks and Checks

Your character can take many actions without needing to roll a die at all. However, eventually your character will need to do something where there is a dramatically significant chance of failure. In that case, you will need to roll a die to see if your character succeeds or fails. Almost all rolls you will need to make can be described as an **attack roll** or a **check**.

Attack Rolls

Attack rolls are required to make **attacks**. Anything that affects another creature in a potentially harmful way, such as striking a creature with a sword, is an attack. Some abilities are always considered attacks, even if you use them in a way that you believe cannot be harmful.

To make an attack roll, roll 1d10 and add your **accuracy** with the attack. The sum of your die roll and your accuracy is called your **attack result**. You compare your attack result to a **defense** that your **target** has. All attacks specify which defense they are compared to. If your result is at least equal to your target's defense, the attack succeeds. This almost always means the target suffers some harmful effect, such as taking **damage**. Otherwise, the attack fails.

Exploding Attacks

When you make an attack roll, if you roll a 10 on the d10, the die "explodes". You roll again and add the second result to the original 10 before applying your **accuracy**. If you roll a 10 on the extra roll, you keep rolling until you stop rolling a 10 and add all of the rolls together.

Critical Success

If your attack result is at least 10 higher than your target's defense, your attack is a **critical success**. Many attacks have a special effect on a critical success. For example, **physical attacks** deal double damage when you get a critical success.

Critical Failure

if your attack result is at least 10 lower than your target's defense, your attack is a **critical failure**. Some attacks have a special effect on a critical failure, which is usually bad for the attacker. Some attacks also have special effects on non-critical failures, where you fail to beat your target's defense by 9 or less. For example, the **fireball** spell deals half damage on a non-critical failure.

Checks

Checks are required to perform actions that have a chance of failure that are not attacks. For example, climbing a wall or remembering an obscure piece of trivia may require a check.

To make a check, roll 1d10 and add your **check modifier** with the check. You compare the die result, including your check modifier, to a **Difficulty Rating** (DR) that represents the difficulty of the task. The more difficult the task, the higher the DR will be. If your result is at least equal to the DR, the check succeeds. This usually means you accomplish a task successfully. Normal Difficulty Ratings are described in Table 1.1: Difficulty Ratings (page 8).

Table 1.1: Difficulty Ratings

Difficulty (DR)	Example (Skill Used)
Trivial (0)	Hear a coversation from 10 feet away (Awareness)
Average (5)	Tie or untie a typical knot (Devices)
Tough (10)	Swim in rough water (Swim)
Challenging (15)	Balance on a one-inch wide wood beam (Acrobatics)
Heroic (20)	Open a high quality lock (Devices)
Legendary (25)	Leap across a 30-foot chasm with a running start (Jump)
Epic (30)	Convince a wise mayor she is secretly a werewolf (Persuasion)
Godlike (40)	Track three orcs across firm ground after 24 hours of rainfall (Survival)

Critical Success

If your check result is at least 10 higher than the DR, your check is a **critical success**. Many checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 60).

Critical Failure

If your check result is at least 10 lower than the DR, your check is a **critical failure**. Some checks have a special effect on a critical failure, which is usually bad for the character making the check. For example, a critical failure while climbing means you fall (see Climb, page 60).

Strikes

A **strike** is the most common type of attack. A strike is a single **physical** attack with a weapon. All strikes are compared to the target's Armor defense unless otherwise specified. Every creature can make a strike with its fists or some other part of its body if necessary. All strikes are **mundane**.

1.2 Combat Overview

The world of Rise can be a harsh one, and not all disagreements can be resolved peacefully. At some point, you will be forced to enter combat. This section explains how combat works, including how to take actions during a round and how attacks and defenses are calculated.

Combat Time

Combat takes place in a series of **rounds**, which represent about six seconds of time. Each round of a combat is divided into two phases: a **movement phase** and an **action phase**. After both phases are complete, the round ends and the next round begins.

The Movement Phase

Almost all creatures have a **speed** measured in feet. For example, a typical human has a speed of thirty feet. During the movement phase, you can move a maximum distance equal to your speed. You can sprint to temporarily increase your speed (see Sprint, page 71). Some creatures have special forms of movement, such as the ability to fly. A creature has a listed speed for any special form of movement it has.

At the start of the movement phase, all creatures designate a location they attempt to move to, or some other type of movement they attempt to make (see Movement and Positioning, page **??**). Once everyone has declared their actions, those actions resolve. Normally, you will simply arrive in the destination you are trying to reach. For details about resolving conflicting movements, see Resolving Actions, page 11.

In addition to this movement, you can take other minor actions that require motion, such as drawing a weapon. There is no specific limit on the number of minor actions you can perform in this way, but you must be able to perform all of them simultaneously. For example, you could move a distance equal to your speed and draw a sword. However, you could not put on a cloak and equip a shield in the same movement phase, because you cannot take those actions at the same time. When all creatures have resolved their movement, the action phase begins.

The Action Phase

During the action phase, each creature can take actions. Usually, you will simply take a **standard action**.

Movement and Positioning

Measuring Movement

For simplicity, all movement is measured in five-foot increments. While it is possible to be more precise than that, it's generally not worth the complexity.

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

Taking up Space

A typical human takes up a 5-ft. by 5-ft. space in combat. For convenience, this is often called a **square**. Differently sized creatures can take up more or less space, as indicated on Table 1.7: Size in Combat (page 18). Normally, other creatures can't be in any squares you occupy.

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

Moving Near Foes

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

Reactive Movements

It is possible to declare movement that reacts automatically to the movement of an opponent. For example, you can try to follow a creature wherever it goes that round. If you declare a reactive movement at the start of the movement phase, you automatically move accordingly. In all cases, if you run out of movement speed before accomplishing your intended task, you simply stop where you ran out of movement. The two most common types of reactive movements are **blocking**, **following**, and **withdrawing**, but you can come up with other reactive movements. The only requirement is that a reactive movement must have a simple criteria for determining how you move.

Blocking: You can designate a target creature or object to block, and the area you want to block it from entering. When you do, you automatically move to intercept the target as it approaches the blocked area. Usually, blocking a target requires an opposed **initiative** check against the target. Success means you successfully keep ahead of the target as it moves, preventing it from entering the area (unless it can move through you). Failure means the target moves around you (if there is room) to enter the area.

Multiple creatures can coordinate to block a single creature. The blocked creature must beat the initiative of all blocking creatures to enter the blocked area.

Following: You can designate a target creature or object to follow, and the maximum distance you want to follow at. When you do, you automatically move such that your distance to the target is no greater than your desired follow distance. For the rest of the round, whenever that creature or object moves, you move with it to stay within that follow distance.

If the target takes an action that makes it impossible to follow with movement, such as teleporting, you cannot follow it for the rest of the round.

Withdrawing: Withdrawing functions the same way as following, except that you specify a minimum distance between you and the target instead of a maximum distance. In addition, you can specify multiple targets and try to keep away from all of them.

Special Movements

Every character can take some special movement-related actions which are described below.

Struggle: As a full-round action, you can move five feet, re-

gardless of movement penalties. This does not allow you to pass obstacles unrelated to movement speed penalties, such as walls. You can only use this action with a land speed, and not with any other type of speed (see Special Movement Modes, page 10).

Overrun: As part of movement, you can try to move directly through creatures in your way. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. If a creature does not attempt to avoid you, you make a Strength vs. Fortitude attack against it. Success means you move through the creature's space, though you treat it as **difficult terrain**. Critical success means the creature is knocked prone, and you do not treat its space as difficult terrain. Failure means you end your movement immediately. Critical failure means you end your movement and fall prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*.

Movement Impediments

Difficult Terrain: Some terrain is hard to move through, like thick bushes or a swamp. If a square is difficult terrain, it doubles the movement cost required to move out of the square. That generally means it takes ten feet of movement, or fifteen feet if you are moving diagonally. If a square is considered difficult terrain for multiple reasons, the cost increases stack. For example, a square in a swamp that also has thick bushes blocking your passage would take twenty feet of movement, or thirty feet to move diagonally.

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls are blocking obstacles: they completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a skill check to bypass.

Squeezing:

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While squeezing, you move half as fast, and you take a −4 penalty to physical accuracy, physical checks, and physical defenses. You can squeeze into tighter spaces with the Escape Artist skill.

Creatures that take up multiple squares take up half their normal number of squares while squeezing. For example, a Large creature who normally takes up four spaces takes up two spaces while squeezing.

Accidentally Squeezing: Sometimes a character ends its movement while moving through a space where it's not normally allowed to stop. When that happens, the character is squeezing in the space until it can move. If squeezing is impossible, the creature immediately moves to the closest available space. Try not to do this.

Special Movement Modes

Some spells and abilities grant creatures the ability to move in unusual ways. These forms of movement are described here.

Burrowing: A creature with a burrow speed can move through the ground at the indicated speed in any direction, even vertically. Unless otherwise noted, the creature can only burrow through dirt and loose earth, not rock or harder substances. It does not leave behind a usable tunnel for other creatures.

Climbing: A creature with a **climb speed** can move a distance equal to its climb speed with a successful Climb check (see Climb, page 60). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a fly speed can fly through the air at the indicated speed. It must be unencumbered *(not carrying a heavy load or wearing medium or heavy armor)* (see Encumbrance, page 111). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 10), 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.

Maneuverability: Some creatures have fly speeds with special maneuverability rules.

Good Maneuverability: If a creature has good maneuverability while flying, it gains three benefits while flying. First, it not need to move forward to maintain its flight, allowing it to hover. Second, it can turn in place without spending movement. Third, it can move up at the same speed as it moves horizontally.

Poor Maneuverability: If a creature has poor maneuverability while flying, it 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.

Falling: If a flying creature loses control, usually by failing to maintain its minimum forward speed, or loses the ability to fly, it falls just like any other creature would in midair. As long as it still has the ability to fly, it can regain control of its fall as a standard action, causing it to resume flying normally.

Gliding: A creature with a glide speed can glide through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 111).

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.

Action Types

Standard Action: Most common activities require a single standard action, such as attacking with a weapon, casting a spell, and using most special abilities. You can only take one standard action per action phase.

Swift and Immediate Actions: Each round, you can take a single swift or immediate action, but not both. 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. They are resolved early in the phase, before other actions resolve.

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. Immediate actions are resolved immediately, before the triggering action

resolves. If multiple swift or immediate actions are taken simultaneously, they are resolved using the normal rules for resolving simultaneous actions.

Free Actions: Each round, you can take any number of free actions. Free actions can be taken in either the movement or action phase. Like swift actions, free actions must be declared along with any other actions you intend to take during that phase.

Full-Round Actions: A full-round action requires your full attention. Unless otherwise specified, you perform any movement required for the action during the movement phase, and the rest of the action during the action phase.

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.

Resolving Actions

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

1. *Choose swift actions.*
2. *Determine targets affected by swift actions.*
3. *Check swift action success.*
4. *Determine swift action results.*
5. *Apply swift action results.*
6. Choose actions.
7. Determine targets affected by actions.
8. Check action success. Example: Making attack rolls.
9. Determine action results. Example: Making damage rolls.
10. Apply action results. Examples: Reducing hit points, moving character locations, and applying penalties. Effects that trigger when damage is dealt, such as Concentration checks (see Concentration, page 121), are resolved now.
11. *Choose delayed actions.*
12. *Determine targets affected by delayed actions.*
13. *Check delayed action success.*
14. *Determine delayed action results.*
15. *Apply delayed action results.*

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 creatures take actions that directly conflict with each other.

Conflicting Actions

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

Mutually Exclusive Actions: Sometimes, actions that should take place at the same time directly conflict with each other. This most commonly happens when two creatures move to the same place. In this case, each involved character rolls **initiative** (see Initiative, page 16). The creature with the highest initiative result succeeds. All other creatures come as close as possible to completing their intended action.

Special Actions

Charge: As a **standard action**, you can move up to your speed in the action phase and make a **strike**. Your strike is delayed (see Delaying, page **??**). However, if you charge, you take a −5 penalty to **physical defenses** during that phase.

Your movement while charging has special limitations. First, you must move entirely in a single straight line. Your path must be clear of all obstacles and movement impediments, including **difficult terrain**. If your movement becomes impeded while charging, you stop moving immediately, though you still suffer the defense penalty for charging and can still attack from your new location.

Delay: During the action phase, you can delay your action instead of acting immediately. If you delay, you do nothing until after the actions of all other creatures have been resolved. At that point, you can declare and resolve your actions for the action phase, as described in Resolving Actions, page 11. You cannot delay during the movement phase.

Some abilities cause actions to be delayed, such as charging (see Charge, page 11). If you use an ability that causes actions to be delayed after you have already delayed, any actions which would be delayed are ignored. For example, if you charge after delaying, you would not be able to attack after the charge, making it generally pointless.

Total Defense: As a standard action, you can focus entirely on defense, granting you a +2 bonus to your defenses until the end of the round. If you take the total defense action, you increase your defenses even against other attacks that occur simultaneously. This is an exception to the normal way actions resolve (see Resolving Actions, page 11).

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, combat maneuvers do not deal damage. There are two kinds of combat maneuvers: heavy maneuvers and light maneuvers.

Heavy Maneuvers: You can use a heavy maneuver as a standard action. You cannot use Dexterity to determine your accuracy with a heavy maneuver, just like attacking with a heavy weapon. You take a −2 penalty to accuracy with heavy maneuvers for each size category you are smaller than your target, or a +2 bonus for each size category you are larger.

Light Maneuvers: You can use a light maneuver in place of a **strike** as part of a **standard attack**. You can use either Strength or Dexterity to determine your accuracy with a light maneuver, just like attacking with a light weapon.

Maneuver Descriptions

Dirty Trick: You strike your foe in a sensitive spot, pull its pants down, or creatively use your environment to attack. Depending on the nature of your dirty trick, you can target Fortitude, Reflex, or Mental defense. You must use a free hand to perform a dirty trick.

Table 1.2: Combat Maneuvers

Maneuver	Type	Defense	Brief Description
Dirty Trick	Light	Any	Impose penalty on a foe
Disarm	Light	Reflex	Force foe to drop item
Feint	Light	Reflex	Leave foe vulnerable to attacks
Grapple	Heavy	Special	Wrestle with a foe
Shove	Heavy	Fortitude	Move a foe
Trip	Light	Reflex	Trip a foe

Success means the target is impaired *(20% failure)* with actions relevant to the nature of your trick for 2 rounds. Critical success means the target is severely impaired *(50% failure)* instead. Critical failure means you are impaired *(20% failure)* with relevant actions instead. Unusual dirty tricks using the environment may impose other effects of similar strength. Dirty tricks are a light maneuver.

Disarm: You can strike an item your foe is wearing or holding to knock it out of their hands or damage it. You can perform a disarm with a free hand or any weapon. You make a physical attack against the target's Reflex defense. Success means you hit the object, and can choose whether or not to deal damage to it. In addition, if the creature is not holding the item in its hands, it falls to the ground in the foe's square. Critical success means you can also knock an item held directly in a creature's hands to the ground. Critical failure means you drop the weapon you used to attack (if any).

If you disarm a foe using a free hand, you can hold a disarmed item rather than letting it fall to the ground. Items that are very well secured, such as worn rings, cannot be knocked to the ground or grabbed. Disarming is a light maneuver.

Feint: You can make a fake attack to leave your foe off-balance. You can perform a feint with a free hand or any weapon. You make a physical attack against the target's Reflex defense. Success means the target takes a −5 penalty to physical defenses against your next attack. Critical success means the target takes a −5 penalty to physical defenses against all of your attacks. Critical failure means you take a −5 penalty to physical defenses against the next attack by the target. In either case, if you stop threatening the target, the effect of the feint immediately ends. Feinting is a light maneuver.

Grapple: You physically grab and restrain your foe. You must use a free hand to perform a grapple. You make a physical attack against the target's Reflex and Fortitude defenses. Success against both defenses means you and the creature become grappled *(physically wrestling with a foe)*. See Grappling, page 12 for more details. Grapping is a heavy maneuver.

Shove: You shove your foe where you want it to go. You must use a free hand to perform a shove. You make a physical attack against the target's Fortitude defense. Success means you move the creature 5 feet in a direction of your choice. For every 5 points by which you succeed, you can move it an additional 5 feet. You cannot normally move the creature further after moving it outside of your reach. If you have movement remaining in the round, you can move with the creature in order to shove it farther. If the creature encounters a solid object or creature, you must stop shoving it. Shoving is a heavy maneuver.

Trip: You try to trip your foe. You must use a free hand to perform a trip. You make a physical attack against the target's Reflex defense. Success means the target falls prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*. Critical failure means you fall prone instead. As with other effects, the target does not suffer penalties for being prone against your other attacks within the same round. It is still in the process of falling as you make the subsequent attacks. Tripping is a light maneuver.

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 12

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a −10 penalty to accuracy on all physical attacks, including grapple attacks, until you have a free hand.
- You are defenseless *(−5 defense vs. melee)* against creatures you are not grappling with.
- You take a −4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level.
- You cannot move normally (but see Move the Grapple, below).

Grapple Actions

While grappled, you can take four special actions to try to affect the grapple.

Bind Foe: As a standard action, you can make a grapple attack to bind your foe with ropes or other restraints. You must have the restraints in hand (in addition to the free hand required to grapple). Apply the result against the Fortitude and Reflex defenses of a creature grappling you. Success against both defenses means the creature is bound, rendering it helpless and effectively paralyzed. The only physical actions a bound creature can take are to esccape or break the bindings. Escaping the bindings requires a grapple attack or Escape Artist check which beats the grapple attack made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature. If you have the time, you can **take 20** on your grapple attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

Escape the Grapple: As a standard action, you can make a grapple attack or Escape Artist check to escape from the grapple. Apply the result against the Reflex 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 Fortitude defense of each creature grappling you. If you beat every creature's Fortitude defense, you can move yourself and all other creatures in the grapple up to half your speed. At the end of your movement,

you choose which spaces creatures grappling you are in, as long as they stay adjacent to you.

Pin: As a standard action, you can make a grapple attack against the Fortitude and Reflex defenses of a creature you are grappling with. Success against both defenses means the 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.

1.3 Attributes

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

Attribute Descriptions

Strength (Str)

Strength measures muscle and physical power. It has the following effects:

- Strength determines how much a character can carry (see Table 8.1: Weight Limits (page 111)).
- For every 5 Strength you have, you increase your damage with **mundane** attacks by one **die increment**. If your Strength is negative, for every 2 Strength you have below 0, you reduce your damage with physical attacks by one die increment.
- If your Strength is negative, you take a penalty to all Strength-based skills equal to your Strength.

If you have a high Strength, you can use it to determine several statistics:

- Your **accuracy** with **strikes** using melee and thrown weapons (see Strike Accuracy, page 14).
- Your Fortitude defense (see Defenses, page 15).
- Your Strength-based skills: Climb, Jump, Sprint, and Swim (see Skills, page 55).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes. It has the following effects:

- For every 2 Dexterity you have, you gain a +1 bonus to Reflex defense. If your Dexterity is negative, you take a penalty to Reflex defense equal to your Dexterity.
- For every 5 Dexterity you have, you gain a +1 bonus to Armor defense. If your Dexterity is negative, you take a penalty to your Armor defense equal to half your Dexterity.
- If your Dexterity is negative, you take a penalty to all Dexterity-based skills equal to your Dexterity.

If you have a high Dexterity, you can use it to determine several statistics:

- Your **accuracy** with **strikes** using light melee and thrown weapons (see Strike Accuracy, page 14).
- Your Reflex defense (see Defenses, page 15).
- Your Dexterity-based skills: Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth skill checks (see Skills, page 55).

Constitution (Con)

Constitution represents your character's health and stamina. It has the following efects:

- You gain bonus hit points equal to your Constitution.
- For every 2 Constitution you have, you gain a +1 bonus to Fortitude defense. If your Constitution is negative, you take a penalty to Fortitude defense equal to your Constitution.

If you have a high Constitution, you can use it to determine your Armor and Fortitude defenses (see Defenses, page 15).

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It has the following effects:

- You gain bonus languages at 1st level equal to your starting Intelligence (see Languages, page 99).
- For every 2 Intelligence you have, you gain an extra skill point. If your Intelligence is negative, you take a penalty to your skill points equal to your Intelligence.
- For every 5 Intelligence you have, you increase your damage with **magical** attacks by one **die increment**. If your Intelligence is negative, for every 2 Intelligence you have below 0, you reduce your damage with magical attacks by one die increment.
- If your Intelligence is negative, you take a penalty to all Intelligence-based skill checks equal to your Intelligence.

If you have a high Intelligence you can use it to determine several statistics:

- Your Mental defense (see Defenses, page 15).
- Your Intelligence-based skills: Craft, Disguise, Heal, Knowledge, and Linguistics skill checks (see Skills, page 55).

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

Perception (Per)

Perception describes a character's ability to observe and be aware of one's surroundings. It has the following effects:

- For every 5 Perception you have, you gain a +1 bonus to **accuracy** with all attacks. If your Perception is negative, you take a penalty to accuracy with all attacks equal to half your Perception.
- If your Perception is negative, you take a penalty to all Perception-based skill checks equal to your Perception.

If you have a high Perception, you can use it to determine several statistics:

- Your **accuracy** with **strikes** using projectile weapons (see Strike Accuracy, page 14).
- Your Reflex defense (see Defenses, page 15).
- Your Perception-based skills: Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival skill checks (see Skills, page 55).

Willpower (Wil)

Willpower measures a character's ability to endure mental hardships. It has the following effects:

- For every 2 Willpower you have, you gain a +1 bonus to Mental defense. If your Willpower is negative, you take a penalty to

Mental defense equal to your Willpower.

- For every 5 Willpower you have, you increase your damage with **magical** attacks by one die increment. If your Willpower is negative, for every 2 Willpower you have below 0, you reduce your damage with physical attacks by one die increment.

If you have a high Willpower, you can use it to determine your Mental defense (see Defenses, page 15).

Using Attributes

Choosing Attributes to Use

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

Determining Attributes

There are several options for how to determine attribute scores.

Predefined Attribute Scores

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

4, 4, 1, 1, 0, 0

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

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

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

4, 3, 2, 2, 0, 0

Any of these distributions can be altered by taking penalties to any attributes given as 0. For each penalty you take, you gain an additional **skill point** (see Skills, page 55).

Increasing Attributes

As your level increases, your attributes increase as well, as shown on Table 1.3: Increasing Attributes with Level.

Table 1.3: Increasing Attributes with Level

Starting Attribute	Bonus
0 or lower	0
1	One-quarter level
2	Half level
3	Three-quarters level
4	Level – 1
5	Level – 1

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 12 points to distribute among your character's attributes. Attributes can be bought according to the costs on Table 1.4: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed starting attribute. A starting character is 1st level, which adds appropriately to the character's total attribute score.

Impaired Attributes: You can start with up to two attributes below 0. If you do, you compensate for your impairment in that area with additional talents in other areas. For each point below 0, you gain an additional **skill point**.

Table 1.4: Attribute Score Point Costs

Starting Attribute Score	Total Attribute Score	Point Cost
–2[1]	–2	0[2]
–1[1]	–1	0[3]
0	0	0
1	1 + one-quarter level	1
2	2 + half level	2
3	3 + three-quarters level	3
4	3 + level	5
5	4 + level	8

1 You cannot reduce more than two attributes below 0 in this way.
2 You gain two **skill points**.
3 You gain one skill point.

1.4 Character Statistics

This section explains how to calculate commonly used statistics about your character.

Combat Prowess

Every character has a **combat prowess**, which represents how skilled they are in physical combat. You can use your combat prowess to determine your **accuracy** with **strikes** (see Strike Accuracy, page 14). You can also use it to determine your Armor defense (see Defenses, page 15). It also affects your damage **mundane** attacks (see Damage, page 15).

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

Accuracy

Your accuracy with an **attack** is the number that you add to the **attack roll**. You will have multiple different attacks you can make. The accuracy for an attack depends on the type of attack it is.

Strike Accuracy

Your accuracy with a **strike** is normally equal to the higher of your **combat prowess** and an attribute based on the nature of your strike. You can use Strength to determine your accuracy with any **melee weapon** or **thrown weapon**. You can use Dexterity to determine your accuracy with any **light weapon**. You can use Perception to determine your accuracy with any **projectile weapon**.

In addition to this base number, your accuracy can include any number of bonuses and penalties from other sources, such as the bonus for having a high Perception (see Perception, page 13).

Proficiency: Each creature in Rise has **proficiency** with a number of weapons. For details about the weapons you can be proficient with, see Weapons, page **??**. Your proficiencies are primarily determined by your **base class**, but some abilities also grant proficiency with additional weapons. If you make a strike with a weapon you

are not proficient with, you take a −2 penalty to accuracy.

Damage

Some attacks deal damage when they hit. Each damaging attack has a set of **damage dice** that represents how much damage it deals. For example, the damage dice for a longsword are 1d8. In addition, many abilities increase the size of damage dice. These abilities are written in the form "+1d", which increases the damage dice of an attack by one **die increment**. Some abilities simply add a numerical bonus to damage.

Die Increments

A set of damage dice can increase in size in **die increments**. Damage dice change in size using the following pattern:

- 1 damage (minimum)
- 1d2
- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6
- 4d8
- 4d10
- 5d10
- 6d10

For each die increment that increases the damage, move one space down the list. Likewise, for each die increment that decreases the damage, move one space up the list. After the damage dice reach 4d10, each additional die increment simply adds an extra 1d10 of damage.

Strike Damage

Your damage dice with a **strike** are based on the damage dice of the weapon. You gain a +1d bonus to damage for every 2 **combat prowess** you have. For example, if you have a combat prowess of 4, your damage dice with a strike using a longsword would be 2d6.

Other abilities can also affect your damage with strikes. For example, you increase your damage dice with all **mundane** attacks by one die increment per 5 Strength, which affects your damage with strikes.

Creature Size and Damage: Larger creatures deal more damage with their weapons. Each creature size above Medium grants a +2d bonus to damage with strikes. Likewise, each creature size below Medium imposes a −1d penalty to damage with strikes. This is described in Table 1.7: Size in Combat (page 18).

Spell Damage

Your damage dice with a **spell** are based on the damage dice of the spell. Most spells also gain a +1d bonus to damage for every 2 **spellpower** you have. The details for a spell are given in its description.

Other abilities can also increase your damage with spells. For example, you increase your damage dice with all **magical** attacks by one die increment per 5 Willpower, which affects your damage with spells.

Standard Damage

Many abilities deal **standard damage** based on your level, an attribute, or some other statistic. Standard damage is equal to 1d8 + 1d per two points in the statistic. This is summarized in Table 1.5: Standard Damage.

Table 1.5: Standard Damage

Statistic Value	Damage
0–1	1d8
2–3	1d10
4–5	2d6
6–7	2d8
8–9	2d10
10–11	4d6
12–13	4d8
14–15	4d10
16–17	5d10
18–19	6d10
20	7d10

Other abilities, such as Strength or Willpower, can modify abilities that deal damage as normal.

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 two physical defenses and two non-physical defenses.

- Armor defense (AD): Your Armor defense protects you from normal physical attacks, such as attempts to hit you with a sword. It is the most commonly used defense. Armor defense is a physical defense.
- 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 not a physical defense.
- Mental defense: Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation. Mental defense is not a physical defense.

Defense Values

Each of your defenses is calculated in the following way:

5 + Base defense bonus or defense attribute + other bonuses and penalties

The attributes and relevant bonuses which apply to each defense are described in Table 1.6: Defense Calculations. Your primary defense bonus is the largest number you add to that defense. For Armor defense, your primary defense bonus is equal to your **combat prowess**. For Fortitude, Reflex, and Mental defense, your primary defense bonus is equal to your character level.

Natural Armor: Creatures with unusually tough skin or thick

Table 1.6: Defense Calculations

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

hide, including most monsters, gain bonuses to their Armor defense. These bonuses stack with any armor such creatures might wear.

Size Modifier: Large creatures have a bonus to Fortitude defense and a penalty to Reflex defense and Stealth. For details, see Table 1.7: Size in Combat (page 18).

Initiative

Your initiative check is calculated as follows:

Dexterity or Perception + other bonuses and penalties

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

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

Reach

Normally, you can make melee attacks against anyone within five feet of you. The range at which you can make melee attacks is called your **reach**, and the area that you can attack into is called your **threatened area**. Reach for larger and smaller creatures is determined by size, as shown on Table 1.7: Size in Combat.

Circumstances, Bonuses, and Penalties

Many effects can grant bonuses or penalties to actions you take.

Arbitrary Modifiers

Circumstances frequently modify your odds of success when making attacks and checks, or when defending yourself from attacks. There are two kinds of circumstantial modifiers. Circumstances that make you better or worse at your task give you a bonus or penalty to your attack or check. Circumstnaces that make the task easier or harder increase or decrease the **difficulty rating** of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a −2 penalty. Extraordinary circumstances can potentially have greater modifiers. All circumstantial modifiers should be used at the discretion of the GM.

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.

A creature's overwhelm penalties cannot exceed −5.

Ignoring Attackers: You can freely ignore a creature attacking you. If you do, you are treated as being unaware *(critically hit on every attack)* against that creature. In exchange, it does not contribute to overwhelm penalties against you.

Range Increments

Physical ranged attacks often have a specific **range increment**. A range increment is always measured in feet. You take a −1 penalty to accuracy with the ranged attack for each full 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 −1 penalty to accuracy. You cannot make a ranged attack beyond 10 range increments away from you.

Cover

Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature behind cover is more difficult to attack. There are three kinds of cover: **active cover**, **passive cover**, and **total cover**. All three types of cover are determined by the presence or absence of physical obstacles.

Active Cover: Active cover is provided by mobile obstacles between you and your target, such as creatures or tree branches blowing in the wind. Physical attacks against creatures with active cover suffer a 20% miss chance. If an attack misses due to active cover, the attack is made against the intervening obstacle rather than being negated like normal for miss chances. The obstacle takes any damage from a successful attack normally.

Passive Cover: Passive cover is provided by immobile obstacles between you and your target, such as trees and walls. Creatures with passive cover gain a +2 bonus to **physical defenses**. In addition, creatures with passive cover can hide (see Stealth, page 71).

Measuring Cover:

When you make an attack, choose a single square within your **space** and a single **target square** within your target's space. If you are making a ranged attack, choose one corner of your space. If you are making a melee attack, choose any two corners of your square. These corners are called the **points of origin** for your attack. For the purpose of determining cover, your attack originates from your chosen **points of origin** and travels to the **target square**.

First, check if you can attack the target at all. For each **point of origin** of your attack, you must be able to draw two lines to any two corners of your attack's **target square**. These two lines must not overlap each other. In addition, each line must not be

blocked by solid objects, though they can touch the edges of spaces blocked by solid objects. The lines can pass through obstacles that do not take up the entire area within their space (such as most creatures). Finally, the line must not be blocked by other squares within the target's space, preventing you from targeting the "inside" of large creatures. If you cannot draw such a line, the target has **total cover** from you. This makes all targeted attacks impossible.

Second, draw a line from the **points of origin** of your attack to the center of your attack's target square. If any such line touches a square with an obstacle that grants active or passive cover, even at an edge or corner, the target has the appropriate cover from you. Otherwise, if the line is uninterrupted, the target does not have cover from you.

Partial Obstacles: Many obstacles, such as trees and low walls, can provide passive cover without normally blocking **line of sight** or providing **total cover**. Unusually small creatures, or creatures who intentionally take cover behind such obstacles, may be able to gain total cover from them.

Improved Cover: A creature can benefit from both passive and active cover. 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. However, exceptionally well covered creatures, such as a creature behind an arrow slit in a castle, may receive additional benefits. In that case, each additional major obstacle increases the miss chance by 10% or grants an additional +1 bonus to physical defenses, as appropriate.

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 +2 bonus to **physical defenses**. The concealment bonus does not apply if you can't see your opponent (such as if you close your eyes). Determining concealment works similarly to determining cover. You must use the same **points of origin** and **target square** when determining concealment that you would use to determine cover.

Determining Concealment: There are two things that can cause a creature to be concealed: poor lighting, and intervening obstacles that block sight. Determining concealment from obstacles that block sight works the same way as determining cover.

Determining concealment from lighting conditions is simpler, since it ignores lighting conditions between you and the target. If your **target square** square is in lighting that provides concealment, the target has concealment. Otherwise, it does not.

Helpless Defenders

A helpless creature is completely at an opponent's mercy. Its physical defenses are calculated as if it had a Dexterity of −10. Paralyzed, bound, and unconscious creatures are helpless.

Coup de Grace: As a full-round action, you can deliver a coup de grace to a helpless opponent within your **reach** that you can see. You automatically hit with your weapon and score a **critical success**. If the damage exceeds the struck creature's **bloodied value**, it immediately dies.

Delivering a coup de grace requires focused concentration and methodical action. This leaves you defenseless *(−5 defense vs. melee)*. If you take damage in excess of your Fortitude defense while delivering a coup de grace, your attempt fails. If your target stops being helpless during your coup de grace attempt for any reason, the attempt fails. You can't deliver a coup de grace against a creature that is immune to critical hits.

Invisibility

If it is impossible to see your target, you can't attack him normally. However, you can attack a square that you think he occupies. An attack into a square occupied by an invisible enemy has a 50% miss chance. If an adjacent invisible creature strikes you, you can automatically identify the square he occupied when he struck you.

Surprise Attacks

Sometimes, creatures are not aware that combat is taking place when the combat starts. This most commonly happens with ambushes. Any creature that is not aware of the combat continues taking whatever actions it would normally be taking until it becomes aware of the combat. It is unaware *(critically hit on every attack)* until that point.

Size in Combat

Size affects your space and reach in combat. In addition, your Fortitude and Reflex defenses are affected by your size modifier. These effects are shown on Table 1.7: Size in Combat.

Other Effects: A creature's size affects a number of additional skills and abilities. The effects of extraordinary size are described in those skills and abilities.

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

Very Small Creatures

Space: If a creature takes up less than a single square of space, you can fit multiple creatures in that square. You can fit four Tiny creatures in a square, twenty-five Diminuitive creatures, or 100 Fine creatures.

Reach: Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them.

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties (see Reach Weapon, page 105).

Movement: Creatures three size categories smaller than you are not considered obstacles and do not hinder your movement.

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

Table 1.7: Size in Combat

Size	Space[1]	Reach[1]	Size Modifier[2]	Damage Modifier[3]	Example Creature
Fine	1/2 ft.	0	+8	−4d	Fly
Diminutive	1 ft.	0	+6	−3d	Toad
Tiny	2-1/2 ft.	0	+4	−2d	Cat
Small	5 ft.	5 ft.	+2	−1d	Halfling
Medium	5 ft.	5 ft.	—	—	Human
Large (tall)	10 ft.	10 ft.	−2	+2d	Ogre
Large (long)	10 ft.	5 ft.	−2	+2d	Horse
Huge (tall)	15 ft.	15 ft.	−4	+4d	Cloud giant
Huge (long)	15 ft.	10 ft.	−4	+4d	Bulette
Gargantuan (tall)	20 ft.	20 ft.	−6	+6d	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	−6	+6d	Kraken
Colossal (tall)	30+ ft.	30+ ft.	−8	+8d	Colossal animated object
Colossal (long)	30+ ft.	20+ ft.	−8	+8d	Great wyrm red dragon

1 Creatures can vary in space and reach. These are simply typical values.
2 Applies to Reflex defense. The same value is applied in reverse to Fortitude defense. For example, a Huge creature has a −4 penalty to Reflex and a +4 bonus to Fortitude defense.
3. This damage modifier applies to **strikes**.

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.

Immunities: Creatures at least three size categories larger than you are difficult to fight. You cannot get a **critical success** with **strikes** 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 get critical successes and contribute to overwhelm penalties normally.

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each ather, you only apply the largest penalty.

Special Exceptions:

- Effects from the same source do not stack. Any spell or ability with the same name has the same source.
- **Sizing** effects do not stack. If multiple effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- Effects that grant extra **strikes** (such as the *haste* spell with the Empowered augment) do not stack.
- Temporary hit points do not stack.
- If a character has two separate abilities which let them add the same attribute to a given roll or statistic, the attribute is still only added once.

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. For example, the *totemic power* spell cannot increase a physical attribute to be higher than the caster's spellpower. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling

If you double any in-game value twice, it becomes three times as large. An additional doubling would make it four times as large, and so on. For example, if you make an attack that deals double damage and you get a critical hit, you deal triple damage.

Real-World Values: Values that are "real", such as movement and distance, are an exception. Any real value has a unit that it measures, such as feet. Abstract values, such as bonuses and penalties to attacks and checks, do not have units. If you double a real-world value twice, it becomes four times as large.

Changing Statistics

Your modifiers and defenses can change for many reasons. In general, all changes take effect immediately, though some side effects of those changes may not happen until you rest or level up.

Numerical Modifiers: Changes to numerical modifiers always take effect immediately. For example, if a barbarian enters a rage, his damage and defenses are all adjusted immediately.

Ability Prerequisites: Changes to prerequisites for abilities always take effect immmediately. For example, if a paladin's Strength is reduced to 0 by a ghost, she immediately loses the benefits of all feats she has that require a high Strength, such as Power Attack (see Power Attack, page 90).

Ability Use Limits: Effects that change a character's maximum uses of an ability take effect immediately. However, increasing a character's maximum uses does not immediately grant the character additional uses. They must recovered in the normal fashion, such as by resting. If a character's maximum uses is decreased below their currently available uses, they immediately lose ability uses until their current value is equal to their maximum value.

Skill Points: Effects that change a character's skill points take effect immediately. However, the character cannot spend additional

skill points on new skills until they level up. If a character's total skill points are decreased below their currently spent skill points, they immediately lose training from skills until their spent skill points are equal to their total skill points.

Hit Points: Effects that change a character's maximum hit points take effect immediately. However, increasing a character's maximum hit points does not immediately grant the character additional hit points. They must be recovered in the normal fashion, such as by resting. If a character's maximum hit points are decreased below their current hit points, they immediately lose hit points until their current hit points are equal to their maximum hit points.

1.5 Injury, Death, and Healing

Hit Points

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

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

Half Fortitude defense or half Mental defense + other bonuses or penalties

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

Losing Hit Points

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

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

Critical Damage

When you take damage while you are disabled (see Disabled, page 19), that damage represents serious physical injury to your body. This is called **critical damage**. You suffer a penalty to accuracy, checks, and defenses equal to the amount of critical damage you have.

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

Overkill Damage

Normally, when you take damage that would reduce your hit points to 0, any excess damage from the attack is wasted. However, some attacks deal such massive damage that you begin dying immediately, rather than just becoming staggered. If you take damage in excess of your **bloodied** hit point total in a single round, any damage past what would reduce your hit points to 0 is dealt as **critical damage**.

Stages of Injury

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

Bloodied: When you drop to half your hit points or below, you are bloodied *(half hit points)*. Some abilities have effects based on your **bloodied value**, which is equal to half your maximum hit points. If you take additional damage, you can become disabled (see Disabled, below).

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

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

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

If you receive magical healing of any kind while dying, you become partially stabilized. While partially stabilized, you must make an attack against your Fortitude once per minute, instead of once per round.

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

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

Healing

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With half an hour of rest, you recover one quarter of your hit points. Any significant interruption (such as

combat or the like) during your rest prevents you from healing. If you rest for two hours, you recover all your hit points.

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

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

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

Nonlethal Damage

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

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

Temporary Hit Points

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

1.6 Daily Resources

Action Points

Action points allow you to perform special actions that your character has access to. You have a number of action points equal to your level. You can gain additional action points from your **base class**, from your Intelligence, and from some special abilities. After a **short rest**, you regain all action points you spent since your last rest, up to a maximum equal to half of your maximum action points. After a **long rest**, you recover all spent action points.

Legend Points

As your character gains power and influence in the world, you may gain **legend points**. Legend points allow you to change fate to ensure your character succeeds.

Using Legend Points

You can use a legend point to automatically roll a 10 on any **attack** or **check** you make. On attack rolls, this allows you to roll again, just as if you had rolled a 10 normally (see Exploding Attacks, page 8). Alternately, you can use a legend point to make any **attack** or **check** against you roll a 1.

Using a legend point is not an action, and can be done at any time. You can decide to use a legend point after you learn whether the original roll succeeded or failed. You can even use a legend point after you learn what the effects of a successful attack or check would be, if that is information you could normally learn if it succeeded. However, you must use the legend point before the effects have completely resolved.

If an attack affects multiple targets, your legend point only affects the roll against you, and does not change the attack's effects against the other targets. If you are **unaware** of an attack or check, you cannot use a legend point on it.

Gaining Legend Points

You gain legend points as you gain levels, as described in Character Advancement, page 20. In addition, some abilities can grant additional legend points.

Restoring Legend Points

After a **long rest**, you regain all spent legend points, up to your maximum number of legend points. It is possible to gain additional legend points during the day by performing extraordinary actions worthy of legends.

Legendary Foes

Some monsters and humanoid enemies you encounter may have their own legend points. In addition, some monsters have such legendary might that they can prevent characters from using legend points near them.

1.7 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 54, below.

A character that increases in level gains additional benefits.

- At 1st level, and every 4 levels thereafter, you gain a feat (see Feats, page 74).
- At 3rd level, and every 4 levels thereafter, you gain a **legend point**.

If a character has multiple classes, these benefits are gained based on the total character level, not based on class level. The experience required to reach a level, and the benefits gained at each level, are shown on Table 1.8: Character Advancement.

Combat Prowess Progressions

A character's **combat prowess** measures how skilled they are combat (see Combat Prowess, page 14). There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 1.9: Combat Prowess Progressions.

Table 1.8: Character Advancement

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

1. All races also grant a bonus feat at 1st level. The feat must be chosen from a specific list of racial bonus feats.

Table 1.9: Combat Prowess Progressions

Progression	Combat Prowess
Good	Class level
Average	Four-fifths class level
Poor	Two-thirds class level

Table 1.10: Combat Prowess Progression Bonuses

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

Under normal circumstances, these tables will not need to be referenced. The tables for each class should be sufficient to determine each character's bonuses and abilities.

1.8 Special Rules

Unarmed Combat

Every creature can attack with its body using an unarmed attack. You are not proficient with your unarmed attack, so you are usually defenseless *(−5 defense vs. melee)* while unarmed. In addition, an unarmed attack always deals nonlethal damage. You may use any appropriate part of your body to make an unarmed attack – fists, feet, elbows, and so on. However, you only have one unarmed attack. You cannot dual-wield unarmed attacks as if you were fighting with two weapons at once (see feat:Two-Weapon Fighting, page 95).

An unarmed attack is a type of natural weapon. Spells and abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to increase the power of an unarmed attack (see Unarmed Weapons, page 104).

If you have the Unarmed Fighting feat, you become proficient with your unarmed attack, and can deal lethal damage with it (see Unarmed Fighting, page 95).

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DR 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

Space: A horse (not a pony) is a Large creature, and thus takes up a space 10 feet (2 squares) across. While mounted, you share your mount's space completely. Anyone threatening your mount can attack either you or your mount. However, your reach is still that of a creature of your normal size. Thus, a Medium paladin would threaten all squares adjacent to his Large horse with a longsword, and all squares 10 feet away from his mount with a lance.

In the case of abnormally large mounts (two or more size categories larger than you), you may not completely share space. Such situations should be handled on a case-by-case basis, depending on the nature of the mount.

Combat while Mounted: With a DR 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

If your mount moves more than its normal speed when charging, you also take the physical defense penalty associated with a charge. If you make an attack at the end of such a charge, you receive the bonus gained from the charge. When charging on horse-back, you deal double damage with a lance (see Charge, page 11).

You can use ranged weapons while your mount is taking a double move, but at a −4 penalty to accuracy. You can use ranged weapons while your mount is sprinting, but at a −8 penalty (see Sprint, page 71). In either case, you make the attack roll when your mount has completed half its movement. You can make a standard attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells while Mounted: You can cast a spell normally

if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DR 10 + double spell level) or lose the spell. If the mount is sprinting, your Concentration check is more difficult due to the violent motion (DR 15 + double spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DR 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, most mounts avoid combat.

Dual Attacking

If you are wielding two weapons at once, you can attack with both weapons whenever you attack. This is called dual attacking. Roll a single attack roll for both weapons. If you hit, roll the base damage die for both weapons and add them together. All other damage modifiers are added only once. If the weapons have different damage bonuses, such as if they are magic weapons with different enhancement bonuses, use the lower of the two damage bonuses.

Critical Hits: Normally, when you score a critical hit, you roll damage separately for each weapon and use the higher of the two results when dealing the bonus damage. If your weapons have different **critical ranges**, it is possible to only score a critical hit with one of the two weapons. In that case, only use that weapon's damage when dealing extra damage.

Weapon Size: Dual attacking is easiest with light weapons. You take a −1 penalty to accuracy if you use a non-light weapon while fighting with two weapons, or a −2 penalty if neither weapon is light. This penalty does not apply if you alternate attacks between your weapons, instead of attacking with both at once.

Unarmed Attacks: Normally, you can't make unarmed attacks as if fighting with two weapons. However, a character with the Unarmed Fighting feat gains the ability to make dual attacks with their unarmed attacks (see Unarmed Fighting, page 95).

Example: Felix the 1st-level fighter is wielding two short swords against an evil goblin. The goblin has an Armor defense of 15. Felix has a combat prowess of 3, and is proficient with his swords, so his accuracy is +7. If he attacks with both weapons at once, he takes no penalty to his accuracy, because both weapons are light. If he rolls an 8 or higher, he hits the goblin. His damage bonus is +1 from his combat prowess, so he rolls 1d6 for each weapon and adds 1, for a total of 2d6+1 damage. If he rolled a 2 and a 4, he would deal a total of 7 damage.

Drowning

You can hold your breath for a number of rounds equal to 5 + your Constitution. After that time, you must roll 1d20. This attack gains a +5 bonus for each round you hold your breath beyond your limit. If the result exceeds your Fortitude defense, you take **critical damage** equal to the difference.

Ability Timing

Some reactive abilities can be used at times where actions can't normally be taken. For example, many abilities specify that you can use them "when you are hit". This section defines more precisely when such abilities can be used.

When You Are Hit: These abilities are used after the success or failure of all attacks within that phase has been declared, but before any effects of those attacks are declared. That means you can activate the ability after you know all of the attacks that hit you during that phase. You would also know which attacks were critical hits, allowing you to use the ability to affect those attacks specifically.

Chapter 2

Races

Each character has a race.

2.1 Racial Traits

Racial Bonus Feats

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

Race and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. For each point of Intelligence a character has at 1st level, they also know one additional language of their choice. See Linguistics, page 66, for details about languages.

Small Characters

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

- −2 penalty to Fortitude defense.
- +2 bonus to Reflex defense.
- +4 bonus to Stealth.
- Weight limits are three-quarters that of a Medium character (see Encumbrance, page 111).

In addition, a Small character generally has a move speed five feet slower than a Medium character. A Small character must also use smaller weapons than a Medium character.

2.2 Race Descriptions

Humans

Size: Medium.
Attributes: No change.
Speed: 30 feet.
Special Abilities:

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

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

Dwarves

Size: Medium.
Attributes: +1 Constitution, −1 Dexterity.
Speed: 25 feet.
Special Abilities:

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

Racial Bonus Feat: Any from the following list: Blindfighter, Craft Mastery, Destructive, Endurance, Martial Training, Rapid Recovery, Shielded Fighting, Toughness, Weapon Focus (axes or headed weapons only).
Automatic Languages: Common, Dwarven.

Elves

Size: Medium.
Attributes: +1 Dexterity, −1 Constitution.
Speed: 30 feet.
Special Abilities:

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

Racial Bonus Feat: Any from the following list: Any Spell feat (see Spell Feats, page 75), Awareness Mastery, Far Shot, Lightning Reflexes, Martial Training, Overwhelming Fire, Point Blank Shot, Survival Mastery, Swift, Weapon Focus (bows, heavy blades, or light blades only).
Automatic Languages: Common, Elven.

Gnomes

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 23.

Attributes: +1 Constitution.

Speed: 25 feet.

Special Abilities:

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

Racial Bonus Feat: Any Spell feat (see Spell Feats, page 75), or any from the following list: Blindfighter, Close-Quarters Fighting, Craft Mastery, Stealth Mastery, Toughness.

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

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

Racial Bonus Feat: Any Skill feat.

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

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

Speed: 30 feet.

Special Abilities:

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

Racial Bonus Feat: Any Combat feat (see Combat Feats, page 76), or any from the following list: Endurance, Rapid Recovery, Survival Mastery, Swift, Toughness.

Automatic Languages: Common, Orc.

Halflings

Size: Small.

Attributes: +1 Dexterity.

Speed: 25 feet. This gives several benefits and penalties, as described at Small Characters, page 23.

Special Abilities:

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

Racial Bonus Feat: Any from the following list: Climb Mastery, Close-Quarters Fighting, Combat Mobility, Iron Will, Jump Mastery, Lightning Reflexes, Quick Draw, Stealth Mastery, Swift, Weapon Focus (thrown only).

Automatic Languages: Common, Halfling.

Chapter 3

Classes

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

3.1 How Classes Work

When you first create a character, you choose a class. Your character has one level in that class. This grants your character all of the abilities your chosen class grants at 1st level, as given in the class description. Each time your character gains a level, you can choose to increase your level in your original class or gain a level in a new class. This grants your character all of the abilities your chosen class grants at the level your character just gained in it.

Base Classes

Every character has one **base class**. You may choose any class your character has at least one level in as a base class. Whenever your character gain a level, you can change its base class to a different class it has. Your choice of base class affects your character's **combat prowess**, **defenses**, **skill points**, and **class skills**. In addition, every class grants additional abilities if it is chosen as a base class, as given in the class description.

3.2 Class Introductions

There are eleven classes in Rise.

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

Class Description Format

Class Table: The class's table describes its progression for **combat prowess**. If a character has a high enough combat prowess to make multiple **strikes**, the number of strikes it can make is in parentheses next to its combat prowess. For details about combat prowess progressions, see Combat Prowess Progressions, page 20.

Alignment: Some classes require specific alignments (see Alignment, page 97). Most classes allow characters of any alignment.

Class Skills: These are skills that members of this class are typically good at (see Skills, page 55).

Base Class Abilities

Abilities contained within this heading only apply to characters with the current class as a **base class**.

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

Combat Prowess: Each class grants a bonus to combat prowess. This bonus is already included in the values given in the class table. Do not add the base class bonus for combat prowess to the value given for the class table. The bonus in the table must be removed when determining the combat prowess of a character with multiple classes (see Multiclass Characters, page 54).

These bonuses do not stack with other combat prowess bonuses granted by base classes. If a character has multiple base classes, only use the highest bonus to combat prowess.

Defenses: Each class grants bonuses to specific defenses. These bonuses do not stack with other defense bonuses granted by base classes. If a character has multiple base classes, use the highest bonuses that apply to each defense.

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

Class Abilities

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

3.3 Barbarian

Alignment: Any nonlawful.
Class Skills:

Table 3.1: Barbarian Progression

Level	Combat Prowess	Rage	Special
1st	3	+2	Rage, primal rage
2nd	4	+2	Fast movement
3rd	5	+2	Uncanny dodge
4th	6 (x2)	+2	Durable
5th	7 (x2)	+3	Larger than life
6th	8 (x2)	+3	Rage feat
7th	9 (x2)	+3	Improved uncanny dodge
8th	10 (x2)	+3	Battle-scarred
9th	11 (x3)	+3	Primal resilience
10th	12 (x3)	+4	Instinctive rage
11th	13 (x3)	+4	Larger than belief
12th	14 (x3)	+4	Titanic resilience
13th	15 (x3)	+4	Fury of the storm
14th	16 (x4)	+4	Mindless rage
15th	17 (x4)	+5	—
16th	18 (x4)	+5	Supreme rage
17th	19 (x4)	+5	Titan of battle
18th	20 (x4)	+5	Deathless rage
19th	21 (x5)	+5	Endless rage
20th	22 (x5)	+6	—

- *Strength*: Climb, Jump, Sprint, Swim.
- *Dexterity*: Acrobatics, Ride.
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Bluff, Intimidate, Persuasion.

Base Class Abilities

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

Skill Points: 10.

Combat Prowess: +2. This benefit is included in the class table.

Defenses: +4 Fortitude, +2 Reflex.

Action Points: +1.

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

Primal Rage (Ex): The barbarian has no limit on the number of times he can rage per day. In addition, his damage reduction while raging is equal to his character level, rather than his barbarian level. Finally, he is not fatigued *(move at half speed, unable to sprint or charge)* after finishing a rage. He must still rest for 5 minutes before he can rage again after finishing a rage.

Class Abilities

All barbarians have the following abilities.

Rage (Ex): A barbarian can fly into a rage by spending a **action point** as a **free action**. While raging, the barbarian has the following benefits and drawbacks:

- +1d bonus to damage with **strikes**.
- **Damage reduction** against physical damage equal to his barbarian level.
- Unable to take any action that requires patience or concentration, such as casting spells.
- Each round, the barbarian must spend a **swift action** to maintain his rage. If he does not maintain his rage, it ends at the end of the round.
- At the end of each round, if the barbarian did not attack a creature or object, he takes **nonlethal damage** equal to his level. This damage ignores his damage reduction from raging.

A rage lasts for up to 5 rounds. At the end of that time, the barbarian takes nonlethal damage equal to his level. He can spend an additional action point as a free action to continue the rage for another 5 rounds. Otherwise, his rage ends. When his rage ends, he becomes fatigued *(move at half speed, unable to sprint or charge)* and unable to rage until he rests for 5 minutes.

The bonus to physical damage granted by a barbarian's rage increases with his barbarian level. This is called the barbarian's **rage bonus**. He may rage a number of times per day equal to his rage bonus.

At his 5th barbarian level, and every 5 barbarian levels thereafter, his rage bonus increases by 1.

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

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

4th – Durable (Ex): The barbarian gains a +2 bonus to Fortitude defense.

5th – Larger than Life (Ex): A barbarian holds the strength of a giant in the body of a man (or woman). He increases the damage die of weapons he wields by one increment (see Weapon Size, page **??**).

6th – Rage Feat: The barbarian gains a bonus Combat feat (see Combat Feats, page 76). He must use his barbarian level in place of his character level to meet level prerequisites for the feat. He only gains the benefits of the feat while he is raging, and he cannot use that feat as a prerequisite for any other feat or ability.

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

8th – Battle-Scarred (Ex): The barbarian doubles the benefit of any healing he receives. This affects both natural and magical healing.

9th – Primal Resilience (Ex): The barbarian gains a +4 bonus to Fortitude defense. This replaces the effect of his durable ability. In addition, he gains a +2 bonus to Mental defense.

10th – Instinctive Rage (Ex): The barbarian need only spend a **free action** to maintain his rage, rather than a **swift action**.

11th – Larger than Belief (Ex): The barbarian's larger than life ability improves. He increases the damage die of weapons he wields by two increments. This does not stack with the effect of the larger than life ability.

12th – Titanic Resilience (Ex): The barbarian cannot take more than half his maximum hit points in damage during a single round. Any excess damage is ignored.

13th – Fury of the Storm (Ex): A barbarian cannot be overwhelmed. He does not suffer overwhelm penalties, regardless of the number of enemies threatening him.

14th – Mindless Rage (Ex): The barbarian is immune to hostile **Mind** effects while raging.

16th – Supreme Rage (Ex): The barbarian no longer has any restrictions to his actions while raging. He may freely take actions that require concentration. In addition, failing to attack while raging no longer causes him to take damage at the end of the round.

17th – Titan of Battle (Ex): The barbarian's larger than life ability improves. He increases the damage die of weapons he wields by three increments. This does not stack with the effect of the larger than life or larger than belief abilities.

18th – Deathless Rage (Ex): While raging, the barbarian ignores all penalties from critical damage, and does not begin dying even if he takes critical damage. However, if his critical damage exceeds his maximum hit points, the barbarian immediately dies. When his rage ends, if the barbarian has critical damage, he begins dying.

19th – Endless Rage (Ex): A barbarian's rage no longer has a limited duration. He may rage indefinitely without stopping. In addition, he may rage immediately after finishing a rage, without needing to rest.

Ex-Barbarians

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

3.4 Cleric

Table 3.2: Cleric Progression

Level	Combat Prowess	Spells	Special
1st	2	2	Domain gifts, rituals, spells
2nd	3	3	Devotion, domain invocation
3rd	4	3	Domain invocation
4th	5	4	—
5th	6 (x2)	4	Domain aspect
6th	6 (x2)	5	—
7th	7 (x2)	5	Domain aspect
8th	8 (x2)	6	—
9th	9 (x2)	6	Intercession
10th	10 (x2)	7	—
11th	10 (x2)	7	Greater domain invocation
12th	11 (x3)	8	—
13th	12 (x3)	8	Greater domain invocation
14th	13 (x3)	9	—
15th	14 (x3)	9	Domain mastery
16th	14 (x3)	10	—
17th	15 (x3)	10	Domain mastery
18th	16 (x4)	11	—
19th	17 (x4)	11	Endless devotion
20th	18 (x4)	12	Miracle

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

Class Skills:

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

Perception: Awareness, Sense Motive, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

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

Skill Points: 5.

Combat Prowess: +2. This benefit is included in the class table.

Defenses: +2 Fortitude, +4 Mental.

Action Points: +3.

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

Domain Gifts (Mag): A cleric's abilities are shaped by his domains. He gains the domain gifts of both of his domains. Domain gifts are not activated. The gifts offered by each domain are listed at Domain Gifts, page 28.

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

Class Abilities

All clerics have the following abilities.

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

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

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

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

A cleric begins play knowing two first-level spells. Every even level, he learns an additional spell of any level he has access to. In addition, each time he gains a level, he may trade one of his existing spells for a different spell known. However, he must always know

at least one spell of every level he has access to. He may learn spells from the divine **spell list** (see Divine Spells, page 133). In addition, he adds the spells from his domains to his divine spell list (see Cleric Domains, page 134). Sometimes these domain spells are spells that are normally available to divine spellcasters, but often they are only accessible with the domain.

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

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

Table 3.3: Cleric Spell Slots

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

Rituals: Clerics can perform divine rituals to create unique magical effects (see Rituals, page 128). A cleric begins play with a ritual book containing two divine rituals of his choice (see Divine Rituals, page 135).

2nd – Devotion (Mag): The cleric's devotion to his deity grants him additional power. He gains a devotion pool with a number of devotion points in it equal to half his Willpower or half his cleric level, whichever is higher. He may spend a devotion point in place of any spell slot to cast a spell from one of his domains.

After regaining spells for the day, a cleric's devotion pool is full. He loses a point from his devotion pool if he acts against his deity.

The cleric can refill his devotion pool by spending an hour in prayer, supplication, or contemplation. If he is in a location exclusively dedicated to his deity, such as a temple, the time required is reduced to five minutes. Exceptionally holy locations may allow even faster recovery of devotion points.

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

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

At 3rd level, the cleric gains another domain invocation from one of his domains.

5th – Domain Aspect (Mag): The cleric gains a domain aspect from one of his domains. Domain aspects do not require an action to activate. Options for domain aspects are listed at Domain Aspects, page 30.

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

9th – Intercession (Mag): Once per day, the cleric can request a divine intercession as a standard action. He mentally specifies his request, and his deity fulfills that request in the manner it sees fit. This can emulate the effects of a spell from one of the cleric's domains of a level no greater than half of his level. Divine intercessions tend to reflect the personality of the cleric's deity, not the cleric's personal preferences.

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

11th – Greater Domain Invocations (Mag): The cleric gains the ability to invoke the power of one of his domains even more effectively. Greater domain invocations are described at Greater Domain Invocations, page 30.

At his 13th cleric level, the cleric gains an additional greater domain invocation from one of his domains.

15th – Domain Mastery (Mag): The cleric gains a domain mastery from one of his domains. Options for domain masteries are listed at Domain Masteries, page 32.

At his 17th cleric level, the cleric gains an additional domain mastery from one of his domains.

19th – Endless Devotion (Mag): Whenever the cleric casts a spell from one of his domains, if he did not spend any devotion points that round, he regains a spent devotion point.

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

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

Cleric Domain Abilities

All cleric domain abilities are **magical** unless otherwise specified.

Domain Gifts

Air: The cleric adds the Jump skill (see Jump, page 65) to his cleric class skill list, and gains a +5 bonus to Jump checks.

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

Death: The cleric halves his penalties from **critical damage**. In addition, he is immune to **Death** effects.

Table 3.4: Deities

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

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

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

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

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

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

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

Law: The cleric gains a +2 bonus to Mental defense.

Life: The cleric gains a +2 bonus to Fortitude defense.

Magic: The cleric gains **damage reduction** against **magical** damage equal to half his divine power.

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

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

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

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

War: The cleric gains a +1 bonus to damage with physical attacks.

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

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

Domain Invocations

All domain invocations affect a single creature within Medium *(100 ft.)* range and require a special attack against a defense. If the attack succeeds, a domain invocation heals or inflicts 1d6 damage per divine power. If the attack fails, the invocation heals or inflicts half damage.

Air – Reflex: The target takes electricity damage.

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

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

Destruction – Fortitude: The target takes sonic damage.

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

Evil – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-evil, it is staggered *(unable to act in movement phase)* for 2 rounds.

Fire – Reflex: The target takes fire damage.

Good – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-good, it is dazed *(unable to act in movement phase)* for 2 rounds.

Knowledge – Special: The target must make a Knowledge check. If its check result beats your attack result, you can choose to heal it. If it fails, you can choose to deal divine damage to it. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Law – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-lawful, it is immobilized *(Unable to leave its location)* for 2 rounds.

Life – Fortitude: The target is healed. This invocation heals 1d8

damage per divine power instead of the normal value.

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

Protection – None: This invocation does not heal or inflict damage, and no attack is required. The target gains 1d10 **temporary hit points** per two divine power.

Strength – Special: The target must make a Strength check. If its check result beats your attack result, you can choose to heal it. If it fails, you can choose to deal divine damage to it. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Travel – None: This invocation does not heal or inflict damage, and no attack is required. The target gains a +30 foot bonus to its speed in all its movement modes, up to a maximum of double its original speed. This effect lasts for 5 rounds.

Trickery – Mental: The target takes divine damage. This is a **Subtle** effect, making it hard to notice. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

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

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

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

Domain Aspects

Air – Limited Flight: The cleric gains a glide speed equal to his land speed. See Gliding, page 10, for more details. In addition, as a swift action, he can spend a devotion point to treat air as if it was solid ground until the end of the round. He can only do this once before touching solid ground again.

Chaos – Chaotic Retribution: Whenever a non-chaotic creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Death – Deathcaller: Whenever the cleric damages a creature, any of his damage in excess of that creature's hit points is dealt as **critical damage**.

Destruction – Ruinbringer: The cleric's attacks ignore an amount of **damage reduction** and **hardness** equal to his divine power.

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

Evil – Unholy Retribution: Whenever a non-evil creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Fire – Friendly Fire: All of the cleric's fire spells and abilities do not deal fire damage to his allies. In addition, whenever the cleric would take fire damage, he may heal that many hit points instead. He may use this ability before applying damage reduction, damage immunity, and similar effects.

Good – Holy Retribution: Whenever a non-good creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Knowledge – Knowledge Mastery: The cleric gains the Knowledge Mastery feat (see page 87).

Law – Certain Retribution: Whenever a non-lawful creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

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

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

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

Strength – Mighty Devotion: The cleric may use his Strength in place of his divine power for the purpose of invocations he uses. In addition, he may use his Strength in place of his Willpower to determine the number of devotion points he has.

Travel – Rapid Traveller: The cleric gains a +30 foot bonus to his speed in all movement modes, up to a maximum of double his normal speed.

Trickery – Trick Master: The cleric gains his choice of Bluff Mastery, Disguise Mastery, or Stealth Mastery as a bonus feat, even if he does not meet the prerequisites.

War – Warpriest: The cleric gains a +2 bonus to damage with physical attacks.

Water – Water Breathing: The cleric can breathe water as easily as a human breathes air, preventing him from drowning or suffocating underwater. He also gains a **swim speed** equal to his land speed.

Wild – Wild Aspect: When the cleric gains this ability, he chooses one wild aspect ability, as if he were a were a druid of a level equal to his cleric level (see Wild Aspect, page 33). He can spend a devotion point as a standard action to embody that wild aspect for 1 hour.

Greater Domain Invocations

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

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

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

Destruction – Dust to Dust: As a standard action, the cleric can spend a devotion point to destroy objects within a Large *(50 ft.)*

radius burst centered on him. He makes a Divine power vs. Mental attack against all objects in the area. Success against an object means it crumbles into dust, and is irreparably broken. Unattended nonmagical objects do not have a Mental defense, and are automatically broken. The cleric may freely exclude any objects or squares from the effect.

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

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

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

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

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

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

Life – Prayer of Resurrection: As a standard action, the cleric can resurrect a touched creature, as the effect of the *resurrection* ritual. The target must have been dead for no more than 5 minutes. He must spend a number of devotion points equal to the target's level. He does not know the cost before resurrecting the target. If the cost exceeds his remaining devotion points, all his devotion points are spent, but the resurrection still succeeds as long as he spent at least one devotion point in this way.

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

- Control: If the spell can be focused on to gain an effect or extend its duration, the cleric gains the ability to focus on the spell as if he was the one who originally cast it. Its original caster loses the ability to focus on the spell.
- Dispel: The spell is dispelled, if it can be dispelled by *dispel magic*.
- Persist: The spell's remaining duration increases by 5 minutes, up to a maximum of its starting duration (ignoring any duration increase from focusing on the spell).
- Suppress: The spell is suppressed for 5 rounds, if it can be dispelled by *dispel magic*. At the end of that time, the spell's effect resumes, if it still has duration remaining.

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

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

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

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

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

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

- Legion: If the spell would normally affect five or more specific targets, its range is doubled and it instead affects five times

that many targets.

- Selective: If the spell has an area, it has no effect on his allies in the area.
- Widened: If the spell has an area, the size of the area is doubled.

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

Domain Masteries

Air – Flight: The cleric gains a fly speed with good maneuverability equal to his land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, he can fly. See Flying, page 10, for more details.

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

Death – Deathfeeder: The cleric constantly radiates a Large *(50 ft.)* radius emanation of death. Whenever an enemy takes damage in the area, all damage in excess of its hit points is dealt as **critical damage**. In addition, whenever a creature dies within the area, the cleric gains temporary hit points equal to twice his divine power.

Destruction – Beacon of Destruction: The cleric constantly radiates a Large *(50 ft.)* radius emanation of destruction. All enemies and objects in the area have their **damage reduction** and **hardness** reduced by an amount equal to twice the cleric's divine power.

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

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

Fire – Flaming Soul: The cleric becomes immune to fire damage. In addition, whenever he deals fire damage to a creature, that creature is ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 5 rounds.

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

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

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

Life – :

Magic – Spellfeeder: The cleric gains **magic resistance** equal to 10 + divine power. Whenever the cleric resists a spell with this magic resistance, he regains a spell slot of a level up to one lower than the level of the resisted spell.

Protection – Martyr's Boon: The cleric constantly radiates a Medium *(20 ft.)* radius emanation of protective energy. Whenever a creature within the area would lose hit points, the cleric can choose to protect it. If he does, the protected creature instead loses half that many hit points (rounded down), and he loses the other half (rounded up). This effect applies after damage reduction and all other similar effects, and hit point loss caused by this effect cannot be reduced in any way. If he takes damage in excess of his hit points in this way, the excess damage is dealt directly as critical damage.

Strength – Might of the Gods: The cleric gains the larger than life ability, as the barbarian class ability (see Larger than Life, page 26).

Travel – Perfect Stride: The cleric is immune to effects that restrict its mobility. In addition, he gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

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

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

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

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

Wild – —:

Ex-Clerics

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

3.5 Druid

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

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Ride, Stealth.

Intelligence: Heal, Knowledge (geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Table 3.5: Druid Progression

Level	Combat Prowess	Active Aspects	Spells	Special
1st	2	—	2	Spells, rituals, wild speech
2nd	3	1	3	Wild aspect
3rd	4	1	3	Wild aspect
4th	5	1	4	—
5th	6 (x2)	2	4	Wild aspect
6th	6 (x2)	2	5	—
7th	7 (x2)	2	5	Wild aspect
8th	8 (x2)	2	6	—
9th	9 (x2)	3	6	Wild aspect
10th	10 (x2)	3	7	—
11th	10 (x2)	3	7	Wild aspect
12th	11 (x3)	3	8	—
13th	12 (x3)	4	8	Wild aspect
14th	13 (x3)	4	9	—
15th	14 (x3)	4	9	Wild aspect
16th	14 (x3)	4	10	—
17th	15 (x3)	5	10	Wild aspect
18th	16 (x4)	5	11	—
19th	17 (x4)	5	11	Wild aspect
20th	18 (x4)	5	12	Avatar of nature

Base Class Abilities

A character with druid as a base class gains the following abilities.
Skill Points: 10.
Combat Prowess: +2. This benefit is included in the class table.
Defenses: +4 Fortitude, +2 Mental.
Action Points: +3.

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

Druidic Language: Druids know Druidic, a secret language known only to druids, in addition to their normal languages. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Wild Speech (Mag): Druids can communicate with animals. As a standard action, the druid can spend a spell slot and choose a type of animal, such as owl or wolf. She gains the ability to speak to and understand animals of that type for 5 minutes.

This ability doesn't make the animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward the druid, she may be able to convince it to do some favor or service.

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

Class Abilities

All druids have the following abilities.

Metal Abhorrence (Mag): The oaths that druids swear as part of their initiation prohibit them from wearing armor made of metal. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her **magical** class abilities while doing so and for 24 hours thereafter (not including this ability).

A druid can avoid this penalty by using armor made of wood altered with the *ironwood* ritual. Such wood is as strong as steel.

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

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

A druid begins play knowing two first-level spells. Every even level, she learns an additional spell of any level she has access to. In addition, each time she gains a level, she may trade one of her existing spells for a different spell known. However, she must always know at least one spell of every level she has access to. A druid's spells are drawn from the spells on the nature spell list (see Nature Spells, page 136).

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

Table 3.6: Druid Spell Slots

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

Rituals: Druids can perform nature rituals to create unique magical effects (see Rituals, page 128). A druid begins play with a ritual book containing two nature rituals of her choice (see Nature Rituals, page 137).

2nd – Wild Aspect (Mag): The druid gains the ability to embody an aspect of an animal or of nature itself. She chooses two wild aspects from the list below. Some wild aspects have minimum druid levels, as indicated in the title of the aspect. At her 3rd druid level, and every odd druid level thereafter, the druid learns an additional wild aspect.

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

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

Many wild aspects grant natural weapons. See Natural Weapons, page 101, for details about natural weapons.

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

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

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

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

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

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

5th – Gore: The druid's head transforms, allowing her to perform a gore attack. The attack deals 1d8 damage for a Medium druid. In addition, if the druid hits with a natural attack, she may attempt to shove her foe as an immediate action.

7th – A Thousand Faces: The druid's appearance changes, as if using the *disguise self* spell. This affects the druid's body, but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

7th – Enhanced Natural Weapons: The druid's natural weapons gain a **enhancement bonus** equal to one third of her nature power. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 244).

7th – Hawk: The druid grows wings, granting her a glide speed equal to her land speed. See Gliding, page 10, for more details. In addition, her feet transform, allowing her to perform a talon attack. The attack deals 1d6 damage for a Medium druid.

7th – Lope: The druid gains the ability to move on all four limbs. When doing so, she gains a +30 foot bonus to her land speed, up to a maximum of double her original speed. When not using her hands to move, her ability to use her hands is unchanged.

7th – Scent: The druid gains the **scent** ability.

7th – Shrink: The druid shrinks by a size category. This functions like the *reduce person* spell. This is a sizing effect.

7th – Slither: The druid gains a **climb speed** equal to her land speed. She does not need to use her hands to climb in this way. In addition, she gains a bite attack that deals 1d8 damage for a Medium druid.

7th – Spikes: Whenever a creature adjacent to the druid makes a physical attack against her, the attacking creature takes 1d6 piercing damage per two nature power. A creature can only be dealt damage by this effect once per round.

9th – Barkskin: The druid gains **damage reduction** against physical damage equal to her nature power. Fire damage ignores this damage reduction and negates it for 1 round.

9th – Natural Grab: If the druid hits with a natural attack, she may attempt to grapple her foe as an immediate action.

9th – Natural Trip: If the druid hits with a natural attack, she may attempt to trip her foe as an immediate action.

9th – Venom: If the druid hits with a natural attack, she may inject poison into her foe as an immediate action. At the end of every round, the druid makes a nature power vs. Fortitude attack against all creatures she has poisoned. The effects of the poison are described below.

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

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

11th – Elemental Retribution: Whenever a creature within Medium *(100 ft.)* range of the druid attacks her, the attacking creature takes 1d6 damage per two nature power of either cold, electricity, or fire damage. The druid may choose the damage type independently for each attacking creature. A creature can only be dealt damage by this effect once per round.

11th – Fluid Motion: The druid is immune to effects that restrict its mobility. She suffers no penalties for acting underwater. In addition, she gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

11th – Grow: The druid increases in size by one size category, as the effect of the *enlarge* spell. This is a **Sizing** effect, and does not stack with other Sizing effects.

11th – Natural Renewal: At the end of each round, the druid heals hit points equal to her nature power.

11th – Wolfpack: Overwhelmed foes the druid threatens increase their overwhelm penalties by 2.

13th – Swiftstrike: The druid's attack speed increases. When she makes a standard attack, she may make an additional strike. This

strike must be made with a natural weapon. This effect does not stack with similar effects that grant extra strikes.

13th – Wings: The druid grows wings, granting her a fly speed equal to her land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, she can fly (see Flying, page 10). She can only fly for a number of rounds equal to half her nature power. After that limit is reached, she must rest for 5 minutes before flying again.

15th – Earth Glide: The druid gains the earth glide ability, as an earth elemental. This allows her to glide through stone, dirt, or almost any other sort of earth as if it were air. She can walk or climb at any angle in the earth. However, she cannot breathe, speak, or hear while gliding in this way. While gliding, she can remain partially within the earth, granting it cover. She can only glide through earth for a number of rounds equal to half her nature power. After that limit is reached, she must rest for 5 minutes before gliding through earth again.

19th – Solar Radiance: The druid continuously radiates bright light out to a 500 foot radius (and shadowy illumination for an additional 500 feet). The illumination is so bright that she becomes hard to look at. Any creature attacking her from within the radius of bright light becomes partially blinded *(impaired, lose special vision abilities)* for 2 rounds after the attack.

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

20th – Avatar of Nature (Mag): If the druid dies, except if by old age, she may choose to have her body and soul become an instrument of nature's will. Her body immediately decomposes or otherwise disappears, and her soul does not travel to an afterlife. She has no physical form, and cannot use any of her normal abilities. Instead, she has a fly speed of 100 feet, with special maneuverability. As a standard action, she can temporarily possess any living plants or animals within a 10 mile radius of the place of her death.

While possessing a living plant or animal, she can see through its senses and control its actions completely. In addition, she may cast spells, and the spells take effect as if the plant or animal had cast them. She uses the plant or animal's position to determine range, visible targets, and so on. She does not require verbal or somatic components to cast her spells in this form, but is unable to cast spells or perform rituals that require material components or focus objects.

While not possessing a plant or animal, the druid can meditate to regain spent spell slots, or she can focus on reincarnating her physical form. Creating a new body in this way takes 12 straight hours of concentration. At the end of that time, the druid is reincarnated in a new body in her location, as the effect of the *reincarnate* ritual, except that she can choose her race from among the races listed (not including the "Other" race).

While she is an avatar of nature, a druid does not age and does not die of old age. She can continue to exist in this form indefinitely.

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

Variant Druids

Blighter

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

Blight: Instead of meditating to regain spell slots, a blighter draws power from her environment forcefully. This affects a Huge *(100 ft.)* radius zone centered on her, and the process takes 1 minute of concentration. At the end of every round, every living thing in the area other than the blighter takes damage equal to her nature power. All inanimate plants of Huge size or smaller immediately wither and die. The earth becomes cracked and infertile, and any nutrients from the soil are destroyed. This ability has no effect on artificial environments or materials, such as metal or worked stone. At the end of the minute, the blighter regains her spent nature spell slots.

A blighter can only blight her surroundings in this way once per hour. If her surroundings are already blighted or are not natural terrain, she cannot use this ability to regain her spells. Instead, she must meditate for 8 hours to slowly draw power from her surroundings, as a normal druid.

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

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

10th – Blightcasting:

20th – Improved Blightcasting:

Rotbringer

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

Invoke Rot: Instead of meditating to regain spell slots, a rotbringer accelerates the natural forces of decomposition and decay on her environment. This affects a Huge *(100 ft.)* radius zone centered on her, and the process takes 1 minute of concentration. All organic objects of Huge size or smaller, such as plants and corpses, decompose. This decomposition kills inanimate, living plants. All organic objects, regardless of size, are covered with various fungi. This ability has no effect on artificial environments or materials, such as metal or worked stone. At the end of the minute, the rotbringer regains her spent nature spell slots.

If the rotbringer decomposes a Huge object with this ability, or a combination of smaller objects equivalent in size to a Huge object, she gains an bonus nature spell slot of her highest available spell level. This extra spell slot lasts until it is used, or until she regains her spell slots again.

A rotbringer can only invoke rot on her surroundings in this way once per hour. If her surroundings are already decomposed or are not natural terrain, she cannot use this ability to regain her spells. Instead, she must meditate for 8 hours to slowly draw power from her surroundings, as a normal druid.

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

at 6th level, instead of at 2nd level.

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

3rd – Rot Spell: The druid learns an additional spell slot and spell known. The spell must be taken from the following list of spells. The spell's level cannot exceed half her druid level. If she already knows a spell from the list at every spell level she has access to, she may instead learn any nature spell (see Nature Spells, page 136).

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

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

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

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

3.6 Fighter

Table 3.7: Fighter Progression

Level	Combat Prowess	Special
1st	3	Combat supremacy, martial excellence
2nd	4	Weapon discipline
3rd	5	Combat feat
4th	6 (x2)	Combat discipline
5th	7 (x2)	Battlemaster
6th	8 (x2)	Armor discipline
7th	9 (x2)	Combat feat
8th	10 (x2)	Improved weapon discipline
9th	11 (x3)	Combat mastery
10th	12 (x3)	Improved combat discipline
11th	13 (x3)	Combat feat
12th	14 (x3)	Improved armor discipline
13th	15 (x3)	Swift warrior
14th	16 (x4)	Greater weapon discipline
15th	17 (x4)	Combat feat
16th	18 (x4)	Greater combat discipline
17th	19 (x4)	Supreme battlemaster
18th	20 (x4)	Greater armor discipline
19th	21 (x5)	Combat feat
20th	22 (x5)	Supreme discipline

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride.

Perception: Awareness.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

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

Skill Points: 10.

Combat Prowess: +2. This benefit is included in the class table.

Defenses: +4 Fortitude, +2 Mental.

Action Points: +2.

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

Martial Excellence: A fighter gains a +1 bonus to accuracy and damage with physical attacks. In addition, he gains a +1 bonus to physical defenses.

Class Abilities

All fighters have the following abilities.

Combat Supremacy: A fighter is a consummate warrior, and can stand toe to toe with even the toughest foes. Whenever the fighter deals damage to a creature with a physical attack, he may impede its fighting ability as an **immediate action**. If he does, the struck creature is impaired *(20% failure)* on attacks and checks against the fighter for 2 rounds, or until he uses this ability on that creature again. He may use this ability a number of times per day equal to his Intelligence or his fighter level, whichever is higher.

2nd – 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 damage on attacks with weapons from that group.

If he chooses not to focus on a specific group of weapons, he gains the ability to become proficient with any weapon group if he spends 1 hour training with a weapon from that group. He may only keep this proficiency with one weapon group at a time; if he trains with a new weapon group, he loses his proficiency in the previous group.

3rd – Combat Feat: The fighter gets a bonus Combat feat (see Combat Feats, page 76). He must use his fighter level in place of his character level to meet level prerequisites for the feat. He gains an additional bonus feat at his 7th fighter level and every four fighter levels thereafter.

4th – Combat Discipline: The fighter can use his superior training and focus to keep fighting in the face of debilitating effects. When a fighter is initially affected by one of the conditions listed on Table 3.8: Combat Discipline Conditions, he may use his combat discipline ability to instead suffer the mitigated condition one column to the right. He can suppress the condition up to 5 rounds.

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

A fighter can never use this ability more than once against a single source. For example, if a fighter is confused by a *confusion* spell, he can use this ability to become disoriented instead of confused, but he can't then expend a second use to stop being disoriented. The lesser condition that this ability imposes may be cured or removed

Table 3.8: Combat Discipline Conditions

Original Condition	Mitigated Condition	Mitigated Condition	Mitigated Condition
Panicked	Frightened	Shaken	None
Petrified	Paralyzed	Slowed	None
Blinded	Visually impaired	None	—
Confused	Disoriented	None	—
Exhausted	Fatigued	None	—
Nauseated	Sickened	None	—
Severely impaired	Impaired	None	—
Stunned	Dazed	None	—
Deafened	None	—	—
Fascinated	None	—	—
Ignited[1]	None	—	—
Immobilized	None	—	—
Negative level[2]	None	—	—
Slowed	None	—	—
Vulnerable	None	—	—

1. Mitigates the impairment, but does not prevent the fighter from taking 1d6 fire damage per round until the fire is put out.
2. Mitigate a single negative level.

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.

5th – Battlemaster: The fighter becomes a master of controlling the ebb and flow of battle. When he use his combat supremacy ability, he may choose for the struck creature to be goaded *(20% failure on attacks not against goading creature)* by him or shaken *(20% failure near its fear)* by him instead of impaired.

6th – Armor Discipline: The fighter's training grants him additional capability in armor. He must choose to improve his agility or his resilience in armor. This applies to all armor discipline abilities the fighter has.

If he improves his agility, he treats body armor he wears as less encumbering. He reduces its **encumbrance penalty** by 2 its arcane spell failure by 10%. In addition, he treats it were one encumbrance category lighter than it is whenever doing so would be beneficial for him. 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 speed reduction and reduced Dexterity associated with the armor's encumbrance, as appropriate for the new encumbrance of the fighter's armor.

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

8th – Improved Weapon Discipline: The fighter's training in his chosen weapons improves. He increases the **critical multiplier** of his chosen weapons by 1. In addition, if he chose a specific weapon group, he increases his damage bonus to +2. If he did not, he becomes proficient with all weapon groups and all exotic weapons. He retains this benefit for one week after the training.

9th – Combat Mastery: The fighter may use his combat supremacy ability any number of times per day.

10th – Improved Combat Discipline: The fighter's ability to keep fighting despite negative influence improves. He can reduce conditions by two steps instead of one when using combat discipline. For example, a stunned fighter who used combat discipline would instead be staggered.

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

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

12th – Improved Armor Discipline: The fighter's training with his armor improves. If he chose agility, he treats body armor he wears as even less encumbering. He reduces its **encumbrance penalty** by 4 and decreases its arcane spell failure by 20%. In addition, he treats all it as if it were two encumbrance categories lighter than it is whenever doing so is beneficial for him. This does not stack with the benefit of the armor discipline ability.

If he chose resilience, he may apply his damage reduction from the armor discipline ability against all damage, including from magical attacks. In addition, he gains a +1 bonus to Armor defense while wearing armor.

13th – Swift Warrior: The fighter can take an additional **swift action** or **immediate action** each round (see Swift and Immediate Actions, page 10).

14th – Greater Weapon Discipline: The fighter's training in his chosen weapons becomes still greater. He increases the **critical range** of his chosen weapons by 1. This increase stacks with any other effects that affect critical range. For example, a fighter using heavy blades with the Weapon Focus feat (see Weapon Focus, page 95) would have a critical range of 18-20.

16th – Greater Combat Discipline: The fighter's ability to keep fighting despite influence becomes still greater. When using combat discipline, he may ignore any condition listed on the combat discipline chart. In addition, he may use combat discipline to be severely impaired *(50% failure)* with attacks and checks rather than suffer any non-damaging condition not listed on the chart.

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

17th – Supreme Battlemaster: The fighter's ability to control the battle improves. Whenever he uses his combat supremacy ability, he may choose for the struck creature to be taunted *(50% failure on attacks not against taunting creature)* or frightened *(50% failure near its fear)* instead of impaired.

18th – Greater Armor Discipline: The fighter's training in his chosen armor becomes still greater. If he chose agility, he ignores all encumbrance penalties and arcane spell failure from body armor he wears. In addition, he treats body armor he wears as if it were three 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. In addition, he gains a +4 bonus to Reflex defense.

If he chose resilience, he gains a +4 bonus to Fortitude defense.

20th – Supreme 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.

Supreme Weapon Discipline: Whenever the fighter deals damage to a creature with a physical attack, the struck creature is severely impaired *(50% failure)* with attacks and checks for 2 rounds.

Supreme Armor Discipline: If the fighter chose agility, he gains a +2 bonus to physical defenses.

If the fighter chose resilience, he doubles the damage reduction granted by his armor discipline ability.

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

3.7 Monk

Table 3.9: Monk Progression

Level	Combat Prowess	*Ki* Strike	Special
1st	3	+1	Enlightened defenses, unarmed warrior
2nd	4	+1	Manifest *ki*
3rd	5	+1	Wholeness of body, uncanny dodge
4th	6 (x2)	+2	Manifest *ki*
5th	7 (x2)	+2	Flurry of blows
6th	8 (x2)	+2	Manifest *ki*
7th	9 (x2)	+3	Perfect motion
8th	10 (x2)	+3	Manifest *ki*
9th	11 (x3)	+3	Improved uncanny dodge, perfect soul
10th	12 (x3)	+4	Manifest *ki*
11th	13 (x3)	+4	Flow of life
12th	14 (x3)	+4	Manifest *ki*
13th	15 (x3)	+5	Perfect mind
14th	16 (x4)	+5	Manifest *ki*
15th	17 (x4)	+5	Perfect body
16th	18 (x4)	+6	Manifest *ki*
17th	19 (x4)	+6	Perfect life
18th	20 (x4)	+6	Manifest *ki*
19th	21 (x5)	+7	True perfection
20th	22 (x5)	+7	Manifest *ki*, transcend mortality

Alignment: Any nonchaotic.
Class Skills:
Strength: Climb, Jump, Sprint, Swim.
Dexterity: Acrobatics, Escape Artist, Ride, Stealth.
Intelligence: Heal.
Perception: Awareness, Spellcraft, Survival.
Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

A character with monk as a base class gains the following abilities.
Skill Points: 10.
Combat Prowess: +2. This benefit is included in the class table.
Defenses: +2 Fortitude, +4 Reflex, +4 Mental.
Action Points: +3.

Weapon and Armor Proficiency: Monks are proficient with simple weapons, monk weapons, and any one other weapon group. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses the benefit of her enlightened defense, fast movement, and *ki* abilities.

Ki Strike (Mag): A monk's fists, and all weapons she uses, gain a +1 **enhancement bonus**. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 244). In addition, she is always treated as if she was wearing +1 armor, granting her temporary hit points and defensive legend points (see Armor Enhancement Bonuses, page 232). This bonus increases by +1 at 4th level and every 3 levels thereafter.

Class Abilities

All monks have the following abilities.

Enlightened Defense (Mag): A monk's *ki* shields her body from attacks. When not wearing armor or encumbered by weight (see Encumbrance, page 111), she gains a +2 bonus to Armor defense. She loses this bonus when she is helpless.

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

Unarmed Warrior: A monk's unarmed attacks are exceptionally deadly. She gains Unarmed Fighting as a bonus feat, making her proficient with her unarmed attack (see Unarmed Fighting, page 95). In addition, she increases the damage of her unarmed attacks by two increments (see Weapon Size, page **??**). For example, a Medium monk would deal 1d6 damage with her unarmed attack. For details about how to fight while unarmed, see Unarmed Combat, page 21.

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

Using a *ki* manifestation costs a *ki* point. The monk has a number of *ki* points equal to her Willpower or her monk level, whichever is higher. *Ki* points can be recovered by meditation. If the monk meditates for 1 hour, she recovers all spent *ki* points.

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

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

Elegant Whirl of Fluid Motion: As a swift action, the monk can gain a +20 bonus to Acrobatics checks until the end of the round.

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

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

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

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

6th – Burst of Blinding Speed: As a swift action, the monk can gain a +30 foot bonus to her land speed, up to a maximum of double her original speed. In addition, she cannot be followed until the end of the round.

6th – Dance of the Wayward Strike: As an immediate action, when a foe misses the monk with a melee strike, the monk can

redirect the strike. Both the foe and the monk must threaten a third creature. If the monk redirects the strike, the foe rolls the same attack against the third creature.

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

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

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

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

8th – See the Flow of Life: As a swift action, the monk can gain the ability to see the *ki* of living creatures until the end of the round. She can "see" any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

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

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

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

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

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

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

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

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

5th – Flurry of Blows: As a standard action, the monk can spend a *ki* point to unleash a furious barrage of blows. She can make a **standard attack** with an extra **strike**. Alternately, she can choose to make one **strike** against all foes she threatens.

7th – Perfect Motion (Mag): The monk becomes immune to effects that restrict her mobility. She suffers no penalties for acting underwater. In addition, she gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

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

9th – Perfect Soul (Mag): The monk gains **magic resistance** equal to 10 + her *ki* power.

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

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

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

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

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

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

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

Ex-Monks

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

3.8 Paladin

Table 3.10: Paladin Progression

Level	Combat Prowess	Special
1st	3	Divine invocation (smite), divine protection
2nd	4	Divine invocation
3rd	5	Discernment (alignment)
4th	6 (x2)	Divine presence
5th	7 (x2)	Pass judgment
6th	8 (x2)	Divine invocation
7th	9 (x2)	Discernment (lies)
8th	10 (x2)	Divine presence
9th	11 (x3)	Expanded presence
10th	12 (x3)	Divine invocation
11th	13 (x3)	Discernment (invisibility)
12th	14 (x3)	Divine presence
13th	15 (x3)	Lingering presence
14th	16 (x4)	Divine invocation
15th	17 (x4)	Discernment (truth), martyr's retribution
16th	18 (x4)	Divine presence
17th	19 (x4)	Mighty presence
18th	20 (x4)	Divine invocation
19th	21 (x5)	Discernment (thoughts)
20th	22 (x5)	Aligned soul, divine presence

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

Base Class Abilities

A character with paladin as a base class gains the following abilities.
Skill Points: 5.
Combat Prowess: +2. This benefit is included in the class table.
Defenses: +4 Fortitude, +4 Mental.
Action Points: +2.

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

Divine Protection (Mag): The paladin's force of belief manifests a divine protection around her. She may add her Willpower to her Armor defense in place of Dexterity or Constitution (see Defenses, page 15).

Class Abilities

All paladins have the following abilities.

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

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

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

At 2nd level, and every even level thereafter, the paladin gains an additional divine invocation. Most divine invocations have minimum paladin levels, as indicated in the title of the ability. Some divine invocations are also restricted to paladins with specific devoted alignments. The paladin's accuracy with divine invocations is equal to her divine power. If a divine invocation emulates a spell, the paladin's effective spellpower is equal to her divine power.

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

Any Alignment:

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

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

2nd – Lay on Hands: As a standard action, the paladin can lay hands on a creature. The target is healed for 1d6 damage per divine power.

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

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

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

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

*6th – Goading Smite**: The struck creature is goaded *(20% failure on attacks not against goading creature)* by the paladin for 2 rounds.

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

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

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

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

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

*14th – Terrifying Smite**: The paladin makes a Divine power vs. Mental attack against the struck creature. Success means it is frightened *(50% failure near its fear)* by her for 2 rounds.

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

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

Chaos Divine Invocations:

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

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

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

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

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

Good Divine Invocations:

Shield Other: This invocation functions like the *share pain* spell.

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

Evil Divine Invocations:

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

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

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

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

Law Divine Invocations:

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

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

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

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

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

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

At 7th level, the paladin can discern lies. Whenever a creature in the area intentionally lies, the paladin knows the statement was a lie. This does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

At 11th level, the paladin can also see invisible creatures and objects within the area as if they were normally visible. They are visible as translucent shapes, allowing her to easily distinguish between visible and invisible creatures and objects.

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

At 19th level, the paladin can discern thoughts. She knows the surface thoughts of all creatures in the area. She gains a +4 bonus to Bluff, Persuasion, and Intimidate attacks and checks against a creature whose thoughts she can read.

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

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

Any Alignment:

8th – Worthy Foe: Enemies in the area are goaded *(20% failure on attacks not against goading creature)* by the paladin.

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

Chaotic Divine Presences:

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

8th – Accelerating Aura: Allies in the area gain a +10 foot bonus to land speed.

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

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

Evil Divine Presences:

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

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

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

12th – Painful Aura: Whenever an enemy in the area takes dam-

age, the damage is doubled, up to a maximum bonus equal to the paladin's divine power. Each enemy can only take this bonus damage each round.

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

Good Divine Presences:

Defensive Aura: Allies in the area that are **overwhelmed** reduce their overwhelm penalties by 1. If an ally's overwhelm penalty is reduced to 0, they are not considered to be overwhelmed.

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

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

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

Lawful Divine Presences:

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

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

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

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

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

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

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

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

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

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

20th – Aligned Soul (Mag): While a paladin is dead, she may approach the deity or governing figure of her afterlife and request to be returned to life to continue her mission. Travelling to the relevant figure and making the request takes 12 hours. Unless there are extenuating circumstances, this request is almost always granted, and the paladin is resurrected in a new body at a location of the entity's choice. This functions like the *resurrection* ritual, except that no part of the body is required, and a new body is created by the entity. She can be resurrected in this way regardless of the condition of her body, but not if her soul has been trapped or otherwise prevented from going to the correct afterlife.

Ex-Paladins

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

3.9 Ranger

Table 3.11: Ranger Progression

Level	Combat Prowess	Quarry	Special
1st	3	+2	Quarry, tenacious hunter, wild speech
2nd	4	+2	Hunting skill, tracker
3rd	5	+2	Free stride, keen vision
4th	6 (x2)	+2	Hunting lore
5th	7 (x2)	+3	Rapid tracker
6th	8 (x2)	+3	Hunting skill
7th	9 (x2)	+3	Blindsense
8th	10 (x2)	+3	Hunting lore
9th	11 (x3)	+3	Perfect stride
10th	12 (x3)	+4	Hunting skill
11th	13 (x3)	+4	Blindsight
12th	14 (x3)	+4	Hunting lore
13th	15 (x3)	+4	Implacable hunter
14th	16 (x4)	+4	Hunting skill
15th	17 (x4)	+5	Farsight
16th	18 (x4)	+5	Hunting lore
17th	19 (x4)	+5	Eternal quarry
18th	20 (x4)	+5	Hunting skill
19th	21 (x5)	+5	Truesight
20th	22 (x5)	+6	Hunting lore

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride, Stealth.

Intelligence: Heal, Knowledge (dungeoneering, geography, na-

ture).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

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

Skill Points: 15.

Combat Prowess: +2. This benefit is included in the class table.

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

Action Points: +1.

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

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

Wild Speech (Mag): The ranger learns how to communicate with animals. This ability functions like the druid ability of the same name (see Wild Speech, page 33). A ranger can use this ability a number of times per day equal to his Perception or half his ranger level, whichever is higher.

Class Abilities

All rangers have the following abilities.

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

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

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

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

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

2nd – Hunting Skill: The ranger gains any Skill feat with prerequisites that include one of the ranger class skills as a bonus feat. He must use his ranger level in place of his character level to meet level prerequisites for the feat. At his 6th ranger level, and every 4 ranger levels thereafter, he gains an additional feat.

2nd – Tracker: The ranger gains a +5 bonus to checks made to follow tracks. In addition, he may use his ranger level in place of the Survival skill to follow tracks (see Survival, page 72).

4th – Hunting Lore: The ranger gains an ability drawn from ancient hunting lore. He chooses a single hunting lore from the list below. Some hunting lores have minimum ranger levels, as indicated in the title of the ability. At his 8th ranger level, and every four ranger levels thereafter, the ranger gains an additional hunting lore.

If a hunting lore grants the ranger a bonus feat, he must still meet any prerequisites for the feat to gain its effect.

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

Endurance: The ranger gains the Endurance feat as a bonus feat (see Endurance, page 84).

Goading Hunter: Whenever the ranger damages his quarry with a physical attack, it is goaded *(20% failure on attacks not against goading creature)* by him for 2 rounds.

No Escape: Whenever the ranger damages his quarry with a physical attack, it moves at half speed for 2 rounds.

Swift Hunter: The ranger gains the Swift feat as a bonus feat (see Swift, page 94).

8th – Anchored Quarry: Whenever the ranger damages his quarry with a physical attack, it cannot travel extradimensionally for 2 rounds. This blocks teleportation and all planar travel abilities except planar rifts.

8th – Flexible Quarry: After giving up on a quarry, the ranger does not need to wait before designating a new quarry.

8th – Impaired Quarry: Whenever the ranger damages his quarry with a physical attack, it is impaired *(20% failure)* with attacks and checks for 2 rounds.

12th – Inescapable: Whenever the ranger damages his quarry with a physical attack, it moves at one-quarter speed as long as it remains his quarry.

12th – Inevitable Hunter: The ranger ignores all miss chances and failure chances that would affect attacks and checks he makes against his quarry.

12th – Punishing Presence: At the end of each round, if the ranger's quarry is within Long *(300 ft.)* range of him, it takes life damage equal to his ranger level.

16th – Legendary Hunter: The ranger may always use legend points on attacks or checks he makes against his quarry, even when fighting monsters that normally prevent legend points from being used.

16th – Master of the Hunt: When the ranger uses his quarry ability, he may also designate up to five willing creatures within Long *(300 ft.)* range of him. As long as they stay within Long *(300 ft.)* range of him, they also gain the damage bonus from the ranger's quarry ability against his quarry. His allies do not suffer penalties against targets other than the quarry.

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

3rd – Keen Vision: The ranger's sight improves, allowing him to see more easily. He gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** out to 50 feet, allowing him to see in complete darkness. If he already has

darkvision, he increases its range by 50 feet.

5th – Rapid Tracker: The ranger's ability to track his foes improves. He can move at his normal speed while following tracks without taking the normal −5 penalty. He takes only a −10 penalty (instead of the normal −20) when moving at up to twice normal speed while tracking.

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

In addition, he increases the range of his darkvision by 150 feet.

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

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

In addition, he increases the range of his darkvision by 300 feet, and his blindsense by 150 feet.

13th – Implacable Hunter (Mag): The ranger cannot be blocked from pursuing his quarry. His movement is not slowed by enemies threatening him (see Moving Near Foes, page 9). In addition, he may move at half speed through spaces occupied by foes.

15th – Farsight: The ranger increases the range of his darkvision by 500 feet, his blindsense by 300 feet, and his blindsight by 50 feet. In addition, he halves his **range increment penalties** for attacking at long range.

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

19th – Truesight (Mag): The ranger's perceptions are accurate enough to defeat even powerful magic. He can see through normal and magical darkness, see the truth behind visual figments and glamers, and see the true form of creatures and objects affected by **Shaping** abilities. This ability works at any range.

3.10 Rogue

Alignment: Any.
Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Sleight of Hand, Stealth.

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

Perception: Awareness, Sense Motive.

Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

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

Table 3.12: Rogue Progression

Level	Combat Prowess	Sneak Attack	Special
1st	2	+1d6	Skill exemplar, sneak attack
2nd	3	+1d6	Skill talent
3rd	4	+2d6	Uncanny dodge
4th	5	+2d6	Combat trick
5th	6 (x2)	+3d6	Lucky slip
6th	6 (x2)	+3d6	Skill talent
7th	7 (x2)	+4d6	Improved uncanny dodge
8th	8 (x2)	+4d6	Combat trick
9th	9 (x2)	+5d6	Lucky break
10th	10 (x2)	+5d6	Skill talent
11th	10 (x2)	+6d6	Slippery mind
12th	11 (x3)	+6d6	Combat trick
13th	12 (x3)	+7d6	Lucky dodge
14th	13 (x3)	+7d6	Skill talent
15th	14 (x3)	+8d6	Persistent sneak attack
16th	14 (x3)	+8d6	Combat trick
17th	15 (x3)	+9d6	Legendary luck
18th	16 (x4)	+9d6	Skill talent
19th	17 (x4)	+10d6	Ambush master
20th	18 (x4)	+10d6	Combat trick

Skill Points: 15.
Combat Prowess: +2. This benefit is included in the class table.
Defenses: +4 Reflex, +2 Mental.
Action Points: +2.

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

Skill Exemplar: A rogue gains a +2 bonus to all skills she is trained in. This bonus increases by 1 at her 5th rogue level and every 5 rogue levels thereafter.

Class Abilities

All rogues have the following abilities.

Sneak Attack: Once per round, when a rogue hits with a physical attack against a creature unable to defend itself effectively, she can make that attack a sneak attack. She can make a sneak attack if her target is unaware *(critically hit on every attack)*, defenseless *(−5 defense vs. melee)*, or suffering **overwhelm penalties** from being surrounded by enemies (see Overwhelm, page 16). A sneak attack deals 1d6 points of bonus damage.

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

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

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. Usually, this means she can only make sneak attacks against creatures no more than two size

categories larger than her.

2nd – Skill Talent: 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 (see Skill Feats, page 76). She must use her rogue level in place of her character level to meet level prerequisites for the feat. At her 6th rogue level, and every four rogue levels thereafter, she gains an additional skill point and Skill feat.

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

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

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

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

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

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

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

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

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

Tricky Maneuver: When performing a **maneuver** against an **overwhelmed** or unaware *(critically hit on every attack)* creature, the rogue gains a bonus to accuracy equal to the number of sneak attack dice she would roll. The benefits of this trick apply even against creatures immune to critical hits.

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

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

*12th – Agonizing Ambush**: The rogue makes a Trick power vs. Mental attack against the struck creature. Success means that the target feels agonizing pain for 2 rounds. Whenever it takes physical damage, it takes additional physical damage equal to the rogue's trick power. This is an ambush attack, and only works once per creature.

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

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

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

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

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

5th – Lucky Slip (Mag): The rogue gains an additional **legend point**. Once per round, when she spends a legend point to force a foe to reroll a **strike**, she may use this ability to treat the reroll as a 1.

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

9th – Lucky Break (Mag): The rogue gains an additional **legend point**. Once per round, when she spends a legend point to reroll a skill check, she may use this ability to treat the reroll as a 20.

11th – Slippery Mind: The rogue gains a +4 bonus to Mental defense.

13th – Lucky Dodge (Mag): The rogue gains an additional **legend point**. In addition, she can use her lucky slip ability against all attacks, not just strikes.

15th – Persistent Sneak Attack: The rogue can make two sneak attacks per round, rather than one.

17th – Legendary Luck (Mag): The rogue gains an additional **legend point**. She can always use legend points, even when fighting monsters that normally prevent legend points from being used.

19th – Ambush Master: The rogue's ambush attacks function on the first attack the rogue makes against a particular creature in a single round, rather than within a single encounter.

3.11 Sorcerer

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

Base Class Abilities

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

Table 3.13: Sorcerer Progression

Level	Combat Prowess	Spells	Special
1st	1	2	Cantrip, spells, wild magic, wild tolerance
2nd	2	3	Cantrip, personal spell
3rd	3	3	Innate magic
4th	3	4	Personal spell
5th	4	4	Focused casting
6th	5	5	Personal spell
7th	5	5	Innate magic
8th	6 (x2)	6	Personal spell
9th	7 (x2)	6	Magic resistance
10th	7 (x2)	7	Personal spell
11th	8 (x2)	7	Innate magic
12th	9 (x2)	8	Personal spell
13th	9 (x2)	8	Spontaneous personalization
14th	10 (x2)	9	Personal spell
15th	11 (x3)	9	Innate magic
16th	11 (x3)	10	Personal spell
17th	12 (x3)	10	Spell absorption
18th	13 (x3)	11	Personal spell
19th	13 (x3)	11	Innate magic
20th	14 (x3)	12	Font of power, personal spell

Skill Points: 5.
Combat Prowess: +1. This benefit is included in the class table.
Defenses: +4 Mental.
Action Points: +3.

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

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

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

Class Abilities

All sorcerers have the following abilities.

Spells: A sorcerer casts arcane spells using his Willpower. The maximum spell level a sorcerer can learn or cast is equal to half his sorcerer level (minimum 1) or his Willpower, whichever is lower. A sorcerer's **spellpower** is normally equal to his character level.

A sorcerer begins play knowing two first-level spells. Every even level, he learns an additional spell of any level he has access to. In addition, each time he gains a level, he may trade one of his existing spells for a different spell known. However, he must always know at least one spell of every level he has access to. A sorcerer's spells are drawn from the spells on the arcane spell list (see Arcane Spells, page 130).

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

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

If the wild magic roll succeeds, the spell is cast normally. Failure means the spell is miscast instead (see Miscasting, page 122). In addition, if the sorcerer fails a wild magic roll, he cannot cast spells of the same level as the miscast spell for 10 minutes. Effects that prevent miscasts do not prevent the sorcerer from losing access to spells in this way.

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

Cantrip: Cantrips are minor spells which do not require effort to use. A sorcerer chooses one cantrip from the list of cantrips on page 132. He may use the cantrip at will. Cantrips cannot be miscast, and are not affected by the sorcerer's wild magic ability. For all other purposes, cantrips are treated as 0th level spells.

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

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

- Distant: The spell's range doubles.
- Flawless: The sorcerer cannot miscast the spell. If he would miscast it, the spell simply fails without effect. In addition, he automatically succeeds at all Concentration checks he makes to cast the spell.
- Mastered: The sorcerer no longer needs verbal or somatic components to cast the spell.
- Simplified: The sorcerer can cast the spell as if it was one level lower than its actual level (minimum 1).

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

3rd – Innate Magic (Mag): The sorcerer becomes inherently magical. He may choose an arcane spell with a maximum level equal to half his sorcerer level. The spell must be a **targeted spell** and have a duration of Short *(Focus + 5 rounds)* or longer. He does not need to know the spell. The sorcerer constantly gains the benefits of that spell. If the spell has secondary effects, such as the *avatar of suffering* spell, the duration of the secondary effects is not changed.

When the sorcerer chooses a spell in this way, the sorcerer may also choose specific augments for that spell, as long as the spell's effective level does not exceed half the sorcerer's level. If the spell's effect ends for any reason, such as if its effect is discharged, it takes effect on the sorcerer again 5 minutes later.

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

5th – Focused Casting: If the sorcerer spends one minute focusing on casting a spell, he does not need to make a wild magic roll.

This prevents him from miscasting the spell due to wild magic. If his concentration is broken while casting a spell in this way, the sorcerer automatically miscasts the spell and suffers consequences as if he had failed a wild magic roll.

9th – Magic Resistance (Mag): The sorcerer gains **magic resistance** equal to 10 + his character level or Constitution, whichever is higher. This ability does not protect the sorcerer from his own miscast effects. If he already has magic resistance from another source, he increases that magic resistance by 2.

13th – Arcane Recovery (Mag): After the sorcerer fails a wild magic roll, he regains the ability to cast spells of the same level after 5 rounds, rather than 10 minutes.

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

20th – Font of Power (Mag): After the sorcerer fails a wild magic roll, he regains the ability to cast spells of the same level after 1 round.

Variant Sorcerer

Warlocks are sorcerers that draw power from pacts with otherworldly creatures.

Warlock

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

Wild Magic: The warlock does not gain this ability.

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

Success means the spell is cast normally. Failure means that the warlock's pact backfires, allowing the dark entities which gave him power to influence the world instead.

3.12 Spellwarped

Alignment: Any.
Class Skills:
Intelligence: Knowledge (arcana).
Perception: Awareness, Spellcraft.
Other: Bluff, Intimidate, Persuasion.
Special Class Skills: A spellwarped gains additional class skills based on his choice of innate magic.
Alteration: Disguise, Escape Artist, Jump.
Pyromancy: Acrobatics, Jump, Sprint.
Telekinesis: Devices, Escape Artist, Sleight of Hand.
Temporal: Acrobatics, Sleight of Hand, Sprint.

Table 3.14: Spellwarped Progression

Level	Combat Prowess	Special
1st	3	Innate magic, invocation, warp regeneration
2nd	4	Spellwarped body
3rd	5	Magical senses, spellwarped aspect
4th	6 (x2)	Invocation
5th	7 (x2)	Manipulate magic
6th	8 (x2)	Invocation
7th	9 (x2)	Spellwarped aspect
8th	10 (x2)	Invocation
9th	11 (x3)	Magic resistance
10th	12 (x3)	Invocation
11th	13 (x3)	Spellwarped aspect
12th	14 (x3)	Invocation
13th	15 (x3)	Improved manipulate magic
14th	16 (x4)	Invocation
15th	17 (x4)	Spellwarped aspect
16th	18 (x4)	Invocation
17th	19 (x4)	—
18th	20 (x4)	Invocation
19th	21 (x5)	Spellwarped aspect
20th	22 (x5)	Invocation

Warp Damage

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

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

Base Class Abilities

A character with spellwarped as a base class gains the following abilities.
Skill Points: 5.
Combat Prowess: +2. This benefit is included in the class table.
Defenses: +4 to one defense, +2 to other defenses (see the Innate Magic ability, below).
Action Points: +3.

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

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

Class Abilities

All spellwarped have the following abilities.

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

Innate Magic: Each spellwarped draws his magical power from a particular kind of magic. This is a choice made when the first level of the class is taken, and it cannot thereafter be changed. The choices are listed below. His choice of innate magic is not a **magical** ability, but the active ability granted by that choice is a magical ability.

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

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

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

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

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

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

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

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

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

At his 4th spellwarped level, and every two spellwarped levels thereafter, he gains an additional invocation. Some invocations have minimum spellwarped levels, as indicated in the title of the ability. The list of invocations is given at Invocations, page 50.

The spellwarped's accuracy with invocations is equal to his spellpower.

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

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

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

Telekinesis – Tactile Telekinesis: The spellwarped gains a +2 bonus to Strength and Dexterity-based checks. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

Temporal – Accelerated Movement: The spellwarped gains a +2 bonus to his Reflex defense and a +10 foot bonus to his movement speed. At spellpower 8, 14, and 20, the defense bonus increases by 1 and the speed bonus increases by 10 feet.

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

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

Pyromancy – Flame of Life: The spellwarped can see the life-fire that lies within all living creatures, allowing him to clearly see all living creatures within 50 feet of him for 1 round. It also allows the spellwarped to see unusually warm objects, such as fires. This is a **Detection** ability, and it can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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

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

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

General:

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

Spellwarped Ritualist: The spellwarped can learn and perform rituals as if he were an arcane caster with a spellpower equal to his spellwarped spellpower. The maximum level of ritual that he can learn or perform is equal to half his spellwarped level or half his spellwarped key attribute, whichever is lower. In addition, he gains an ability based on which type of spellwarped he is.

- *Alteration* If a ritual requires a specific component with a value, the spellwarped can substitute its equivalent value in ritual components instead. This cannot be used to replace components without a value or components with special properties that alter the ritual's effect, such as the body for a *resurrection* ritual.
- *Pyromancy* The spellwarped can use any combustable item as a ritual component. It can replace an amount of normal ritual components equal to the value of the item. It cannot replace special ritual components.
- *Telekinesis* The spellwarped can perform rituals from up to 30 feet away from the ritual components.
- *Temporal* The spellwarped performs rituals twice as quickly.

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

11th – Persistent Senses: The spellwarped can constantly gain the benefit of his magical 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 magical senses ability, this aspect has no effect.

2nd – Surge of Power (Mag):

Telekinesis – Kinetic Deflection: The spellwarped reflexively deflects attacks away with his mind. He gains a +2 bonus to his **physical defenses**.

Temporal – Accelerate Movement: The spellwarped accelerates his movement and reactions. He gains a +2 bonus to his Reflex defense and a +10 foot bonus to his movement speed. At spellpower 8, 14, and 20, the defense bonus increases by 1 and the speed bonus increases by 10 feet.

Alteration:

Alter Movement: The spellwarped gains his choice of the Acrobatics Mastery, Climb Mastery, Jump Mastery, or Swim Mastery feats. He may select this aspect multiple times, choosing a different bonus feat each time.

7th – Damage Reduction: The spellwarped gains **damage reduction** against physical damage equal to his spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.

11th – Alter Size: As a standard action, the spellwarped can grow or shrink by one size category, up to a maximum of one size category different from his normal size. This effect lasts until he uses this ability again. This is a **Sizing** effect, and does not stack with other Sizing effects.

11th – Regeneration: At the end of each round, the spellwarped heals hit points equal to his spellpower.

Pyromancy:

Flame Aura: The spellwarped emanates an aura of fire. At the end of each round, enemies adjacent to him take fire damage equal to his spellpower. He can suppress or resume this aura as a **swift action**.

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

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

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

11th – Intense Flame: The spellwarped gains a bonus to fire damage with all invocations equal to the number of dice he would roll for that invocation's fire damage. This does not affect invocations that do not deal fire damage.

Telekinesis:

Kinetic Deflection: The spellwarped may use his Intelligence in place of his Dexterity or Constitution to determine his **physical defenses**.

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

7th – Force Barrier: The spellwarped gains a +1 bonus to **physical defenses**.

7th – Shieldbearer: The spellwarped may wield shields, except tower shields, telekinetically. The shield floats in his square, granting him its bonus to his physical defenses just as if he were wielding it. He does not need a free hand to wield the shield, and suffers no arcane spell failure for its use, though he is still affected by its **encumbrance penalty**. 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:

Accelerate Mind: The spellwarped gains a +2 bonus to Intelligence-based and Perception-based checks.

Sprint Mastery: The spellwarped gains the Sprint Mastery feat (see page 93).

Swift: The spellwarped gains the Swift feat (see page 94).

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

7th – Improved Uncanny Dodge: The spellwarped reduces his overwhelm penalties by 2. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

15th – Accelerate Attack: Whenever the spellwarped makes a **standard attack**, he can make an additional **strike** at a −5 penalty. This does not stack with any other effects which grant extra strikes.

5th – Manipulate Magic (Su): The spellwarped can channel his innate magic to manipulate magical abilities. Using this ability causes the spellwarped to take **warp damage** equal to half the **power** of the target ability.

Alteration – Absorption: As an immediate action, when the spellwarped makes successfully resists an attack against his Fortitude from a magical ability, he may absorb the magic harmlessly into his body. It 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 magical ability, he may channel its energy into a burst of flame around him. Enemies within a Medium

(20 ft.) radius of the spellwarped take fire damage equal to his spellpower. The spell still has its normal effect on the spellwarped.

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

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

9th – Magic Resistance (Mag): The magic within the spellwarped allows him to completely ignore other magic, granting him **magic resistance** equal to 10 + his Constitution or level, whichever is higher.

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

Invocations

All invocations are **magical** abilities unless otherwise noted.

Some invocations mimic the effects of spells. The spellwarped's spellpower with these effects is equal to his spellpower with the spellwarped class.

Alteration Invocations

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

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

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

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

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

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

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

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

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

8th – Flight: As a standard action, the spellwarped can grow wings that last for 5 rounds. The wings grant him a fly speed equal to his land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, he can fly (see Flying, page 10). He can only fly for a number of rounds equal to half his spellpower, even if he uses this ability again to extend the duration of the wings. After that limit is reached, he must rest for 5 minutes before flying again.

12th – Reinforced Flight: This functions like the flight invocation, except that the spellwarped can fly while encumbered.

Pyromancy Invocations

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

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

At his 4th spellwarped level, this damage increases to 1d6 fire damage per spellpower.

1st – Flame Weapon: As a swift action, the spellwarped can create a weapon made of flame that lasts for 5 rounds. The weapon is sized appropriately for him, and may take the form of any weapon he is proficient with. He can attack with the weapon as if it were a normal weapon of its type, except that he uses his spellpower to determine his damage in place of his combat prowess or Strength, and all damage dealt with the weapon is fire damage. All other damage modifiers apply normally.

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

4th – Fiery Protection: As a standard action, the spellwarped can bestow fire and cold damage reduction equal to twice his spellpower on a creature within 30 feet of him. The protection lasts for Short *(Focus + 5 rounds)* duration.

4th – Flame Shield: As a standard action, the spellwarped can wreath a willing creature within Close *(30 ft.)* range in flame for Short *(Focus + 5 rounds)* duration. Whenever a creature makes a melee attack against the target, the attacking creature takes 1d6 fire damage per two spellpower. A creature can only be dealt damage by this spell once per round.

6th – Conflagration: As a standard action, the spellwarped can release a powerful explosion of flame. He makes a Spellpower vs. Reflex attack against everything within a Medium *(20 ft.)* radius burst of him. Success against a target means it takes 1d8 fire damage per two spellpower. Critical success deals double damage. Failure against a target means it takes half damage.

6th – Fireball: This invocation functions like the *fireball* spell.

6th – Ignite: The spellwarped makes a Spellpower vs. Reflex attack against a foe within Close *(30 ft.)* range. Success means the target takes 1d6 fire damage per spellpower, and is ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still ignited.

8th – Firestride: As a move action, the spellwarped can teleport

to any active flame of at least Tiny size within Medium *(100 ft.)* range. When he does so, he immolates himself and disappears into a pile of ash before stepping out from the flame unharmed. An ordinary torch is sufficient flame to teleport to, but not a candle.

8th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for Short *(Focus + 5 rounds)* duration. In this form, he is immune to physical damage and can pass through openings as small as one inch at no movement penalty. However, he cannot attack normally or use any of his items, as they meld into his body. He may use any of his invocations normally. In addition, as a standard action, he can make a Spellpower vs. Reflex attack to touch a creature. Success means the target takes 1d6 fire damage per spellpower. Critical success deals double damage.

8th – Flight of the Phoenix: As a standard action, the spellwarped can create wings of flame that last for 5 rounds. The wings grant him a fly speed equal to his land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, he can fly (see Flying, page 10).

10th – Lifeseeking Flame: As a standard action, the spellwarped fires an orb of flame at a target within Long *(300 ft.)* range. If he does not target a creature, the flame automatically strikes a living creature within range. It is able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. You can direct the orb to avoid specific targets, allowing you to strike a hidden foe among your allies. If there is no valid target, the orb dissipates harmlessly.

The struck target takes 1d10 fire damage per two spellpower.

14th – Immolation: This invocation functions like the *immolation* spell.

18th – Phoenix Revival: When the spellwarped takes critical damage, he may ignore the damage as an immediate action, even if the critical damage would be sufficient to kill him. If he does, he dissolves into a pile of ash for 2 rounds. During this time, he can take no actions. If the pile of ash remains intact after 2 rounds, the spellwarped is restored to his normal body. He has no hit points remaining, and warp damage equal to half his maximum hit points, but is healed of all critical damage. However, if the pile of ash is dispersed, the spellwarped dies. The ash cannot be harmed by fire damage, and if the pile of ash would take at least 50 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions in the round after he is restored.

After using this ability, the spellwarped cannot use it again for 1 hour.

20th – Immolate: As a standard action, the spellwarped makes a Spellpower vs. Fortitude against a foe within Close *(30 ft.)* range to consume it in flames from the inside out. Success deals 1d8 fire damage per spellpower. Critical success kills the target instantly. Failure deals half damage.

Telekinesis Invocations

1st – Mind Crush: As a standard action, the spellwarped can make a Spellpower vs. Fortitude attack against a creature within Close *(30 ft.)* range. Success means the target takes 1d6 bludgeoning damage per two spellpower and is sickened *(moves at half speed)* for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still sickened.

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

1st – Mind Blade: As a swift action, the spellwarped can telekinetically wield an unattended weapon within Close *(30 ft.)* range for 5 rounds. The weapon must be a light or medium weapon appropriate for his size. This allows him to attack with the weapon just as if he were holding it in one hand, except that he uses his spellpower in place of his Strength or Dexterity. In all other respects, this functions as if he were wielding the weapon normally, including contributing to overwhelm penalties. The weapon floats in midair and threatens all squares adjacent to it. As a move action, he may move the weapon up to 30 feet in any direction, even vertically. If the weapon goes outside of Close *(30 ft.)* range, he loses control of it and it falls to the ground.

4th – Dual Mind Blade: This invocation functions like his mind blade invocation, except that the spellwarped may wield two weapons at once. They must stay in the same space, and he may make two-weapon fighting attacks with the weapons, just as if he was wielding them with two hands.

4th – Mighty Mind Blade: This invocation functions like the mind blade invocation, except that the spellwarped may also use a heavy weapon appropriate for his size, allowing him to attack with it just as if he were holding it in two hands.

6th – Distant Manipulation: As a standard action, the spellwarped can mentally manipulate objects and creatures at up to Close *(30 ft.)* range for up to 5 rounds. This allows him to take any actions which he could normally take with his hands, using his spellpower in place of his Strength or Dexterity, as appropriate.

8th – Immobilize: As a standard action, the spellwarped can make a creature within Medium *(100 ft.)* range of him immobilized *(Unable to leave its location)* for 2 rounds.

10th – Telekinetic Blast: This invocation functions like the *telekinetic blast* spell.

Temporal Invocations

Unless otherwise noted, all temporal invocations are **Temporal** effects.

Decelerate: As a standard action, the spellwarped can attempt to slow a creature down. He makes a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range. Success means the target is immobilized *(Unable to leave its location)* for 2 rounds. Failure means it moves at half speed for 2 rounds.

Timelock: As a standard action, the spellwarped can attempt to lock a creature in time. He makes a Spellpower vs. Mental attack against an adjacent creature. Success means the target slips out of time for 1 round. During that time, it can take no actions, but cannot be harmed, moved, or affected in any way. Critical success means it slips selectively out of time for 1 round. During that time, it can take no actions, but can be harmed or moved as normal. It is not considered helpless *(physical defenses are 10, vulnerable to coup de grace)*.

A creature affected by this ability is immune to the effect for 5 rounds, even if the attack failed.

4th – Disjointed Time: As a standard action, the spellwarped chaotically disrupts the local flow of time of a creature within Close *(30 ft.)* range. The target is impaired *(20% failure)* with attacks and checks for 5 rounds.

4th – Haste: This invocation functions like the *haste* spell.

6th – Flash Step: As a move action, the spellwarped can accel-

erate a willing creature within Close *(30 ft.)* range so much that he can seem to pause time for everyone but the target. This allows the target to immediately take a single move action. During this move action, the target moves at double speed, cannot be followed or withdrawn from, and may move through squares occupied by creatures or threatened by blocking enemies without penalty. The target still suffers the effects of any environmental hazards.

6th – Slow: This invocation functions like the *slow* spell.

8th – Inhuman Speed: As a move action, the spellwarped can accelerate himself to immense speed, allowing him to move up to five times his speed. During this time, he cannot be followed or withdrawn from, can move through squares occupied by enemies or threatened by blocking enemies without penalty, and can treat liquids as if they were solid ground.

10th – Timestream: The spellwarped manipulates time in a Large *(50 ft.)*, 10 ft. wide line-shaped zone that extends out from him for 5 rounds. All creatures and objects that pass through the line are slowed *(unable to act in movement phase, move at half speed)* for 1 round. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DR 30 Awareness check to notice in a clear environment, though objects passing through the effect can make it more obvious.

10th – Mass Haste: This invocation functions like the *haste* spell with the Mass augment applied.

12th – Mass Flash Step: This invocation functions like the flash-step invocation, except that it affects up to five willing creatures.

12th – Mass Slow: This invocation functions like the *slow* spell with the Mass augment applied.

16th – Time Reversal: As a swift action, the spellwarped can take one warp damage to create a "time lock." The time lock persists for one round. As a standard action, he can take eight warp damage to make a Spellpower vs. Mental attack a creature within Medium *(100 ft.)* range to reverse time for it. Success means the target is restored to its exact condition at the point immediately after the time lock was created. The effects of any actions that the creature took in the intervening time are undone, any damage it dealt or took is removed, it is returned to its original location, and the creature is restored in all other ways, just as if the intervening time had never occured. If its original location is occupied, the time reversal fails. The spellwarped cannot reverse time for himself in this way.

After reversing time in this way, the spellwarped must wait 5 rounds before he can create a time lock or reverse time again.

16th – Supreme Acceleration: As a standard action, the spellwarped can accelerate himself so much that he can take an additional round of actions immediately. During this round, all creatures he attacks are treated as helpless *(physical defenses are 10, vulnerable to coup de grace)*, but he cannot perform a **coup de grace** or similar ability; such an act requires more care and precision than is possible with such immense speed. After using this ability, he must wait 5 rounds before he can use it again.

18th – Time Stop: As a standard action, the spellwarped can step into an alternate timestream, causing him to speed up so greatly that all other creatures seem frozen. He can act for 1d3+1 rounds of apparent time. During this time, all objects and creatures are frozen in place and are completely invulnerable to the spellwarped, though he may affect them with invocations normally. After using this ability, he must wait 5 rounds before he can use it again.

3.13 Wizard

Table 3.15: Wizard Progression

Level	Combat Prowess	Spells	Special
1st	1	2	Cantrip, rituals, spells
2nd	2	3	Arcane insight, cantrip
3rd	3	3	Attuned spell
4th	3	4	Arcane insight
5th	4	4	Predictive spells
6th	5	5	Arcane insight
7th	5	5	Attuned spell
8th	6 (x2)	6	Arcane insight
9th	7 (x2)	6	Contingency
10th	7 (x2)	7	Arcane insight
11th	8 (x2)	7	Attuned spell
12th	9 (x2)	8	Arcane insight
13th	9 (x2)	8	Shared attunement
14th	10 (x2)	9	Arcane insight
15th	11 (x3)	9	Attuned spell
16th	11 (x3)	10	Arcane insight
17th	12 (x3)	10	Chain contingency
18th	13 (x3)	11	Arcane insight
19th	13 (x3)	11	Attuned spell
20th	14 (x3)	12	Arcane insight, archmage

Alignment: Any.
Class Skills:

Intelligence: Knowledge (all kinds, taken individually), Linguistics.

Perception: Awareness, Spellcraft.

Base Class Abilities

A character with wizard as a base class gains the following abilities.
Skill Points: 5.
Combat Prowess: +1. This benefit is included in the class table.
Defenses: +4 Mental.
Action Points: +3.

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.

Arcane Knowledge: The wizard gains an additional spell known. This spell known is not included on the wizard class table.

Enhanced Spellpower (Mag): The wizard gains a +2 bonus to spellpower with her wizard spells.

Class Abilities

All wizards have the following abilities.

Spells: A wizard casts arcane spells using her Intelligence. The maximum spell level a wizard can learn or cast is equal to half her wizard level (minimum 1) or her Intelligence, whichever is lower. A wizard's spellpower is normally equal to her character level.

A wizard begins play knowing two first-level spells. Every even level, she learns an additional spell of any level she has access to. In addition, each time she gains a level, she may trade one of

her existing spells for a different spell known. However, she must always know at least one spell of every level she has access to. A wizard's spells are drawn from the spells on the arcane spell list (see Arcane Spells, page 130).

The number of spells a wizard can cast per day is given on Table 3.16: Wizard Spell Slots.

In order to regain her spells for the day, a wizard must dismiss all her active spells and rest for 8 hours. This rest does not have to involve sleep, but most wizards get this rest when they sleep for the night.

Table 3.16: Wizard Spell Slots

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

Cantrip: Cantrips are minor spells which do not require effort to use. A wizard chooses one cantrip from the list of cantrips on page 132. She may use the cantrip at will. Cantrips cannot be miscast. For all other purposes, cantrips are treated as 0th level spells.

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

Rituals: Wizards can perform arcane rituals to create unique magical effects (see Rituals, page 128). A wizard begins play with a ritual book containing two arcane rituals of her choice (see Arcane Rituals, page 132).

2nd – Arcane Insight: The wizard gains a greater understanding of magic. She chooses one of the following benefits.

- Bonus Spell: The wizard gains an additional spell slot at her highest level of spells known. As she gains new spell levels known, the spell slot increases in level accordingly.
- Ritual Spell: The wizard scribes an arcane spell with a maximum level equal to half her wizard level into her ritual book. She does not need to know the spell, and pays no cost to scribe it. The spell is treated as a ritual, and she can perform a one minute ritual to gain the spell's effect. Performing the ritual costs the normal amount of material components for a ritual of its level (see Ritual Costs, page 128).
- Specialization: The wizard chooses a school of magic. She gains an additional spell known that can only be used to learn a spell from that school. In exchange, she must ban a school of magic. She can never learn or cast spells or rituals from her banned schools. If she knows spells from a banned school, she must immediately learn different spells from unbanned schools in their place. Divination cannot be chosen as a banned school. If the wizard chooses this insight multiple times, she must choose to specialize in the same school each time.

At her 4th wizard level, and every even wizard level thereafter, the wizard gains a new arcane insight.

3rd – Attuned Spell (Mag): Whenever the wizard casts a spell or performs a ritual on herself, she may attune to it to increase its duration. The spell or ritual must be be cast as a 1st level spell, including any effects that change its spell level. The spell must be a **targeted spell**, and have a duration of Short *(Focus + 5 rounds)* or longer.

As long as the wizard is attuned to that spell, its duration becomes permanent, and it cannot be dispelled. If it has secondary effects, such as the *avatar of suffering* spell, the duration of the secondary effects is not changed. The wizard can only attune to one spell at a time. If she attunes to another spell, the other spell returns to its normal duration, and expires if appropriate.

At her 7th wizard level, the wizard gains the ability to attune to an additional spell simultaneously. The additional spell can be up to 3rd level, including any augments. Every 4 levels thereafter, she gains the ability to attune to additional spell. Each time, the maximum spell level of the additional spell increases by 2. Whenever she attunes to a new spell, she may choose which of her other attuned spells she stops being attuned to.

5th – Predictive Spells: A wizard's intelligence and mastery of spells allows her to prepare for any situation. As a standard action, she can begin casting two spells at once, designating one as the primary spell and the other as the secondary spell. The level of both spells, including any augments, must not exceed half her wizard level. If the two spells are different levels, she must designate the higher level spell to be the primary spell. If her concentration is disrupted, the primary spell is miscast and its spell slot is expended, but the secondary spell dissipates without effect and its spell slot is not expended.

When she finishes casting, she chooses which one of those spells takes effect. The spell slot for that spell is expended, and its effect takes place. The other spell is not expended, and its effect does not take place. The wizard can use this ability a number of times per day equal to half her Intelligence.

9th – Contingency (Mag): The wizard gains the ability to prepare a spell so it takes effect automatically if specific circumstances arise. To prepare a contingency, the wizard must spend 1 minute preparing the spell, which consumes the a spell slot two levels higher than the spell's level. During this casting time, the wizard specifies what circumstances cause the spell to take effect.

The contingency can be set to trigger in response to any circumstances that a typical human observing the wizard and her situation could detect. For example, a wizard could specify "when I fall at least 50 feet" or "when I become bloodied", but not "when there is an invisible creature within 50 feet of me" or "when I am at 17 hit points or fewer." The more specific the required circumstances, the better – vague requirements, such as "when I am in danger", may cause the contingency to trigger unexpectedly or fail to trigger at all. If a wizard attempts to specify multiple separate triggering

conditions, such as "when I take damage or when an enemy is adjacent to me", the contingency will randomly ignore all but one of the conditions.

The spell must have a casting time of 1 standard action or less. The contingency can specify a simple rule for identifying how to target the spell, such as "the closest enemy". If the rule is poorly worded or imprecise, the contingency may target incorrectly or fail to activate at all. Any spells which require decisions, such as the *dimension door* spell, 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.

13th – Shared Attunement (Mag): When the wizard uses her attuned spell ability, she may attune to a spell she casts on a target other than herself. She may only have one such spell attuned at once, and still counts against her limit on the number of attuned spells she can have active at once.

17th – Chain Contingency (Mag): The wizard may ready two spells in her contingency instead of a single spell. In addition, she may have two contingencies active at once instead of one. Only one contingency can trigger in a given round. If both would trigger, only the first contingency cast triggers, and the second does not.

20th – Archmage (Mag): The wizard can regain her spent spells with an hour of study and arcane contemplation, rather than once per day.

3.14 Multiclass Characters

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

Class And Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. It is used to determine when feats and attribute score boosts are gained, as noted on Table 1.8: Character Advancement (page 21). Whenever a creature's "level" is specified, without reference to a particular class, the character level is used.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: The normal rules for determining hit points apply to multiclass characters.

Combat Prowess: For each class, take the combat prowess given on the chart and subtract the combat prowess bonus granted to the class from its base class bonuses. Take the resulting combat prowess values for each class and add them together. Finally, add the base class bonus from the character's base class to that sum. The result is the character's total combat prowess.

Defenses: The normal rules for determining defenses apply to multiclass characters.

Skills: A multiclass character gains all class skills from all of his classes. However, only the character's base class grants skill points. If a character has multiple base classes, he must choose which base class grants skill points. When a character gains new class skills, he may redistribute his skill points to gain training or mastery in his new class skills.

Class Abilities: A multiclass character gets all the class abilities of all his or her classes, but must also suffer the consequences of the special restrictions of all his or her classes.

In some cases, two classes can have virtually identical abilities. Use the following guidelines to determine how abilities stack.

- If two identical class abilities are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class abilities are not explicitly based on level, but both classes gain them in a predictable pattern, the levels of the two classes stack for determining when the next improvement to the class ability will be gained.
- If two identical class abilities are explicitly based on level, the levels of the two classes stack for determining the power of the ability.
- If two identical class abilities say how they stack, those rules trump any other rules.

These are some examples of how to use these guidelines.

- Both a druid and a ranger gain wild speech. A druid/ranger who has wild speech from both classes has the same wild speech ability as a druid or ranger would.
- Both a barbarian and a rogue get uncanny dodge and improved uncanny dodge at the same level. A barbarian/rogue adds his barbarian and rogue levels together to determine when he acquires improved uncanny dodge.

Weapon and Armor Proficiency: Only a character's base class grants weapon and armor proficiencies. If a character has multiple base classes, she must choose which base class grants weapon and armor profiencies.

Chapter 4

Skills

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

4.1 Acquiring Skills

Skill Points

At 1st level, you gain a certain number of skill points. Skill points can be spent to improve your abilities with particular skills (see Skill Training, page 55).

Class Skill Points

You get a base allotment of 5, 10, or 15 skill points, depending on your character's **base class**. These skill points can only be spent on the **class skills** associated with your base class.

Other Skill Points

You gain additional skill points equal to half your Intelligence. If your Intelligence is negative, you instead lose class skill points equal to your Intelligence. Some other abilities, such as the Skill Savant feat (see Skill Savant, page 92), can also grant additional skill points. Unless otherwise noted, all skill points other than skill points from your base class can be spent on any skills.

Intelligence Penalties: If your Intelligence is negative, you lose class skill points equal to your Intelligence.

Changing Intelligence: If your Intelligence permanently increases or decreases, you gain or lose skill points when you level up. If you gain additional skill points, you may immediately spend them to improve your skill training. If you lose skill points, you must reduce your skill training in skills you possess. You must lose training from free skill points before removing training from class skill points.

Skill Training and Ranks

You can spend one skill point to become trained in a skill, or two skill points to master a skill. Your training determines your skill ranks, as well as your attribute modifier for that skill. See Table 4.1: Skill Training and Ranks, below, for details.

Class Skills

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

Table 4.1: Skill Training and Ranks

Skill Training Level	Skill Points Spent	Skill Ranks	Attribute Modifier
Untrained	0	0	Half attribute
Trained	1	1/2 character level + 1	Full attribute
Mastered	2	Character level + 2	Full attribute + 2

4.2 Using Skills

Most uses of skills are **checks** (see Checks, page **??**). The consequences of success and failure on skill checks and attacks are defined in the individual descriptions of each skill.

Skill Bonus

Your bonus with a skill is calculated as follows:

Skill ranks or key attribute modifier + other bonuses and penalties

Key Attribute: The attribute used in a skill check is noted in its description. Training can affect the attribute modifier you add to skill checks, as noted in Table 4.1: Skill Training and Ranks. You add half your attribute if you are untrained, your full attribute if you are trained, or your full attribute + 2 if you have mastered the skill.

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

Trying Again

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

Skills that require a free action to use can never be used more than once for the same purpose within a round. For example, if you fail to notice a creature sneaking up on you, you can't keep making Awareness checks as a free action until you notice. You could try again in the next round, however.

Table 4.2: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Sprint	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	C	—	Str
Acrobatics	C	—	C	C	C	—	C	C	—	—	—	Dex
Escape Artist	—	—	—	C	C	—	—	C	—	—	—	Dex
Ride	—	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Skill	**Bbn**	**Clr**	**Drd**	**Ftr**	**Mnk**	**Pal**	**Rgr**	**Rog**	**Sor**	**Spl**	**Wiz**	**Key Ability**
Craft[1]	C	C	C	C	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Heal	—	C	C	—	C	C	C	—	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	—	—	C	Int
Awareness	C	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	—	C	C	—	—	—	—	Per
Sense Motive	—	C	—	—	—	C	—	C	—	—	—	Per
Spellcraft	—	C	C	—	C	—	—	—	C	C	C	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	—	Varies[2]
Perform	—	—	—	—	C	—	—	C	—	—	—	Varies[2]
Profession[1]	C	C	C	C	C	C	C	C	C	C	C	Varies[2]
Bluff	C	C	C	C	C	C	C	C	C	C	—	—[3]
Persuasion	C	C	C	C	C	C	C	C	C	C	—	—[3]

C: class skill
1. Always treated as a class skill
2. Attribute varies depending on skill usage
3. No attribute applies

Special Skill Checks

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie. Typical opposed checks are described in Table 4.3: Example Opposed Checks

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.

Table 4.3: Example Opposed Checks

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

1 An Intimidate check can be opposed by the target's Mental defense, not a skill check. See the Intimidate skill description for more information.
2 You can also tie a prisoner with a grapple attack. See Grapple, page 12.

4.3 Skill Description Format

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

Here is the format for skill descriptions.

Skill Name

In addition to the skill's name, the line also indicates the attribute associated with the skill, if there is one. The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

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

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

Try Again: Any conditions that apply to repeated attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

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

Skill Use

A particular task the skill can be used to accomplish. These skill uses are simply examples of what the skill can be used to do, and do not list everything that the feat can be used to do. You should be creative with your skills, rather than only using abilities listed here.

Using Skills Passively

Some uses for skills can be done passively, without requiring an action. These skill uses are noted with a [Passive] tag in the name of the skill use. Most passive skill uses are related to perception or movement.

At all times, you are considered to be "taking 0" for the purpose of passive skill uses. Treat your check modifier as your check result. If the result is high enough to succeed at a task, you succeed without needing to take an action. For example, you don't need to take an action to notice the floor you're standing on.

4.4 Acrobatics (Dex)

The Acrobatics skill represents your ability to balance, tumble, and perform similar feats of agility and poise.

Agile Charge

You can make a DR 10 Acrobatics check while **charging** to change directions while charging. Success means you can make a single turn of up to 90 degrees during the movement. Failure means you can't change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*.

Balance

When you are on a slippery or narrow surface, you must make an Acrobatics check to move. Success means you move along the surface at half speed. Critical success means you move along the surface at full speed. Failure means your action is wasted, and you do not move. Critical failure means you fall prone. If you do not have enough room to fall prone, you may fall off of the edge you are balancing on.

The DR of Acrobatics checks to balance varies with the surface, as described in Table 4.4: Balancing DRs. In addition, if you are forcibly moved while on a slippery or narrow surface, you must make an Acrobatics check against the same DR. Success means you stay standing. Failure means you fall prone.

Table 4.4: Balancing DRs

Narrow Surface	DR
At least one foot wide	0
At least six inches wide	5
At least two inches wide	10
At least one inch wide	15
Less than than one inch wide	20
Surface Condition	**DR Modifier**
Water covered	+2
Slightly mobile (rope bridge)	+2
Ice or oil covered	+5
Very mobile (slack rope)	+5

Mitigate Fall

As you hit the ground after a fall, you can make an Acrobatics check to reduce falling damage. A DR 5 check allows you to treat a fall as if it were 10 feet shorter. For every 10 points by which you beat that DR, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can make a DR 10 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. Critical failure means you spend a move action and are unable to stand up. You cannot attempt this check unless you can spend a move action to stand up.

4.5 Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to spot concealed things, to correctly identify sounds, or to smell the distinctive rotting flesh smell that accompanies undead.

Each creature has a variety of senses. The Awareness skill governs the use of every sense. It is most commonly used with sight, hearing, and smell, though other uses are possible. Often, bonuses or penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one Awareness check, and you apply the modifiers separately for each sense.

While sleeping, you take a −10 penalty to Awareness.

Passive and Active Attention: Most Awareness skill uses can be done passively (see Using Skills Passively, page 57). You can make a conscious effort to pay attention to events around you. This allows you to make Awareness checks to notice events, rather than simply using your modifier, without spending an action. This is tiring to do over long periods of time: if the number of hours you have spent being actively attentive exceeds your Constitution (minimum 0), you become fatigued *(move at half speed, unable to sprint or charge)*.

In most combat situations, characters are always paying active attention, and should make Awareness checks to notice events rather than using their passive modifier.

Discern Illusion [Passive]

As a free action, you can notice inconsistencies in illusion spells. The DR is specified in the description of the spell or effect, but is usually equal to a check result made when creating the illusion. Success means you recognize the effect as an illusion, and can see through it as if it was not there. 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 marching in heavy armor, the DR to interact with the illusion with that sense is lowered by 5.

Identify Disguise [Passive]

As a free action, you can make an Awarness check to identify a disguise on another creature. The DR is equal to the Disguise check result used to create the disguise. Success means you know that the creature is disguised. Critical success means you can also discern the creature's true appearance beneath the disguise. After making a check to identify a disguise on a particular creature, you cannot make another check to identify the same disguise on that creature for one hour.

Identify Forgery

As a standard action, you can identify forgeries. The DR to identify a forgery is equal to the Craft check result used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you incorrectly identify the item, concluding that a forgery is genuine or a genuine item is a forgery. The check is made secretly, so you can't be sure how good the result is.

Notice Creatures and Events [Passive]

As a free action, you can notice creatures and events around you. The DR depends on the sense used and the obviousness of the event, as described on tables below. Success means you notice something, but you don't know any details – only its general direction. For every 5 points by which you beat the DR, you learn an additional piece of information, such as what caused the event or the location of the creature. Failure means you don't notice anything.

This can be used to determine the precise location of a creature or object, even if you can't see it. The DR to identify the location is equal to the DR to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips [Passive]

As a free action, you can make a DR 10 sight-based Awareness check to read a creature's lips. You must be able to understand the language spoken. Success means you can understand the general content of the message, but not the exact words. Critical success means you understand the exact words. Failure means you don't understand the message. Critical failure means you draw an incorrect conclusion about the message.

Search

As a standard action, you can make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. If you do, you gain a +5 bonus to the check.

Senses

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

Table 4.5: Sight-based DRs

Situation	Base DR[1]
Creature or object	0
Creature trying to hide	Stealth check result[2]
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	15 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 59)
2 Don't add size-based DR modifiers to the Awareness check.

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

Table 4.6: Sound-based DRs

Situation	Base DR[1]
Creature shouting	−5[1]
Creature talking normally or fighting	0
Creature whispering	5
Creature standing still	10
Creature trying to be quiet	Stealth check result[2]

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 59)
2 Don't add size-based DR modifiers.

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

The DRs given are for a creature with an ordinary sense of smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DR which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a DR which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +5 bonus to scent-based Awareness checks.

Table 4.7: Scent-based DRs

Situation	Base DR[1]
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 59)

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

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.8: Awareness DR Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

4.6 Bluff (—)

The Bluff skill represents your ability to mislead people with your words. It is usually used when you are lying. Using a Bluff check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

Table 4.8: Awareness DR Modifiers

Distance	DR Modifier[1]
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
Number	**DR Modifier**
1–4 creatures or objects	+0
5–20 creatures or objects	−2
21–100 creatures or objects	−5
101–500 creatures or objects	−10
501–2500 creatures or objects	−15
Background	**DR Modifier**
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

1 Doubled for scent-based Awareness checks.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

As a standard action, you can make a Bluff check to distract a creature or group of creatures you are talking with. Your Bluff check is opposed by your target's Sense Motive check. Success means they take a −5 penalty to Awareness and Sense Motive checks against targets other than you for 1 round. Failure means they take no penalty. Critical failure means they realize you were trying to distract them.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed (see Stealth, page 71, for details).

Lie

As a free action, when you say something which you know is untrue, you can make a Bluff check to avoid revealing your deception. Anyone witnessing you lie can oppose your check with a Sense Motive check. If you succeed, they do not realize you are lying. If they succeed, they realize that you are lying.

A creature that fails its Sense Motive check may choose not to believe you for other reasons. This check only prevents a creature from recognizing the lie based on your body language and behavior. To convince creatures to believe lies, you need the Persuasion skill (see Compel Belief, page 67).

Secret Message

As part of normal speech, you can make a Bluff check to attempt to convey a hidden message to another character without others

understanding it using codes, metaphors, and similar misdirection tools. The DR is 10 for simple messages and 15 for complex messages. If the message contains completely new information, the DR increases by 5. You can freely increase the DR to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Sense Motive check against the same DR to identify the hidden message. Creatures who know in advance that a message will be conveyed – normally, the intended recipient – receive a +5 bonus on this check. Creatures who know your system for conveying hidden messages also receive a +10 bonus.

4.7 Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a move action to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.9: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.

Table 4.9: Climb Speeds

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

The DR of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.10: Climb DRs and Table 4.11: Climb DR Modifiers.

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you must make another Climb check against the wall's DR to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However, it does not move double its speed if it gets a critical success on a Climb check. In addition, it gains a +10 bonus to all Climb checks.

Grab Edge

If you are next to the edge of a wall or cliff, you can grab it. Grabbing an edge is done as part of other movement, and does not take an action in itself. The DR of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a DR of 5. You can pull yourself up from a grabbed edge as a move action that requires a Climb check against the edge's DR.

Your ability to grab an edge depends on your reach. 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.

If you can't reach an edge, you can jump to grab it (see Leap, page 65).

Stop Fall

It is possible, but difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DR equal to the wall's DR + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The DR is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 5.

Wallrunning on a ceiling is impossible.

4.8 Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison
- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Craft 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

Table 4.10: Climb DRs

Climb DR	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Surface with large hand and foot holds	Knotted rope, Very rough rocks, ship's rigging
10	Surface with some hand and foot holds	Surface with pitons or carved holes, rough wall
10	Surface with only large hand holds	Pulling yourself up by your hands while dangling
15	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
15	Overhang or ceiling with large handholds	Tree limbs, butcher's ceiling with meat hooks
20	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two opposite smooth surfaces	Parallel glass windows
35	Smooth surface	Glass window, *wall of force*

Table 4.11: Climb DR Modifiers

DR Modifier[1]	Description
−5	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
−2	Climbing a corner where you can brace against perpendicular walls
−2	Inclined surface (between 45 and 60 degrees)
−2	Climbing a free-hanging object, such as a rope, where you can brace against a nearby wall
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

1 These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

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.

complete the item. Failure means you failed to make progress, but can try again without penalty. Critical failure means you botched the item, and negating all progress and ruining half of the material components. You can start again from scratch with your remaining components.

Each item takes a certain amount of working time to craft, as shown on Table 4.12: Crafting Time (page 61), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's Craft DR, as shown on Table 4.13: Craft DRs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised woodworking tools would impose a −5 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 4.12: 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 4.13: Craft DRs

Item	Craft Skill	Craft DR
Acid	Alchemy	5
Alchemist's fire, smokestick, or tindertwig	Alchemy	10
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	15
Armor or shield	Metal or wood	5 + AD bonus
Longbow or shortbow	Wood	10
Crossbow	Wood	10
Simple melee or thrown weapon	Metal or wood	5
Martial or exotic melee or thrown weapon	Metal or wood	10
Mechanical trap	Traps	Varies[1]
Very simple item (wooden spoon)	Varies	2
Typical item (iron pot)	Varies	5
High-quality item (bell, average lock)	Varies	10
Complex or superior item (fine china, document with official seal)	Varies	15+

1 Traps have their own rules for construction.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft DR is 5 lower than normal, and you use one-half the item's price to determine the price of raw materials and the crafting time.

Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for use. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The DR to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you randomly identify the item as genuine or forged. The check is made secretly, so you can't be sure how good the result is.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item's price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DRs of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the DR.

4.9 Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of −6 or lower.

Animals are easier to handle than other kinds of creatures. The DRs listed are for animals; the DRs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Critical failure with these checks may make the target hostile, depending on the circumstances.

Pacify: As a standard action, you can make a Creature Handling vs. Mental attack against a creature within Medium *(100 ft.)* range. Success means the creature does nothing for 2 rounds. You take a −10 penalty to accuracy on this attack against actively hostile creatures. If the creature is threatened or damaged, this effect is automatically broken. If you interfere with an action the creature is trained to perform while it is pacified, such as entering a room it is trained to guard, you must make another attack against it. Failure means the effect is broken.

Perform Trained Action: As a free action, you can make a DR 5 check to convince a creature to perform an action it is trained to perform. Generally, wild animals are not trained in any actions, so this is not effective on them.

Push: As a standard action, you can make a DR 15 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.

Training Creatures

You can use Creature Handling to train a creature. Success means the creature learns a trick or becomes domesticated. Failure means your time is wasted, and you must try again. Exceptional failure may indicate that the animal becomes unable to learn the trick, becomes hostile, or other consequences depending on the situation. Training a creature takes a week or more; this requires spending at least four hours each day with the creature. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If the training is interrupted for a week or more, the attempt automatically fails.

Teach a Trick: You can teach a creature a specific trick with one week of work and a successful Creature Handling check against the indicated DR. A creature can learn a number of tricks equal to its Intelligence + 10. Thus, a creature with an Intelligence of −9 can learn a single trick, while a creature with an Intelligence of −5 can learn five tricks. Possible tricks (and their associated DRs) include, but are not necessarily limited to, the following.

Attack (DR 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural

creatures as undead and aberrations) counts as two tricks.

Come (DR 5): The creature comes to you, even if it normally would not do so.

Defend (DR 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DR 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DR 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DR 10): The creature stays in place and prevents others from approaching.

Heel (DR 5): The creature follows you closely, even to places where it normally wouldn't go.

Perform (DR 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DR 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DR 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DR 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DR 5): The creature pulls or pushes a medium or heavy load.

Rear a Wild Creature: To rear a creature means to raise a wild creature from infancy so that it becomes domesticated. The time required depends on the creature in question. The DR for this check is equal to 5 + the number of levels the creature has. You can rear as many as three creatures of the same kind at once without penalty. You can rear additional creatures, but you take a cumulative −2 penalty to checks you make to rear all of the animals. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

4.10 Devices (Int)

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

The DR of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DR accordingly. DRs are listed on Table 4.14: Devices DRs.

Table 4.14: Devices DRs

Device Type	Base DR
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Challenging device (typical lock or trap)	15
Difficult device (good lock, complex trap)	20
Magic trap	15 + double spell level
Extraordinary device (extraordinary lock)	25

Special Circumstances:

You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices DR by 5, but increases the Awareness DR to notice the tampering by 10.

Activate Device

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

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The DR is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty. Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. The DR is 5 lower than normal. This is generally not subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The DR to escape the binding is equal to your check result.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DR is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The DR is 5 higher than normal, as usual for a check to subvert a device.

4.11 Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting)

and Bluff.

Conceal Object

As a standard action, you can make a Disguise check to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you're attempting to change the creature's appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

Creating a disguise takes 1d4 x 10 minutes. You can take a −5 penalty to reduce the time to 1d4 minutes, or a −10 penalty to reduce the time to 1d4 rounds.

The Disguise check is made secretly, so that you can't be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise or Awareness.

Characteristic	Disguise Check Modifier
Different gender	−2
Different race or subtype	−2
Different age category	−2[1]
Different creature type	−5
Additional limb	−5[2]
Different size category	—[3]

1 Per step of difference between your actual age category and your disguised age category. The steps are: young, adulthood, middle age, old, and venerable.
2 Per limb. You must have suitable disguise materials available.
3 You cannot disguise yourself as a different size category without the Disguise Mastery feat (see page 83).

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like a disguise creature check, but the result of your Disguise check can't exceed the result of a Awareness check you have made to observe the creature. People viewing the disguise who know what that person looks like get a +5 bonus on their checks to identify the disguise.

Identify Disguise [Passive]

As a free action, you can make a Disguise check to identify a disguise on another creature. The DR is equal to the Disguise check used to create the disguise. Success means you know that the creature is disguised. Critical success means you can also discern the creature's true appearance beneath the disguise. After making a check to identify a disguise on a particular creature, you cannot make another check to identify the same disguise on that creature for one hour.

4.12 Escape Artist (Dex)

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

Escape Bindings

As a standard action, you can make an Escape Artist check to escape bindings and restraints. The DRs of various restraints are given on the table below.

Restraint	Escape Artist DR
Ropes	Binder's grapple or Devices check
Net	10
Manacles	20
Masterwork manacles	30
Grappler	Grappler's grapple attack result
Entangle and similar spells	Spellcaster's attack result

Squeeze

As a standard action, you can make an Escape Artist check to move one foot forward in a space too small to normally fit you. A DR 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. A DR 20 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

While using Escape Artist to squeeze into otherwise impossible spaces, you cannot take any physical actions other than squeezing until you escape. If you are squeezing in a space that can only fit your head and shoulders, the normal penalty to physical defenses for squeezing is doubled to −4. You are treated as helpless *(physical defenses are 10, vulnerable to coup de grace)* while squeezing in a space that cannot fit your shoulders.

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

4.13 Heal (Int)

The Heal skill allows you to tend the wounds of others. In order to heal a creature, you must be able to see and touch it.

Accelerate Recovery

If you spend a minute tending to a character, you can make a DR 10 Heal check to accelerate its recovery. Success means it recovers a quarter of its hit points, as if it had rested for half an hour. For every 5 points by which you beat the DR, you increase the effective rest time by half an hour, to a maximum of two hours of rest at DR 25. A character can only be treated in this way once until it rests for half an hour.

To accelerate a creature's recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas.

First Aid

As a standard action, you can make a DR Heal check to stabilize a dying character (see Dying, page 19). The target can use your Heal check in place of its Fortitude defense to avoid dying. In addition, if your check result is at least 10, the target is partially stabilized, causing it to only make stabilization rolls once per minute. For details, see Dying, page 19.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. To resist the next attack by the poison or disease, it can use your Heal check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Treat Wound

As a standard action, you can make a Heal check to treat some specific wounds, such as from a caltrop. Success usually means the wound is gone, as indicated by the effect's description.

4.14 Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to −10 if the target thinks you or your group is weaker than it is, or that there is otherwise no chance that you could cause it harm.

Choosing an Attribute: Depending on how you are trying to intimidate creatures, you can use any attribute as a key attribute for Intimidate. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can use Strength to make the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can use Willpower to make the Intimidate check.

Coercion

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the DR is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can make an Intimidate vs. Mental attack against a creature within Medium *(100 ft.)* range of you. Success means the creature is shaken *(20% failure near its fear)* by you for 2 rounds.

4.15 Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform. Distance moved with Jump checks is counted against your normal maximum movement in a round.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult, and you take a −5 penalty to all Jump checks.

Hop Up

You can make a DR 5 Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DR 5 Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage. You do not need to get a running start to hop up.

Leap

As part of movement, you can make a Jump check to jump. You move forward any number of feet, up to a maximum equal to one quarter of your land speed + your Jump check result. Your maximum height must be no greater than half of your Jump check result, and at least equal to a quarter of your forward distance travelled. For example, if you have a land speed of 30 feet and you get a Jump check result of 20, you can move forward a maximum of 25 feet. If you instead jump forward twenty feet, your maximum height must be between 5 and 10 feet.

You always reach your maximum height at the midpoint of the jump. However, you can interrupt your leap before travelling the full horizontal distance. For example, if you need to travel five feet forward and five feet vertically to reach a rope, you can start a leap which would take you ten feet forward and reach a maximum height of five feet. Making such a leap would require a Jump check result of 10. When you reach the rope, you can stop your movement there, ignoring the forward motion which would make you travel the full ten feet.

When leaping, your movement may not stopped by hitting the ground after travelling the normal distance, such as if you jump off of a ledge. In that case, you move one quarter of your jump distance farther forward as you fall before your fall becomes entirely downward. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop Fall, page 60) if you can reach the wall.

Rebounding Leap

While in midair, if you make contact with a solid object that can support your weight, you can jump off of that object. You are not considered to have a running start. In addition, you take a −5 penalty to the check (in addition to the penalty for not having a running start), because rebounding off of an object in midair is difficult. You

must travel at least 10 feet in the air between each rebounding jump.

4.16 Knowledge (Int)

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

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

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

Identify Monster

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

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The DR varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DR 5. Answering a challenging question which would be beyond the reach of most initiates is DR 15. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DR 20 or higher.

Appraise Item

You can make a Knowledge check to estimate the value of an item with 1 minute of careful study. The Knowledge skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

4.17 Linguistics (Int)

The Linguistics skill represents your mastery of spoken and written languages. Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Learning Languages: For every two ranks in Linguistics that you have, you may learn a new **common language**, in addition to your starting languages (see Table 6.4: Common Languages (page 99)). In place of two common languages, you may learn a **rare language** (see Table 6.5: Rare Languages (page 99)). Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Druidic is a special language. Druids learn Druidic as part of their initation as druids, and are forbidden from teaching it to non-druids. As a result, it cannot be learned through ordinary means. Druidic uses its own alphabet.

Decipher Script

You can make a Linguistics check to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DR is 10 for the simplest messages, 15 for standard texts, and 20 or higher for intricate, exotic, or very old writing. In addition, the DR increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Success means you understand the general content of a piece of writing about one page long (or the equivalent). Failure means you fail to understand the writing. Critical failure means you 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 DR 10 Linguistics check to identify the language used in speech or writing, even if you can't understand the language.

4.18 Perform (Varies)

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

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

- Acting (drama, impersonation, mime)

- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Choosing an Attribute: Depending on how you are trying to perform, you can use any attribute as a key attribute for Perform.

Performance Types: In general, there are three types of performances: instrumental performances, visual performances, and vocal performances.

Instrumental Performances: These performances require an instrument of some sort to create sound, which always requires at least one hand to manipulate the instrument. They affect all creatures who can hear the performance.

Visual Perforamances: These performances require some sort of motion, such as juggling. They affect all creatures who can see the performance.

Vocal Performances: These performances use your voice to create sound. These are simpler to create than instrumental performances, since they don't require an instrument. However, vocal performances are always in a particular language. They affect all creatures who can hear the performance and understand the language the performance is in.

Limitations while Performing: While you are performing, your actions are slightly limited. You cannot cast spells or take other actions requiring similar levels of focus and concentration. In addition, you take a −10 penalty to Perform checks for any other performances. This penalty stacks. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a −10 penalty to your singing and a −20 penalty to your juggling. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for a number of minutes equal to 5 + your Constitution. After that time, you must rest for 5 minutes before performing again.

Entertain

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

Earn Income

You can make a Perform check to practice your trade and make a decent living, earning about half your Perform check result in gold pieces per week of dedicated performance.

4.19 Persuasion (—)

You can use the Persuasion skill to convince people to do or think what you want. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

Persuasion checks are usually made against a group. For the purposes of a Persuasion check, a "group" consists of creatures who consider themselves to be allies. For example, in a king's court, you cannot simply influence the king alone; his trusted advisors are also part of the same group. It is possible to influence one group without influencing another. For example, the king and his advisors may be unpersuaded, but the prince may find your arguments compelling. Groups can also consist of a single creature. The game master decides what the groups are.

The base DR for a Persuasion check against a group is equal to 5 + the highest level of any character in the group or the highest Sense Motive of any character in the group, whichever is higher.

Not all social interactions require Persuasion checks. Much of the time, being extraordinarily persuasive is unnecessary, and creatures can be convinced with normal, inartful conversation and good reasoning. Persuasion checks should only be used when your personal persuasiveness matters.

Compel Belief

As part of conversation, you can make a Persuasion check to cause creatures to believe something you say. If you are lying, you must also make a Bluff check to lie. Success means the group believes what you are saying is true. What they choose to do with that information is up to them, however. Failure means they do not believe you, but they do not react poorly; perhaps they simply want more verification. You may be able to try again, depending on their patience. Critical failure means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as well as whether the group has strong feelings about the truth of your story.

Table 4.15: Believability Modifiers

Description	DR Modifier
Expected to be true ("Nothing interesting happened while I was on patrol")	−5
Plausible ("The mayor is too busy to see you now.")	+0
Unlikely ("The north gate is under attack!")	+5
Extremely unlikely ("The mayor is secretly a vampire.")	+10
Virtually impossible ("You are secretly a werewolf.")	+15 or more
Demonstratably untrue ("You are a frog.")	— [1]

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

Table 4.16: Motivation Modifiers

Description	DR Modifier
Target wants to believe ("That dress looks lovely on you.")	−5
Target does not have strong feelings ("I'm busy.")	+0
Target doesn't want the story to be true ("Your brother is a murderer.")	+5

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 means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Critical failure means that there is virtually no chance to reach an agreement, and the group may become hostile or take other steps to end the conversation. They may have been insulted by how unfair the deal was, or you may have made a critical verbal misstep.

Your check is modified by your relationship with the group and how favorable the deal is.

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

Gather Information

An evening's time, a few gold pieces for buying drinks and making friends, and a DR 5 Persuasion check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DR for the check is generally 5 or higher. The difficulty depends on how widely known and shared the information you seek is.

4.20 Profession (Varies)

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

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

Choosing an Attribute: Depending on your profession, you can use any attribute as a key attribute for Profession.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Earn Income

You can make a Profession check to practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Perform Task

You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The DR when using Profession may be higher than it would be to use the normal skill for the task.

4.21 Ride (Dex)

The Ride skill allows you to ride horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 69.

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

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DR 10 Ride check as a move action to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature, such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen. As an immediate action while falling, you can make a DR 6 Ride check. Success means you reduce the effective height of the fall by 10 feet. Failure means you take damage normally.

Guide Mount

While riding a willing creature, you must make a DR 0 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a DR 5 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a DR 5 Ride check as a move action to get your mount to move faster. Success means it makes an Sprint check to move faster. Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DR 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a DR 10 Ride check as a move action to drop low and take cover behind your mount. This requires the use of both your hands. Success means you gain the benefits of active cover. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

Ride Modifiers

If a mount is not trained as a mount, the DR to ride it increases by 10. If it lacks a saddle and other riding gear, the DR to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the DR to ride it that round increases by 5.

4.22 Sense Motive (Per)

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

Discern Enchantment [Passive]

As a swift action, you can try to tell whether a creature is affected by mind-controlling magic – including yourself. The DR to identify a **Delusion** effect such as the *charm person* spell is 20, while the DR to identify a **Compulsion** effect such as *dominate person* is 10. Success means you recognize that the creature is affected by mind-affecting magic. Failure means you don't notice anything amiss.

This can only be used if the effect in question is actually affecting the creature's behavior at the time. For example, a person who has been given an unnatural aversion to cheese by the *aversion* spell would generally not be affected by the enchantment unless it was presented with cheese. Therefore, you could not discern

the enchantment on the creature simply by talking to it about the weather.

Identifying mind-controlling magic affecting you gives you no special ability to resist the magic, but it may help you mitigate its effects.

Discern Lies [Passive]

As a free action, you can make a Sense Motive check to notice when creatures lie to you. The DR is equal to the lying creature's Bluff check result. Success means you notice that the creature was lying. Failure means you do not.

Discern Secret Message

You can automatically identify hidden messages conveyed with the Bluff skill. Treat your Sense Motive modifier as your check result. The DR is equal to DR of the secret message. Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Focus Attention

You can make a Sense Motive check as a move action to focus on a particular creature. If you do, you can use your check result to discern enchantments, lies, and hidden messages from that creature. This applies to any actions it took or things it said during the last round, and to actions it takes or things it says for the next 5 rounds. If you focus on a different creature, you lose your focus on the first creature.

Social Assessment

You can make a DR 15 Sense Motive check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you have an idea of behaviors that are expected or inappropriate, who outranks whom, or another piece of useful information. For every 5 points by which you beat the DR, you gain an additional insight into the social environment.

You can make a social assessment after only a single round of observation, but you take a −10 penalty on the check. If you don't understand the language the group is using, you take a −10 penalty on the check. The information gained at a given DR may vary in usefulness depending on how obvious or subtle the group is.

4.23 Sleight of Hand (Dex)

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

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 4.17: Sleight of Hand Modifiers.

Table 4.17: Sleight of Hand Modifiers

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

Conceal Action

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

The space required to perform the action is the size of the action, and applies a bonus or penalty as noted above. For example, winking only requires moving your eye, so you gain a +8 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a −8 penalty to conceal the action.

Observers that you touch as part of the action gain a +10 bonus to their Awareness check. If you strike them hard, as with an attack, the bonus increases to a +20 bonus.

If you successfully conceal a ranged attack, the attack is treated as if it were an attack from an invisible creature. The target may be unaware *(critically hit on every attack)* of the attack. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The DR depends on whether the creature notices your attempt using Awareness. If the creature's Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the DR is equal to the creature's Reflex Defense. Otherwise, the creature does not notice your attempt, and the DR is 10. Success means you successfully steal the object. Failure means you do not steal the object.

4.24 Spellcraft (Per)

The Spellcraft skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a −10 penalty to Spellcraft.

Passive and Active Attention

Like the Awareness skill, Spellcraft allows you to automatically notice spells and magical effects in your environment, even when you're distracted or focusing on other tasks. At all times, you are considered to be "taking 0" on a Spellcraft check, allowing you to notice anything with a DR up to your Spellcraft modifier, including all applicable bonuses and penalties. You can only passively perform tasks which do not require a specific action to perform.

As a swift action, you can make a conscious effort to pay attention to spells and magical effects around you. This allows you to make Spellcraft checks to notice events, rather than simply using your modifier. This is mentally tiring to do over long periods of time: if (5 + twice the number of hours you have spent being actively attentive) exceeds your Mental defense, you become fatigued.

Notice Magic Auras

You can notice the presence of magic within 100 feet of you with a DR 10 Spellcraft check. Success means you notice that magic exists. Critical success means you know the number of magical auras, and the strength and direction to each aura. Critical success means you notice the location of each aura and their precise nature, including strength, school, and descriptors. Failure means you don't notice any magic.

Aura strengths are described in Table 4.18: 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 other magical ability) or is destroyed (in the case of a magic item). The strength of such an aura is "dim" (even weaker than a faint aura). Most auras linger for a number of minutes equal to the spellpower of the effect, but unusually powerful auras may linger for hours or days intead.

Identify Active Spell

You can make a Spellcraft check to identify an active spell based on its magical aura. You must spend a move action to focus on a particular aura you have identified. The DR to identify a spell is equal to 10 + the spell level of the spell. If the effect has obvious visual or other cues to its true nature, the DR is lowered by 5. Success means you know the spell that produced the effect. Failure means you do not know the spell.

If a spell emulates another spell, such as the *transmute any object* spell, success allows you to identify the spell being emulated. Critical success allows you to also identify the original spell.

Identify Spellcasting

You can identify spells being cast within 100 feet of you. The DR is equal to 10 + the spell level of the spell. Success means you know what spell is being cast.

Identify Potion

You can make a DR 15 Spellcraft check to identify a potion. This takes a minute of careful evaluation. Success means you know what spell the potion contains.

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DR is equal to 10 + the spell level of the spell. Success means you know what spell is written.

Teleport Trace

You can make a DR 10 Spellcraft check as a standard action to learn information about a teleportation that happened recently. You must have noticed the magic aura left by the teleportation effect. Success means you identify the direction of the teleportation. Critical success means you also identify the distance. Failure means you learn no information about the teleportation. The DR of this check increases by 5 for every minute that has passed since the teleportation happened.

4.25 Sprint (Str)

The Sprint skill represents your ability to move more quickly and take movement-related actions.

Multi-Legged Sprinting: Creatures with four or more legs can sprint more easily. They gain a +10 bonus to Sprint checks.

Sprint

As part of movement, you can make an Sprint check to move faster. If you beat DR 5, you double your speed during that action. For every 10 points by which you beat that DR, you double your speed again: 3x speed at DR 15, 4x speed at DR 25, and so on.

You can sprint for a number of rounds equal to 2 + half your Constitution. After that time, you must rest for 5 minutes before you can sprint again. You can sprint in any movement mode that you have a speed for.

Wallrun

As part of movement, you can make a Sprint check to run along a wall rather than climbing. The DR is 10 higher than normal for the wall (see Climb, page 60, for typical wall DRs), but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 10.

Wallrunning on a ceiling is impossible.

4.26 Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Table 4.18: Aura Strengths

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

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Passive]

As a move action, or as part of movement, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way, effectively making you invisible. Failure means that the observer notices you. The more senses the observer notices you with, the more they learn about your location, as appropriate to the sense.

If you do not have passive cover or concealment from a creature (see Cover, page 16 and Concealment, page 17), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a −5 penalty to Stealth checks. If you move at up to your full speed during your turn, you take a −10 penalty to Stealth checks. It's practically impossible (−20 penalty) to remain unobserved while attacking, sprinting, or charging.

Creature Size: A creature larger or smaller than Medium gains an bonus or penalty on Stealth checks to hide equal to twice its **size modifier**: Fine +16, Diminutive +12, Tiny +8, Small +4, Large −4, Huge −8, Gargantuan −12, Colossal −16.

4.27 Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The DR depends on the terrain, as shown on Table 4.19: Terrain DRs. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same DR.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DR depends on the terrain, as shown on Table 4.19: Terrain DRs. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.19: Terrain DRs

Terrain	Navigation DR	Sustenance DR
Desert	15	20
Forest	10	15
Jungle	10	10
Mountains	10	15
Hills	5	10
Plains	5	10
Swamp	15	15

Predict Weather

You can make a DR 10 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

You can make a Survival check to follow tracks. The DR of the check depends on how easy the tracks are to notice, as shown on Table 4.20: Track DRs and Table 4.21: Track Modifiers. You must make another Survival check after following the trail for 1 mile, or if it becomes especially difficult to follow. While tracking, you move at half your normal speed (or at your normal speed with a −5 penalty on the check, or at up to twice your normal speed with a −20 penalty on the check). The DR depends on the surface and the prevailing conditions, as given on the table below: The base DR to follow tracks is 5 if you use scent to track, regardless of the

condition of the ground.

A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance.

Table 4.20: Track DRs

Surface	Description	Survival DR
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
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	5
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)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15

Table 4.21: Track Modifiers

Condition	DR Modifier
Every three creatures in the group being tracked	−1
Size of creature or creatures being tracked:[1]	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	−4
Huge	−8
Gargantuan	−12
Colossal	−16
Every 24 hours since the trail was made	+1[3]
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.
3 With scent-based tracking, apply this modifier per hour since the trail was made.

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

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is DR 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DR 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a −2 penalty per 10 feet.

4.28 Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water. The DR depends on the turbulence of the water, as shown on Table 4.22: Swim DRs. Success means you move forward by up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). Critical success means you move twice as fast. Failure means you make no progress through the water.

Table 4.22: Swim DRs

Water	Swim DR
Calm water	5
Rough water	10
Stormy water	15

Swimming Underwater

You can swim underwater just like you can above water. If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 5 + your Constitution. After that period of time, you must make a DR 10 Constitution check every round to continue holding your breath. Each round, the DR for the check increases by 5. If you fail, you begin to drown.

Swim Speed

A creature with a swim speed can move a distance equal to its swim speed with a successful Swim check. In addition, it gains a +10 bonus to any Swim checks it makes.

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 at 1st level and every 4 levels thereafter: 1st, 5th, 9th, and so on. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets.

Prerequisites

Some feats have prerequisites. Your character must have the indicated attribute score, ability, feat, skill, combat prowess, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

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

5.2 Types Of Feats

All feats belong to one of four broad categories.

General: General feats can have a wide variety of effects. They often grant new abilities or improve your defenses.

Combat: Combat feats improve your combat capabilities. They can increase the damage you deal, grant you new combat abilities, or improve your defenses.

Spell: Spell feats improve your spellcasting abilities. All Spell feats except for the Ritual Caster feat are useless to characters who cannot cast spells (see Ritual Caster, page 91).

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

Feat Tags

All feats are tagged according to their category. In addition, some feats have more specific tags that describe what the feat does. The tags are described below.

Bloodline Feats:

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

You can only have one type of bloodline feat. Each type of bloodline has a single feat with "Heritage" in the name, which all other feats in the bloodline have as a prerequisite.

Magical Feats: Magical feats are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical. These effects are indicated by the [**Magical**] tag.

Performance Feats: Performance feats allow a character to use the Perform skill to create magical effects. All Performance feats are also Skill feats.

Every Performance feat grants one or more abilities which can be used by making a successful Perform check. Unless otherwise noted, if the Perform check fails, the ability has no effect.

Each performance has an effect when it is used. Most performances continue their effects if you continue performing.

All performance feats are **Auditory**, **Speech**, or **Visual** effects, depending on the nature of the performance used to activate the feat.

You can use any combination of performance feats you possess a number of times per day equal to half the number of ranks you have in your highest Perform skill. If you fail the Perform check, the use of the ability is wasted.

Style Feats: Style feats grant a character the ability to fight or cast spells in a particular style, granting them bonuses while in that style. A character can only be in one style at once. Once per round, a character can initiate a style, change to a different style, or stop using a style as a **free action**.

Most style feats have requirements. If a style requires specific equipment, such as a melee weapon, you must meet the requirements to activate the style. If you fail to meet a style's requirements during a round, you leave the style at the end of the round.

5.3 Feat Tables

Table 5.1: Feats

General Feats	Prerequisites	Benefit	Feat Types	Page
Celestial Heritage	Non-evil	Gain holy abilities	Bloodline	79
Celestial Apotheosis	9th level, Celestial Heritage, non-evil	Gain wings and holy judgment	Bloodline	79
Celestial Spell Conduit	5th level, 2nd level spells, Celestial Heritage, non-evil	Heal allies when you cast spells	Bloodline	79
Draconic Heritage	—	Gain draconic abilities	Bloodline	83
Draconic Apotheosis	9th level, Draconic Heritage	Gain wings, improved draconic abilities	Bloodline	83
Endurance	Con 3	Resist fatigue and exhaustion	—	84
Iron Will	Wil 3	Improve Mental defenses	—	87
Item Conduit	5th level	Improve magic item usage	—	87
Legendary Celerity	13th level, Dex 12	Gain additional swift or immediate action	—	87
Legendary Mental Fortitude	13th level, Wil 12	Gain +5 Fortitude, damage reduction	—	87
Legendary Might	13th level, Str 12	Increase weight limits and weapon damage	—	88
Lightning Reflexes	Dex 3	Improve Reflex defense, initiative	—	88
Rapid Recovery	Con 3	Heal damage very quickly	—	91
Spellbreaker	9th level, Wil 9	Gain magic resistance	—	92
Spellgift	5 non-spellcaster levels, Wil 6	Gain spell-like abilities	—	93
Swift	—	Gain speed bonus	—	94
Toughness	Con 3	Improve Fortitude defenses	—	94
Class Feats	**Prerequisites**	**Benefit**	**Feat Types**	**Page**
All Energy Becomes One	Monk 5, Con 6, manifest *ki*	Instantly absorb energy attacks	—	78
Arcane Resilience	Sorcerer 1	Reduce damage from spells	—	78
Chaotic Rage	Paladin 5	Gain ability to rage	—	80
Combat Leader	Fighter 9, Int 9	Grant feats to allies	—	80
Controlling Wild Speech	Druid or ranger 5, wild speech	Control animals and objects with wild speech	—	81
Extra Domain	Cleric 5	Gain additional domain	—	85
Style Fusion	Fighter 9, Int 9	Use multiple style feats at once	—	93
Versatile Wild Speech	Druid or ranger 1, wild speech	Improve communication with wild speech	—	95
Wild Control	Sorcerer 1, wild magic	Improve control over wild magic	—	95
Spell Feats	**Prerequisites**	**Benefit**	**Feat Types**	**Page**
Abjurer	1st level Abjuration spell	Improve Abjuration spells you cast	—	78
Battlecaster	1st level spells	Improve spellcasting in combat	—	78
Conjurer	1st level Conjuration spell	Improve Conjuration spells you cast	—	81
Counterspell	5th level, 2nd level spells, Spellcraft 6	Force foes to miscast spells	—	81
Devastating Magic	13th level, 6th level spells	Spells deal more damage	—	82
Distant Magic	5th level, 2nd level spells	Cast spells at greater distances	—	83
Diviner	1st level Divination spell	Improve Divination spells you cast	—	83
Energetic Magic	9th level, 4th level **energy** spell	Improve energy spells you cast	—	84
Empowered Magic	9th level, 4th level spells	Empower effects of your spells	—	84
Enchant Item	1st level spells	Gain ability to create magic items	—	84
Enchanter	1st level Enchantment spell	Improve Enchantment spells you cast	—	84
Evoker	1st level Evocation spell	Improve Evocation spells you cast	—	85
Hidden Magic	5th level, 2nd level spells	Cast spells without components	—	86
Illusionist	1st level Illusion spell	Improve Illusion spells you cast	—	86
Legendary Spell Alacrity	13th level, 6th level spells	Spells take effect more quickly	—	88
Legendary Well of Magic	13th level, 6th level spells	Cast spells without spending spell slots	—	88

Miscaster	1st level spells	Improve your miscast spells	—	89
Quickened Magic	9th level, 4th level spells	Cast spells quickly	—	91
Ritual Caster	Int 3	Gain ability to perform rituals	—	91
Shaped Magic	5th level, 2nd level spells	Control area of spells	—	92
Somatic Strike	9th level, 4th level spells	Attack in place of somatic components	—	92
Spellwoven Performance	5th level, 1st level spells, any Performance feat	Blend spells and performances	Skill	93
Spellcasting Versatility	5th level, 1st level spells	Improve spellcasting when multiclassing	—	92
Spellstrike	5th level, 2nd level spells	Channel spell through physical attack	—	93
Transmuter	1st level Transmutation spell	Improve Transmutation spells you cast	—	94
Vivimancer	1st level Vivimancy spell	Improve Vivimancy spells you cast	—	95
Skill Feats	**Prerequisites**	**Benefit**	**Feat Types**	**Page**
Acrobatics Mastery	Acrobatics 6	Improve Acrobatics checks	—	78
Awareness Mastery	Awareness 6	Improve Awareness checks	—	78
Bluff Mastery	Bluff 6	Improve Bluff checks	—	79
Climb Mastery	Climb 6	Improve Climb checks	—	80
Craft Magic Item	Craft (any) 4	Gain ability to craft magic items	—	81
Craft Mastery	Craft 6	Improve Craft checks	—	82
Creature Handling Mastery	Creature Handling 6	Improve Creature Handling checks	—	82
Device Mastery	Devices 6	Improve Devices checks	—	83
Disguise Mastery	Disguise 6	Improve Disguise checks	—	83
Escape Artist Mastery	Escape Artist 6	Improve Escape Artist checks	—	85
Heal Mastery	Heal 6	Improve Heal checks	—	86
Inspiring Performer	Perform 4	Perform to improve abilities of allies	Performance	86
Intimidate Mastery	Intimidate 6	Improve Intimidate checks	—	87
Jump Mastery	Jump 6	Improve Jump checks	—	87
Knowledge Mastery	Knowledge (any) 6	Improve Knowledge checks	—	87
Legendary Skill Savant	13th level	Gain ten skill points	—	88
Linguistic Mastery	Linguistics 6	Improve Linguistics checks	—	88
Mesmerizing Performer	Perform (any) 4	Perform to influence and distract foes	Performance	89
Mocking Performer	Perform (any) 4	Perform to impair foes	Performance	89
Persuasion Mastery	Persuasion 6	Improve Persuasion checks	—	90
Perform Mastery	Perform 6	Improve Perform checks	—	90
Ride Mastery	Ride 6	Improve Ride checks	—	91
Sense Motive Mastery	Sense Motive 6	Improve Sense Motive checks	—	91
Skill Savant	—	Gain skill points	—	92
Sleight of Hand Mastery	Sleight of Hand 6	Improve Sleight of Hand checks	—	92
Spellcraft Mastery	Spellcraft 6	Improve Spellcraft checks	—	92
Sprint Mastery	Sprint 6	Improve Sprint checks	—	93
Stealth Mastery	Stealth 6	Improve Stealth checks	—	93
Sprint Mastery	Sprint 6	Improve Sprint checks	—	93
Supreme Inspiration	9th level, Perform 9	Perform to greatly inspire allies	—	93
Survival Mastery	Survival 6	Improve Survival checks	—	94
Swim Mastery	Swim 6	Improve Swim checks	—	94
Trapfinder	Awareness 4	Improve ability to notice traps	—	94
Combat Feats	**Prerequisites**	**Benefit**	**Feat Types**	**Page**
Armor-Piercing Attack	5th level, Per 6	Gain precision-based special attacks	—	91
Battlerage	5th level, Wil 6	Gain ability to rage	—	78
Blindfighter	Per 3	Fight better while unable to see	—	79
Cleave	Str 3	Gain bonus strike after defeating foes	—	80

Close-Quarters Fighting	Dex 3	Fight better while squeezing and grappling	—	80
Combat Mobility	Dex 3	Move through creatures, even while attacking	—	80
Counterattack	5th level, Dex 6	Make free attacks when missed	Style	81
Covering Fire	Per 3	Impair foes with ranged attacks	Style	81
Deadly Aim	5th level, Per 6	Bonus damage with ranged attacks	Style	82
Defensive Fighting	—	Trade damage for defense bonus	Style	82
Deflect Arrows	Dex 3	Instantly deflect ranged attacks	—	82
Destructive	Str 3	Ignore damage reduction and hardness	—	82
Executioner	5th level	Make free attacks against weakened foes	—	85
Eye of the Storm	Dex 3	Reduce overwhelm penalties	Style	85
Far Shot	Str 3	Fight better at long range	—	85
Fearsome	5th level, Intimidate 10	Intimidate struck foes	Skill	85
Frenzied Assault	13th level, Wil 12	Deal and take more physical damage	Style	85
Guardian	—	Reduce overwhelm penalties of allies	—	86
Heavy Weapon Fighting	Str 3	Bonus damage with two-handed attacks	—	86
Improvised Fighting	—	Fight better with improvised weapons	—	86
Inescapable	9th level	Immobilize struck foes	Style	86
Infuriating	5th level	Goad struck foes into attacking you	Style	87
Legendary Combat Awareness	13th level, Per 12	Choose actions after other creatures	—	87
Legendary Combat Reaction	13th level, Dex 12	Reduce overwhelm penalties	—	87
Legendary Combat Tactics	13th level, Int 12	Predict action a creature will take	—	87
Legendary Speed	13th level, Dex 12	Make free attacks	Style	88
Mage Slayer	5th level	Fight better against spellcasters	Style	88
Magical Perception	9th level, Per 9	Improve accuracy of magical attacks	—	88
Maneuver Focus	—	Improve chosen combat maneuver	—	88
Martial Training	—	Gain armor, weapon proficiencies	—	89
Mounted Combat	Ride 4	Fight better while mounted	—	89
Overwhelming Fire	—	Overwhelm foes with ranged weapons	Style	90
Parry	Dex 3	Deflect strikes with martial skill	Style	90
Point Blank Shot	—	Fight better with ranged weapons at close range	—	90
Power Attack	5th level, Str 6	Gain bonus to damage	Style	90
Precise Attack	Per 3	Trade damage for accuracy bonus	Style	90
Precise Shot	5th level, Per 6	Ignore cover, concealment, miss chances	—	91
Quick Draw	—	Draw and stow items more quickly	—	91
Reflexive Dodge	13th level, Dex 12	Automatically dodge strikes	—	91
Shielded Fighting	Shield proficiency	Gain defense bonuses with shields	—	92
Tactical Prediction	5th level, Int 6	Predict foe's next action	—	94
Two-Weapon Fighting	Dex 3	Bonus accuracy, damage while dual wielding	—	95
Unarmed Fighting	—	Fight better with unarmed attacks	—	95
Weapon Focus	—	Fight better with chosen weapons	—	95

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 combat prowess, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, characters cannot gain the same feat twice.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Abjurer [Magical, Spell]

You have great talent with Abjuration spells.

Prerequisite: 1st level or higher **Abjuration** spell known.

Benefit: Your damaging spells grant you sympathetic resistance to attacks. Whenever you cast a spell that deals non-physical damage, you gain damage reduction equal to your spellpower against damage of that type for 2 rounds.

At 7th level, if you know a 2nd level or higher Abjuration spell, your Abjuration spells are easier to cast. You can cast Abjuration spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, you gain a +1 bonus to all defenses. In addition, you gain a +4 bonus to spellpower when dispelling effects with *dispel magic* and similar spells.

Acrobatics Mastery [Skill]

Prerequisite: Acrobatics 6 ranks.

Benefit: Whenever you make a Acrobatics check, you may roll twice and take the higher result.

At 3rd level, using Acrobatics to move along narrow surfaces does not reduce your speed.

At 7th level, if you have 10 ranks in Acrobatics, you gain a +5 bonus to Acrobatics checks.

At 11th level, if you have 14 ranks in Acrobatics, you can balance on surfaces that cannot support your weight. The DR is 30 for liquids such as water, 40 for dense gases and raw energy, and 50 for ordinary air. While balancing in this way, you must take a move action each round to continue moving; you cannot remain in the same place in consecutive rounds, or you will fall. The DR increases by 2 for each consecutive round that you spend balancing in this way. You gain a +4 bonus on this check per size category you are smaller than Medium, or a −4 penalty per size category larger than Medium. [**Magical**]

All Energy Becomes One [Class, Magical]

Prerequisites: Monk level 5, Constitution 6, manifest *ki* ability.

Benefit: Whenever you take **energy damage**, you can spend a **immediate action** to channel the energy into your body. You gain damage reduction against that attack equal to your *ki* power. If the damage reduced in this way exceeds your level, you recover one spent *ki* point.

At monk level 7, you can use this ability to reduce any non-physical damage you take.

At monk level 11, if you have 9 Constitution, you can use this ability once per round without spending an action. You cannot use it twice to affect the same attack.

At monk level 15, if you have 12 Constitution, the damage reduction becomes equal to twice your *ki* power.

Arcane Resilience [Class, Magical]

Prerequisite: Sorcerer level 1.

Benefit: You gain damage reduction against **magical** abilities equal to half your sorcerer level or half Constitution, whichever is higher. This damage reduction applies against your own abilities, including miscast effects.

At sorcerer level 3, you take half damage from your own spell and miscast effects (before applying damage reduction).

At sorcerer level 7, the damage reduction increases to be equal to your sorcerer level or Constitution, whichever is higher.

Awareness Mastery [Skill]

Prerequisite: Awareness 6 ranks.

Benefit: Whenever you make an Awareness check, you may roll twice and take the higher result.

At 3rd level, you gain one of the following senses: **blindsense** (50 ft.), **darkvision** (100 ft.), **scent**, or **tremorsense** (50 ft.).

At 7th level, if you have 10 ranks in Awareness, you gain a +5 bonus to Awareness checks.

At 11th level, you gain one of the following senses: **blindsense** (200 ft.), **blindsight** (50 ft.), **darkvision** (500 ft.), **tremorsense** (200 ft.), or **tremorsight** (50 ft.).

Battlecaster [Spell]

Prerequisite: 1st level spells.

Benefit: You gain a +3 bonus to Concentration checks made to cast spells.

At 3rd level, you reduce your chance of arcane spell failure from wearing armor by 10%.

At 7th level, if you can cast 2nd level spells, the Concentration check bonus increases to +10.

At 11th level, if you can cast 4th level spells, the Concentration check bonus increases to +20.

At 15th level, if you can cast 6th level spells, you reduce your chance of arcane spell failure from wearing armor by a total of 20%.

Battlerage [General]

Prerequisites: 5th level, Willpower 6.

Benefit: You gain the rage ability, allowing you to fly into a rage as a free action. While raging, you have the following benefits and drawbacks:

- +2 bonus to damage with physical attacks.
- +2 bonus to Fortitude and Mental defense.
- 2 temporary hit points per Willpower. These extra hit points gained from raging are lost before any other hit points (see

Temporary Hit Points, page 20).

- −2 to **physical defenses**.
- Unable to take any action that requires patience or concentration, such as casting spells.
- If you does not spend a swift round to sustain the rage, it ends at the end of the round.
- At the end of each round, if you did not attack a creature or object, you take nonlethal damage equal to your level.

A rage lasts for up to 5 rounds. At the end of the rage, you take nonlethal damage equal to his level. If you have any temporary hit points remaining at the end of your rage, the nonlethal damage is dealt to those hit points before they go away. In addition, you become fatigued *(move at half speed, unable to sprint or charge)* and unable to rage until you rest for 5 minutes.

The bonuses to physical damage, Fortitude, and Mental defense granted by your rage increase with level. This is called your **rage bonus**. You may rage a number of times per day equal to your rage bonus.

At 7th level, your rage bonus increases to +3. In addition, the number of hit points gained per Willpower increases to 3.

At 11th level, if you have 9 Willpower, your rage bonus increases to +4. In addition, the number of hit points gained per Willpower increases to 4.

At 15th level, if you have 12 Willpower, your rage bonus increases to +5. In addition, the number of hit points gained per Willpower increases to 5.

Blindfighter [Combat]

Prerequisite: Perception 3.

Benefit: Whenever you miss a melee attack because of a miss chance caused by being unable to see your opponent, you can reroll your miss chance one time to see if you actually hit.

At 3rd level, you are not defenseless *(−5 defense vs. melee)* against foes you cannot see if you know their location.

At 7th level, if you have 6 Perception, you gain **blindsense** (50 ft. radius).

At 11th level, if you have 9 Perception, you gain **blindsight** (20 ft. radius).

At 15th level, if you have 12 Perception, the radius of your blindsight improves to 50 feet.

Normal: You have a 50% chance to miss opponents you can't see, and you are defenseless *(−5 defense vs. melee)* against them.

Blows of Legendary Force [Combat, Style]

Prerequisite: 13th level, Strength 12.

Benefit: Whenever you make a **strike**, you compare your result against the target's Armor and Fortitude defenses. If you hit either defense, the strike hits and deals full damage.

Bluff Mastery [Skill]

Prerequisite: Bluff 6 ranks.

Benefit: Whenever you make a Bluff check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Bluff, you gain a +5 bonus to Bluff checks.

At 11th level, if you have 14 ranks in Bluff, your lies can change how creatures perceive reality. As an immediate action, when you are telling a lie, you can make a Bluff vs. Mental attack against a creature within Medium *(100 ft.)* range of you. Success means the target's sight, smell, hearing, and sense of temperature are altered so it perceives the world as you described it. This cannot remove things that do exist, but it can create new sensations where none existed. You can use this ability three times per day. [**Magical**]

Celestial Apotheosis [Bloodline, Magical]

Prerequisites: 9th level, non-evil alignment, Celestial Heritage.

Benefit: Your celestial heritage has developed into its full potential. You gain feathery wings that sprout from your back. You can use these wings to glide at a rate equal to your land speed (see Gliding, page 10). The wings themselves are physical, but the ability to glide and fly with them is **magical**.

At 11th level, your wings improve, granting you a fly speed equal to your land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, you can fly (see Flying, page 10). You can only fly for a number of rounds equal to half your celestial power. After that limit is reached, you must rest for 5 minutes before flying again. In addition, your holy blessing ability now grants two legend points instead of one.

At 15th level, the damage dealt by your holy judgment ability increases to 1d8 divine damage per celestial power.

At 19th level, you can fly for a number of minutes equal to half your celestial power before resting.

Celestial Heritage [Bloodline, Magical]

Prerequisites: Non-evil alignment.

Benefit: You have the blood of a celestial creature in your veins, granting you celestial power. You gain an ability you can use by spending a celestial point. Your celestial power is equal to your Willpower or your level, whichever is higher. You have a maximum number of celestial points equal to half your celestial power (minimum 1). Each day, you recover all spent celestial points.

Holy Blessing: As a standard action, you can bless a willing ally within Close *(30 ft.)* range. The target gains a general **legend point** that lasts for Short *(Focus + 5 rounds)* duration, until it is used.

At 3rd level, you learn how to protect your allies by spending a celestial point.

Holy Protection: As a standard action, you can shield a willing ally within Medium *(100 ft.)* range from evil for Short *(Focus + 5 rounds)* duration. The target gains damage reduction equal to your celestial power against evil effects and physical attacks made by evil creatures.

At 7th level, your *holy blessing* ability affects up to five willing allies. In addition, you gain the ability to inflict a damaging judgment on a foe by spending a celestial point.

Holy Judgment: As a standard action, you can inflict divine judgment on a non-good creature within Medium *(100 ft.)* range. You make a Celestial power vs. Mental attack against the target. Success deals 1d6 divine damage per celestial power, and causes the target to be dazed *(unable to act in movement phase)* for two rounds. Critical success deals double damage. Failure deals half damage, and has no additional effects.

At 11th level, you permanently gain the benefit of your *holy protection* ability.

Celestial Spell Conduit [Bloodline, Magical]

Prerequisites: 5th level, 2nd level spells, non-evil alignment, Celestial Heritage.

Benefit: Whenever you cast a spell, you can spend a celestial point as an **immediate action** to heal an ally. If you do, you heal a willing creature within Close *(30 ft.)* range of you for 1d6 hit points per two celestial power. In addition, you gain additional celestial points equal to the level of your highest level spell known.

At 7th level, the range of this healing improves to Medium *(100 ft.)* range.

At 11th level, if you have 4th level spells, you gain **magic resistance** against evil spells and spells cast by evil creatures. Your magic resistance is equal to 10 + your celestial power.

At 15th level, if you have 6th level spells, your healing with this ability increases to 1d10 hit points per two celestial power.

Chaotic Rage [Class]

Prerequisites: Paladin level 5, Chaos devoted alignment.

Benefit: You gain the rage ability, as the Battlerage feat (see Battlerage, page 78). However, your rage bonus increases based on your paladin level, rather than your level and Willpower.

At paladin level 7, your rage bonus increases to +3. In addition, the number of hit points gained per Willpower increases to 3.

At paladin level 11, your rage bonus increases to +4. In addition, the number of hit points gained per Willpower increases to 4.

At paladin level 15, your rage bonus increases to +5. In addition, the number of hit points gained per Willpower increases to 5.

Cleave [Combat]

Your attacks can cleave through struck creatures to hit others nearby.

Prerequisite: Strength 3.

Benefit: Whenever a creature is knocked unconscious or killed, for each melee **strike** you made against it that round, you can immediately make an extra melee strike against another creature you threaten. The extra strike must be made with the same weapon, and uses the same accuracy, but it is otherwise treated as being a different attack. There is no limit to the number of additional strikes you can make using this ability each round.

At 3rd level, you also gain a free strike with this feat when a creature is reduced to 0 hit points. You can only gain one strike with this feat for each strike you make.

At 7th level, if you have 6 Strength, when you would make a bonus strike with this feat during the action phase, you can move up to half your movement speed before making the strike. This movement counts against your normal movement limit in a round. You can only move using this feat once per round.

At 11th level, if you have 9 Strength, you can move up to your full movement speed before making the strike.

Climb Mastery [Skill]

Prerequisite: Climb 6 ranks.

Benefit: Whenever you make a Climb check, you may roll twice and take the higher result.

At 3rd level, you can attempt to climb other creatures more easily. As a standard action, you can make a Climb vs. Reflex attack against a creature adjacent to you. The creature must be three or more size categories larger than you. Success means you can climb the creature as if it were a solid object with a Climb DR equal to its Reflex defense. The creature takes a −4 penalty to accuracy on physical attacks against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can attempt to remove you by attacking you, or with an appropriate **combat maneuver**, such as grappling or shoving.

At 7th level, if you have 6 ranks in Climb, you gain a **climb speed** equal to your land speed. This grants several benefits.

- A successful Climb check to move allows you to move a distance equal to your climb speed.
- You gain a +10 bonus to Climb checks.

At 11th level, if you have 14 ranks in Climb, you can climb surfaces that are perfectly smooth. The DR is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. You can also wallrun on ceilings.

Close-Quarters Fighting [Combat]

Prerequisite: Dexterity 3.

Benefit: You reduce your penalties for **squeezing** by 2. In addition, you reduce your penalty for attacking with non-light weapons in a grapple by 2.

At 3rd level, your movement speed is not reduced while squeezing.

At 7th level, if you have 6 Dexterity, you suffer no penalties for squeezing or attacking with non-light weapons in a grapple.

At 11th level, if you have 9 Dexterity, you can choose to occupy space as if you were a non-squeezing creature one size category smaller than your actual size while squeezing. This does not affect the minimum physical size you can squeeze through when using the Escape Artist skill (see Escape Artist, page 64).

Combat Leader [Class, Combat]

Prerequisites: Fighter level 9, Intelligence 9.

Benefit: As a swift action, you may grant the use of one of your combat feats to a willing creature within Medium *(100 ft.)* range of you who can see and hear you. The target must meet level prerequisites for the granted feat, including class level prerequisites, but it can ignore all other prerequisites. The effect lasts as long as you spend a swift action to maintain it, to a maximum of 5 rounds. After using this ability, you cannot use it again for 5 minutes.

At fighter level 11, you can grant that feat to two willing creatures of your choice.

At fighter level 15, if you have 12 Intelligence, you can grant that feat to up to five willing creatures of your choice.

Combat Mobility [Combat, Mobility]

Prerequisites: Dexterity 3.

Benefit: At the start of each phase, if you are **unemcumbered**, you may choose a creature you can see. You can move through that creature's space this phase, though you move at half speed while in its space.

At 7th level, if you have 6 Dexterity, you gain the ability to move and attack simultaneously while unencumbered. As a standard action, you can move up to your speed while making a **standard attack**. If you move more than half your speed without making an additional strike, you lose all remaining strikes you would make. As with other movement during the action phase, this does not affect which location you are in when other creatures declare the targets for their actions, allowing them to hit you even if you move away.

At 11th level, if you have 9 Dexterity, you can choose up to two creatures to move through at the start of each phase.

At 15th level, if you have 12 Dexterity, you do not move at half speed while moving through creatures with this feat.

Conjurer [Magical, Spell]

Prerequisites: 1st level or higher **Conjuration** spell known.

Benefit: Objects you create and creatures you summon with Conjuration spells have extra hit points equal to your spellpower. Permanent physical objects you create are not affected by this ability.

At 3rd level, you double the range of all **Teleportation** spells you cast.

At 7th level, if you know a 2nd level or higher Conjuration spell, your Conjuration spells are more powerful. You can cast Conjuration spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Conjuration spell, your connection to the Astral Plane is strengthened. Whenever you teleport, you drift between your plane and the Astral Plane for 1 round. During this time, all attacks against you 20% failure chance. In addition, objects you create and creatures you summon have damage reduction against all damage equal to your spellpower.

Controlling Wild Speech [Class, Magical]

Prerequisites: Druid or ranger level 5, wild speech ability.

Benefit: As a standard action, you can make a Nature power vs. Mental attack against one animal or object you are communicating with using your wild speech ability. This consumes a use of your wild speech ability. Success means the target is charmed *(deluded into liking its charmer)* by you for the duration of the conversation, and for 5 rounds thereafter. Failure has no effect. This is a **Subtle** effect, which means the target is unlikely to notice the attempt at mental influence. It is also not a **Mind** effect, and can affect objects and elemental forces that the druid can use her wild speech to converse with. The attack automatically critically succeeds against non-intelligent objects.

At druid or ranger level 11, critical success means the target is charmed permanently. This effect can only be broken by another druid or ranger using this ability. If they charm the target in this way, the target stops being charmed by you.

At druid or ranger level 15, you can choose for the target to be dominated *(compelled to obey its dominator)* by you instead of charmed. This is not a Subtle effect, and critical success has no effect if you choose this option.

At druid or ranger level 19, if you choose for the target to be dominated and get a critical success, it is dominated by you permanently. As with charming, if another druid or ranger dominates the target with this ability, it stops being dominated by you.

Counterattack [Combat, Style]

Prerequisites: 5th level, Dexterity 6.

Benefit: Whenever a creature misses you with a physical melee attack, you can make a **strike** against that creature as an **immediate action**.

At 7th level, you gain a +2 bonus to damage with strikes made using this feat.

At 11th level, if you have Dexterity 9, you can make one strike per round with this feat without spending an action.

At 15th level, if you have Dexterity 12, you can also use this ability if a creature hits you with a physical melee attack.

Style Requirement: Wield a melee weapon.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Counterspell [Magical, Spell]

Prerequisites: 5th level, 2nd level spells, Spellcraft 6 ranks.

Benefit: As a standard action, you can prepare to counterspell a creature within Medium *(100 ft.)* range of you. If that creature casts a spell during the same phase, you can make a Spellcraft check to identify the spell as normal (see Spellcraft, page 70). After attempting to identify the spell, you may cast any spell you know as a counterspell. You do not have to identify the spell successfully to counterspell it. The spell you cast does not have its normal effect.

If you cast the same spell as your target, regardless of any augments applied, the target miscasts its spell. If you cast a different spell, but one from the same spell school or with all **ability tags** that the target's spell has, and your spell is of the same spell level or higher, you and your target make opposed spellpower checks. If you win, the target miscasts its spell. If you fail the spellpower check, if your spell is of a different spell school, or if your spell is lower level, the target's spell takes effect normally.

At 7th level, you can choose to completely negate the effects of spells you counter rather than causing them to be miscast.

At 11th level, if you can cast 4th level spells and have 8 ranks in Spellcraft, your spell does not need to have the same school or ability tags as the target's spell to force a spellpower check.

At 15th level, if you can cast 6th level spells and have 10 ranks in Spellcraft, you may counter up to five creatures within Medium *(100 ft.)* range of you at once. You may still cast only one spell, but it is used to counter the spells cast by all of your targets. You make a single roll to determine your spellpower check result, and each target makes their own independent roll to oppose yours.

Special: Spell augments affect the spell level of the spell being cast as normal, making augmented spells slightly more difficult to counterspell. The *dispel magic* spell can be used to counter any spell, even higher level spells.

Covering Fire [Combat, Style]

Prerequisites: Perception 3.

Benefit: While in this style, if you hit a creature with a physical ranged attack, it is impaired *(20% failure)* with physical attacks for 2 rounds.

At 7th level, if you have 6 Perception, the target is impaired *(20% failure)* with all attacks and checks for 2 rounds, not just physical attacks.

At 11th level, if you have 9 Perception, all creatures you attack are impaired in this way, not just creatures you hit.

Style Requirement: Make a physical ranged attack each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style.

Craft Magic Item [Magical, Skill]

Prerequisite: Craft (any) 4 ranks.

Benefit: You can imbue items with magic using your crafting

skill. Imbuing an item with magic takes material components, as described in Magic Item Creation, page 260. It takes you one hour per 2 gp of material components to create a item.

When you gain this feat, you choose three ability tags (see Ability Tags, page 126). You know how to craft items with those ability tags.

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.

At 3rd level, it takes you one hour per 10 gp of material components to create a magic item.

At 7th level, if you have 6 ranks in any Craft skill, you can craft items from an additional ability tag of your choice. In addition, it takes you one hour per 100 gp of material components to create a magic item.

At 11th level, if you have 8 ranks in any Craft skill, you can craft items from an additional ability tag of your choice. In addition, it takes you one hour per 500 gp of material components to create a magic item.

At 15th level, if you have 10 ranks in any Craft skill, it takes you one hour per 2,500 gp of material components to create a magic item.

Craft Mastery [Skill]

Prerequisite: Craft (any) 6 ranks.

Benefit: Whenever you make a Craft check, you may roll twice and take the higher result.

At 3rd level, as long as you have mastered one Craft skill, you treat all Craft skills you were trained in as if you had mastered them. This grants you additional skill ranks and increases your check modifier as normal for mastering a skill. However, you cannot use these additional ranks to qualify for any feats or abilities.

At 7th level, if you have 10 ranks in Craft, you gain a +5 bonus to Craft checks.

At 11th level, if you have 14 ranks in Craft, —.

Creature Handling Mastery [Skill]

Prerequisite: Creature Handling 6 ranks.

Benefit: Whenever you make a Creature Handling check, you may roll twice and take the higher result.

At 3rd level, you no longer take a penalty when using Creature Handling on non-animals.

At 7th level, if you have 10 ranks in Creature Handling, you gain a +5 bonus to Creature Handling checks.

At 11th level, if you have 14 ranks in Creature Handling, you can pacify and push creatures as a swift action. 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.

Deadly Aim [Combat, Style]

Prerequisites: 5th level, Perception 6.

Benefit: You gain a +2 bonus to damage with physical ranged attacks.

At 7th level, this bonus increases to +3.

At 11th level, if you have 9 Perception, this bonus increases to +4.

At 15th level, if you have 12 Perception, this bonus increases to +5.

At 19th level, if you have 15 Perception, this bonus increases to +6.

Style Requirement: Wield a ranged weapon.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Defensive Fighting [Combat, Style]

Benefit: While in this style, you gain a +2 bonus to your **physical defenses**. In exchange, you take a −2 penalty to damage with physical attacks (to a minimum of 1).

At 3rd level, the defense bonus increases to +1.

At 7th level, the damage penalty is reduced to −1.

At 11th level, the damage penalty is removed.

Style Requirement: Wield a melee weapon. You must make a physical melee attack or take the total defense action each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Deflect Arrows [Combat]

Prerequisites: Dexterity 3.

Benefit: Whenever you are hit by a ranged **strike**, you may deflect it as a **immediate action**. If you do, the attack automatically misses. You must have a free hand and be aware of the attack. Objects of your size or larger cannot be deflected in this way.

At 3rd level, you can choose to catch the object in your hand instead of deflecting it. If you do, you can throw the object back as part of the same action. You make a thrown weapon strike, using any normal modifiers that would apply to a thrown attack with the object.

At 7th level, if you have 6 Dexterity, you can automatically catch or deflect one strike per round without spending an action. You can still spend an immediate action to catch or deflect an additional object, if you still have a free hand. You cannot throw an object back as part of this free deflection.

At 11th level, if you have 9 Dexterity, you can automatically catch or deflect two objects per round without spending an action. In addition, if you have 9 Strength, you can catch or deflect objects of your size category with this feat.

Destructive [Combat]

Prerequisites: Strength 3.

Benefit: Your physical attacks ignore an amount of hardness and damage reduction equal to half your Strength.

At 3rd level, you gain a +1 bonus to damage with physical attacks.

At 7th level, if you have 6 Strength, the hardness and damage reduction ignored by your physical attacks increases to be equal to your Strength.

At 11th level, if you have 9 Strength, your bonus to damage increases to +2.

Devastating Magic [Magical, Spell]

Prerequisite: 13th level, 6th level spells.

Benefit: You gain a bonus to damage and healing with all spells equal to the number of dice you would roll for that spell's damage or healing. If no dice would be rolled for a spell, you instead gain a +2 bonus to damage or healing. This does not affect your accuracy

or any other aspects of the spell.

At 19th level, if you have 8th level spells, this bonus increases to be equal to twice the number of dice you would roll. If no dice would be rolled for a spell, the bonus instead increases to +4.

Device Mastery [Skill]

Prerequisite: Devices 6 ranks.

Benefit: Whenever you make a Devices check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Devices, you gain a +5 bonus to Devices checks.

At 11th level, if you have 14 ranks in Devices, you can disable spell effects on objects or areas as if they were merely complex devices. You can make a Devices check against an active spell effect within your reach. The DR to dispel the effect is equal to 20 + the spell's spellpower, and the result must be at least 30. Success means the spell is dispelled. [**Magical**]

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.

Disguise Mastery [Skill]

Prerequisite: Disguise 6 ranks.

Benefit: Whenever you make a Disguise check, you may roll twice and take the higher result.

At 3rd level, your disguises can change how Divination spells perceive a creature. When you make a Disguise check, you can decide how that creature and any items on the creature appear when examined by divination spells. For example, you could cause all of its equipment to appear nonmagical, or you could cause it to have a strong aura of good when examined with *detect good*. You cannot create an aura of overwhelming strength with this skill. Anyone using divination magic on the creature must make a spellpower check with a DR equal to your Disguise check result in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made. [**Magical**]

At 7th level, if you have 10 ranks in Disguise, you gain a +5 bonus to Disguise checks.

At 11th level, you can disguise yourself in seemingly impossible ways. You can disguise yourself as larger or smaller size categories. The DR of the Disguise check increases by 20 per size category different from your own. This does not actually change the space you occupy, your **reach**, or the size of space you can squeeze through, but creatures fooled by the disguise treat you as if your space and reach were appropriate to your disguised size. [**Magical**]

Distant Magic [Magical, Spell]

Prerequisite: 5th level, 2nd level spells.

Benefit: If you cast a ranged spell using a spell slot one level higher than normal, its range is doubled. This can only be applied to spells with a range of Close *(30 ft.)*, Medium *(100 ft.)*, Long *(300 ft.)*, or Extreme *(1,000 ft.)*.

At 7th level, you can cast a spell with a 5 foot range, or a range of Touch, using a spell slot two levels higher than normal. If you do, the spell's range becomes 30 feet. If the spell had a range of Touch, you must succeed at a Spellpower vs. Reflex attack against the spell's targets.

At 11th level, you double the range of all ranged spells you cast. If you use a spell slot one level higher than normal, the range is tripled, not quadrupled.

Diviner [Magical, Spell]

You have great talent with Divination spells.

Prerequisite: 1st level or higher **Divination** spell known.

Benefit: You gain a +2 bonus to Awareness, and Knowledge attacks and checks.

At 3rd level, you double the range of all **Scrying** spells you cast. In addition, once per round you can concentrate on **Detection** spell you cast as a **free action**.

At 7th level, if you know a 2nd level or higher Divination spell, your Divination spells are more powerful. You can cast Divination spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Divination spell, you have a precognitive sense that warns you of attacks. You are aware of all attacks against you, even those you cannot see, as long as you are conscious. This allows you to use some certain abilities to defend yourself, and prevents you from being unaware *(critically hit on every attack)*.

Draconic Apotheosis [Bloodline]

Prerequisites: 9th level, Draconic Heritage.

Benefit: Your draconic heritage has developed into its full potential. You gain scaly wings that sprout from your back. You can use these wings to glide at a rate equal to your land speed (see Gliding, page 10). The wings themselves are physical, but the ability to glide and fly with them is **magical**. In addition, your breath weapon no longer has a delay before it can be used again.

At 11th level, the size of your breath weapon increases. A line breath weapon becomes a Huge *(100 ft.)*, 10 ft. wide line, and a cone breath weapon becomes a Large *(50 ft.)* cone. In addition, your wings improve, granting you a fly speed equal to your land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, you can fly (see Flying, page 10). You can only fly for a number of rounds equal to half your draconic power. After that limit is reached, you must rest for 5 minutes before flying again.

At 15th level, your natural weapons gain an automatic enhancement bonus equal to one quarter of your draconic power. [**Magical**]

At 19th level, you can fly for a number of minutes equal to half your celestial power before resting. [**Magical**]

Draconic Heritage [Bloodline]

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 equal to twice your draconic power against the damage type that dragon's breath weapon deals. Your draconic power is equal to your level, your spellpower with arcane spells, or your Constitution, whichever is higher. A list of dragons and their associated damage type is given in Table 5.2: Dragon Types.

In addition, your eyes begin to match the keen senses of dragons, granting you **low-light vision**. If you already have low-light vision, you double the benefit, allowing you to quadruple the illumination range of light sources. Visible draconic scales, colored appropriately

for your chosen dragon, grant you a +1 bonus to Armor defense.

At 3rd level, your voice deepens and becomes more draconic, granting you a +2 bonus to Intimidate and Persuasion checks. Your eyes continue to adapt, granting you **darkvision** (50 ft.), or increasing the range of your existing darkvision by 50 feet. In addition, you gain bite and claw natural weapons as your extremities shape into a more draconic form (see Natural Weapons, page 101).

At 7th level, you gain a breath weapon based on your chosen type of dragon. The shape of the breath weapon is given on Table 5.2: Dragon Types: a burst in either a line or a cone. A line breath weapon is an Large *(50 ft.)*, 5 ft. wide line, and a cone breath weapon is a Medium *(20 ft.)* cone.

When you use your breath weapon, you make a Draconic power vs. Reflex attack against everything in the area. Success deals 1d8 damage per two draconic power. Failure deals half damage. After using your breath weapon, you must wait 1d4 rounds before you can use it again.

At 11th level, your voice becomes still more draconic, and the bonus to Intimidate and Persuasion checks increases to +4. In addition, your ancestral mastery of magic grants you a +1 bonus to spellpower with all spells. The bonus to spellpower is **magical**.

Table 5.2: 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

Empowered Magic [Magical, Spell]

Prerequisites: 9th level, 4th level spells.

Benefit: You reduce the cost to apply the Empowered augment to all of your spells by one spell level. Many spells have an Empowered augment which makes their effects stronger. In addition, you gain a +1 bonus to spellpower.

At 19th level, if you have 8th level spells, you can empower spells to reach their maximum potential. If you cast a spell using a spell slot seven levels higher than normal, you do not roll dice to determine the amount of damage or healing provided by the spell. Instead, treat all dice the spell would have rolled as if they had rolled their maximum value.

Enchant Item [Magical, Spell]

Prerequisite: 1st level spells.

Benefit: You can imbue items with magic using your spells. Imbuing an item with magic takes material components, as described in Magic Item Creation, page 260. The items you can craft are limited by the schools and ability tags on spells you know. It takes you one hour per 2 gp of material components to create a item.

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.

At 3rd level, it takes you one hour per 10 gp of material components to create a magic item.

At 7th level, if you know 2nd level spells, it takes you one hour per 100 gp of material components to create a magic item. In addition, you can combine the schools and tags from two different spells you know to create magic items. This can allow you to meet item crafting prerequisites that you could not meet with a single spell.

At 11th level, if you know 4th level spells, it takes you one hour per 500 gp of material components to create a magic item.

At 15th level, if you know 6th level spells, it takes you one hour per 2,500 gp of material components to create a magic item.

Enchanter [Magical, Spell]

Prerequisites: 1st level or higher **Enchantment** spell known.

Benefit: You gain a +2 bonus to Bluff, Intimidate and Persuasion checks.

At 3rd level, the DR to identify your Enchantment spells with Spellcraft, and to identify their effects with Sense Motive, increases by 10.

At 7th level, if you know a 2nd level or higher Enchantment spell, your Enchantment spells are more powerful. You can cast Enchantment spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Enchantment spell, you no longer need verbal components to cast Enchantment spells (see Components, page 124).

Endurance [General]

Prerequisite: Constitution 3.

Benefit: You ignore effects which would make you fatigued *(move at half speed, unable to sprint or charge)*. This allows you to sleep in medium or heavy armor without penalty. In addition, if an effect would make you exhausted *(move at half speed, unable to sprint or charge, impaired)*, it makes you fatigued instead. This ability does not allow you to ignore this fatigue.

At 3rd level, you treat your Constitution as if it were 5 higher for the purpose of abilities whose duration is limited by your Constitution, such as sprinting (see Sprint, page 71). In addition, you are immune to effects which would force you to sleep.

At 7th level, if you have 6 Constitution, you are immune to all effects which would make you fatigued or exhausted. In addition, you need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night.

At 11th level, if you have 9 Constitution, you need need one quarter the normal amount of rest and sleep each day to function normally.

Energetic Magic [Magical, Spell]

Prerequisite: 9th level, 4th level or higher **energy** spell.

Benefit: You gain a +2 bonus to spellpower for the purpose of determining the damage you deal with energy spells. This does not affect your accuracy or any other aspects of the spells.

At 11th level, if you cast an energy spell using a spell slot one

level higher than normal, you can change its energy type to any other energy type. This changes the spell's tags and any energy damage the spell deals appropriately.

At 15th level, if you know a 6th level or higher energy spell, the effective spellpower bonus increases to +3.

Escape Artist Mastery [Skill]

Prerequisite: Escape Artist 6 ranks.

Benefit: Whenever you make a Escape Artist check, you may roll twice and take the higher result.

At 3rd level, you can squeeze and escape bindings as a move action, rather than as a standard action.

At 7th level, if you have 10 ranks in Escape Artist, you gain a +5 bonus to Escape Artist checks.

At 11th level, if you have 14 ranks in Escape Artist, you can attempt to escape from magic itself, slipping hostile spells off of your body so they dissipate harmlessly. As a standard action, you can make an Escape Artist check to throw off magical effects on you. The DR to dispel an effect is equal to 20 + its spellpower, and the result must be at least 30. Success means the effect is dispelled, if it is an effect that *dispel magic* could dispel. [**Magical**]

You must be aware of an effect to escape it, either through the Spellcraft skill or because the effect is noticeable. You can only dispel effects which target you directly, not area effects which include you. If an ability targets multiple creatures, you can only remove its effects on you.

Evoker [Magical, Spell]

Prerequisite: 1st level or higher Evocation spell known.

Benefit: You gain **damage reduction** against **energy damage** equal to your spellpower with the **spell source** used to qualify for this feat.

At 3rd level, you gain a +1 bonus to spellpower for the purpose of determining the damage you deal with Evocation spells. This does not affect your accuracy or any other aspects of the spells.

At 7th level, if you know a 2nd level or higher Evocation spell, your Evocation spells are more powerful. You can cast Evocation spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Evocation spell, the effective spellpower bonus increases to +2. In addition, your damage reduction from this feat increases to twice your spellpower.

Executioner [Combat]

Prerequisites: 5th level.

Benefit: At the start of every round, you can make a free melee **strike** against all creatures you threaten that have no hit points remaining. This attack happens before the movement phase begins, and can kill a creature or knock it unconscious before it can act in the movement phase.

At 7th level, you gain a +5 bonus to accuracy with physical attacks against creatures with no hit points remaining.

At 11th level, you also gain a free strike against creatures that are helpless *(physical defenses are 10, vulnerable to coup de grace)* or unaware *(critically hit on every attack)*. You can still only make one strike with this feat against any individual creature.

At 15th level, you also gain a free strike against all creatures that are bloodied *(half hit points)*. You can still only make one strike with this feat against any individual creature.

Extra Domain [Class]

Prerequisite: Cleric level 5.

Benefit: When you gain this feat, choose one domain from among those offered by your deity. You gain that domain in addition to your other domains. You may learn spells from its spell list, and you may choose its domain abilities for your class abilities. In addition, you automatically gain its domain gift.

Eye of the Storm [Combat, Style]

Prerequisites: Dexterity 3.

Benefit: You reduce your **overwhelm penalties** by 2. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed.

At 7th level, if you have 6 Dexterity, this penalty reduction increases to 3.

At 11th level, if you have 9 Dexterity, this penalty reduction increases to 4.

At 15th level, if you have 12 Dexterity, this penalty reduction increases to 5.

Style Requirement: Wield a melee weapon. You must make a physical melee attack or take the total defense action each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Far Shot [Combat]

Prerequisite: Strength 3.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

At 3rd level, you gain a +2 bonus to damage with physical ranged attacks against targets more than 50 feet away from you.

At 7th level, if you have 6 Strength, the range increment of projectile weapons is doubled, and the range increment of thrown weapons is tripled.

At 11th level, if you have 9 Strength, the damage bonus increases to +3.

Fearsome [Combat, Magical, Skill]

You inspire fear in your foes in combat.

Prerequisites: 5th level, Intimidate 6 ranks.

Benefit: When you damage a creature with a physical melee attack, you can take an immediate action to inspire fear in the struck creature. You make an Intimidate vs. Mental attack against the struck creature. Success means the struck creature is shaken *(20% failure near its fear)* by you for 2 rounds. Critical success means the struck creature is frightened *(50% failure near its fear)* by you for 2 rounds instead. This is a **Delusion**, **Mind** effect.

At 11th level, if you have 8 ranks in Intimidate, you can inspire fear in this way once per round without spending an action.

At 15th level, —.

Frenzied Assault [General, Style]

Prerequisite: 13th level, Willpower 12.

Benefit: While in this style, you push your body beyond its normal limits through a heroic effort of will. You gain a bonus to

damage with **strikes** equal to half your Willpower. In exchange, you increase all physical damage dealt to you by the same amount. In addition, you take damage equal to your Willpower at the end of each round.

Guardian [Combat]

Benefit: Allies adjacent to you reduce their **overwhelm penalties** by 1. If this effect reduces an ally's overwhelm penalty to 0, the ally is not considered to be overwhelmed.

At 3rd, 7th, 11th, and 15th level, this penalty reduction increases by 1.

Heal Mastery [Skill]

Prerequisite: Heal 6 ranks.

Benefit: Whenever you make a Heal check, you may roll twice and take the higher result.

At 3rd level, you gain a +10 bonus to Heal checks to stabilize dying creatures (see Dying, page 19).

At 7th level, if you have 10 ranks in Heal, you gain a +5 bonus to Heal checks.

At 11th level, if you have 14 ranks in Heal, you can heal wounds with incredible speed. As a standard action, you can touch a creature to heal it for 1d6 points of damage per skill rank you have in the Heal skill. For every two hit points you would restore, you can instead cure one point of critical damage. After you have used this ability on a creature twice, you cannot use it again on that creature until it rests for half an hour. [**Magical**]

Heavy Weapon Fighting [Combat]

Prerequisite: Strength 3.

Benefit: When making a melee attack with a weapon held in two hands, you increase the damage die of the weapon by one increment (see Weapon Size, page **??**).

At 7th level, if you have 6 Strength, you gain a +2 bonus to damage while making a physical melee attack with a weapon held in two hands.

At 11th level, if you have 9 Strength, the damage bonus increases to +4.

Hidden Magic [Magical, Spell]

Prerequisite: 5th level, 2nd level spells.

Benefit: If you cast a spell using a spell slot one level higher than normal, you can omit the verbal or somatic components of the spell (see Components, page 124).

At 7th level, you can cast a spell using a spell slot two levels higher than normal to omit both verbal and somatic components.

At 11th level, you can omit either the verbal or somatic components of all spells you cast. In addition, the spell slot cost to omit both verbal and somatic components with this feat is reduced to one spell level.

Illusionist [Magical, Spell]

Prerequisite: 1st level or higher Illusion spell known.

Benefit: You gain a +2 bonus to Bluff, Disguise, and Stealth attacks and checks.

At 3rd level, the DR to recognize your illusions as false with the Awareness skill increases to 10 (see the *create image* spell).

At 7th level, if you know a 2nd level or higher Illusion spell, your Illusion spells are more powerful. You can cast Illusion spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Illusion spell, you no longer need verbal components to cast Illusion spells (see Components, page 124).

Inspiring Performer [Magical, Performance, Skill]

Prerequisite: Perform 4 ranks.

Benefit: You can create inspiring performances, starting with the ability to inspire competence. You can use any combination of performance abilities a number of times per day equal to half the ranks you have in your highest Perform skill. For details on how performances work, see Performance Feats, page 74.

Inspire Competence: As a standard action, you can make a DR 12 Perform check to inspire competence in another willing creature within Medium *(100 ft.)* range of you. Success means the target gains a bonus offensive **legend point** which lasts as long as you sustain the performance. Failure means the use of this ability is wasted. If the legend point has not been used when you end the performance, it is wasted. This is a **Mind** effect.

At 3rd level, you learn how to inspire courage.

Inspire Courage: As a standard action, you can make a DR 14 Perform check to inspire courage in another willing creature within Medium *(100 ft.)* range of you. Success means the target gains temporary hit points equal to twice your Perform ranks. Failure means the use of this ability is wasted. This is a **Mind** effect.

At 7th level, you can affect a number of creatures with *inspire competence* equal to one fifth of your Perform check result. In addition, you learn how to inspire resilience.

Inspire Resilience: As a standard action, you can make a DR 18 Perform check to inspire resilience in another willing creature within Medium *(100 ft.)* range of you. Success means the target gains damage reduction against all damage equal to your Perform ranks.

At 11th level, you can affect a number of creatures with *inspire courage* equal to one fifth of your Perform check result.

At 15th level, you can affect a number of creatures with *inspire resilience* equal to one fifth of your Perform check result.

Improvised Fighting [Combat]

Benefit: When making a physical attack with an improvised weapon, you gain a +2 bonus to accuracy and you increase the damage die of the weapon by one die size (see Weapon Size, page **??**).

At 3rd level, the die size modifier increases to two increments.

At 7th level, the accuracy bonus increases to +4.

At 11th level, the die size modifier increases to three increments.

Inescapable [Combat, Style]

Prerequisite: 9th level.

Benefit: While in this style, whenever you hit with a physical melee attack against a creature, you can take an **immediate action** to impede its movement. If you do, it is immobilized *(Unable to leave its location)* for 2 rounds.

At 11th level, your enemies must pay four times the normal movement cost to move out of squares you threaten. This replaces

the normal penalties for moving through threatened squares (see Moving Near Foes, page 9).

At 15th level, you can immobilize one creature each round without spending an action.

At 19th level, all enemies within spaces you threaten are immobilized until you stop threatening them.

Style Requirement: Wield a melee weapon. You must make a melee attack each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Infuriating [Combat, Style]

You can goad your foes into attacking you with rude gestures, insults, and mocking behavior.

Prerequisite: 5th level.

Benefit: Whenever you hit with a physical attack against a creature, you can take an **immediate action** to make it angry. If you do, it is goaded *(20% failure on attacks not against goading creature)* by you for 2 rounds.

At 11th level, you can goad one creature per round without spending an action.

At 15th level, the struck creature is taunted *(50% failure on attacks not against taunting creature)* instead of goaded.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Iron Will [General]

Prerequisite: Willpower 3.

Benefit: You gain a +2 bonus to your Mental defense. This bonus can increase your hit points (see Hit Points, page 19).

At 3rd level, you become immune to hostile **Compulsion** effects.

At 7th level, if you have 6 Willpower, the defense bonus increases to +4.

At 11th level, if you have 9 Willpower, you become immune to hostile **Mind** effects.

Item Conduit [General, Magical]

Prerequisite: 5th level.

Benefit: You gain two additional daily item uses.

At 7th level, you gain a third additional daily item use.

At 11th level, you recover one spent item use per hour.

At 15th level, you gain a fourth additional daily item use.

Intimidate Mastery [Skill]

Prerequisite: Intimidate 6 ranks.

Benefit: Whenever you make a Intimidate check, you may roll twice and take the higher result.

At 3rd level, critical success when you demoralize a foe means the target is frightened *(50% failure near its fear)* by you for 2 rounds instead of being shaken.

At 7th level, if you have 10 ranks in Intimidate, you gain a +5 bonus to Intimidate checks.

At 11th level, if you have 14 ranks in Intimidate, you can demoralize creatures as a **swift action**.

Jump Mastery [Skill]

Prerequisite: Jump 6 ranks.

Benefit: Whenever you make a Jump check, you may roll twice and take the higher result.

At 3rd level, you are always treated as if you had a running start when jumping.

At 7th level, if you have 10 ranks in Jump, you gain a +5 bonus to Jump checks.

At 11th level, if you have 14 ranks in Jump, your maximum horizontal distance when leaping is equal to twice your check result, rather than being equal to your check result. In addition, your maximum height is equal to your check result, rather than a quarter of your check result.

Knowledge Mastery [Skill]

Prerequisite: Knowledge (any) 6 ranks.

Benefit: Whenever you make a Knowledge check, you may roll twice and take the higher result.

At 3rd level, as long as you have mastered one Knowledge skill, you treat all Knowledge skills you were trained in as if you had mastered them. This grants you additional skill ranks and increases your check modifier as normal for mastering a skill. However, you cannot use these additional ranks to qualify for any feats or abilities.

At 7th level, if you have 10 ranks in any Knowledge skill, you gain a +5 bonus to all Knowledge checks.

At 11th level, if you have 14 ranks in any Knowledge skill, you can gain the effect of the *legend lore* ritual as a standard action. You can use this ability once per day.

Legendary Celerity [General]

Prerequisite: 13th level, Dexterity 12.

Benefit: You may take an additional **swift action** or **immediate action** each round.

Legendary Combat Awareness [Combat]

Prerequisite: 13th level, Perception 12.

Benefit: In each phase, you may decide your actions after all other creatures have decided their actions. This can allow you to observe and react to the actions that other creatures will take. You must decide your actions simultaneously with any other creatures with equivalent abilities.

Legendary Combat Reaction [Combat]

Prerequisite: 13th level, Dexterity 12.

Benefit: You reduce your **overwhelm penalties** by 2. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed. As long as you are not overwhelmed, your movement is not impeded by enemies threatening you (see Moving Near Foes, page 9).

Legendary Combat Tactics [Combat]

Prerequisite: 13th level, Intelligence 12.

Benefit: As a **swift action**, you can predict the action that a target creature within Medium *(100 ft.)* range intends to take during the current phase. You can attempt to inform other creatures of this information to help them choose their actions, though the target may change its action if it notices this.

Legendary Mental Fortitude [General]

Prerequisite: 13th level, Willpower 12.

Benefit: You gain a +5 bonus to Fortitude defense. In addition, you gain **damage reduction** against all damage equal to your

Willpower.

Legendary Might [General]

Prerequisite: 13th level, Strength 12.

Benefit: Your weight limits are five times their normal values (see Table 8.1: Weight Limits (page 111)). In addition, you increase the damage of weapons you wield by one die increment (see Weapon Size, page **??**).

At 19th level, you increase the damage of weapons you wield by two die increments.

Legendary Precision [Combat]

Prerequisite: 13th level, Perception 12.

Benefit: You ignore all miss chances and failure chances on your physical attacks.

Legendary Skill Savant [Skill]

Prerequisite: 13th level.

Benefit: You gain ten skill points.

Legendary Speed [Combat, Style]

Prerequisites: 13th level, Dexterity 12.

Benefit: You can make an additional **strike** whenever you make a **standard attack** . This does not stack with other effects that grant extra strikes.

At 19th level, if you have 15 Dexterity, you can make a strike as a **swift action**.

Style Requirement: None.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Legendary Spell Alacrity [Magical]

Prerequisite: 13th level, 6th level spells.

Benefit: The effects of your spells are no longer **delayed**. This makes it impossible for simultaneous attacks against you to break your concentration, and allows you to cast spells after delaying your action. In addition, you gain a +1 bonus to spellpower.

Legendary Well of Magic [Magical]

Prerequisites: 13th level, 6th level spells known.

Benefit: You may cast spells without spending spell slots, up to a maximum spell slot level. The maximum is equal to two less than the level of your highest level spell known. In addition, you gain a +1 bonus to spellpower.

Lightning Reflexes [General]

Prerequisite: Dexterity 3.

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

At 3rd level, you gain a +5 bonus to initiative checks.

At 7th level, if you have 6 Dexterity, the defense bonus increases to +4.

At 11th level, if you have 9 Dexterity, the initiative check bonus increases to +10.

Linguistic Mastery [Skill]

Prerequisite: Linguistics 6 ranks.

Benefit: Whenever you make a Linguistics check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Linguistics, you gain a +5 bonus to Linguistics checks.

At 11th level, if you have 14 ranks in Linguistics, you can speak, read, and understand all languages. This does not allow you to speak with creatures that lack a language. Certain extremely obscure languages may be beyond your knowledge.

Mage Slayer [Combat, Style]

Prerequisite: 5th level.

Benefit: While in this style, if you hit a creature with a physical melee attack, that creature automatically fails Concentration checks it makes that round.

At 7th level, all foes you threaten take a −4 penalty to Concentration checks.

At 11th level, you gain **magic resistance** equal to 10 + your level.

At 15th level, if you attack a creature with a physical melee attack, that creature automatically fails Concentration checks it makes that round.

Style Requirement: Wield a melee weapon. You must make a physical melee attack each round.

Magical Perception [Combat]

Prerequisite: 5th level, Perception 6.

Benefit: You can use your Perception to increase your accuracy with magical attacks other than spells in the same way that it increases your accuracy with physical attacks.

Maneuver Focus [Combat]

Choose one **combat maneuver**.

Benefit: You gain an ability based on the maneuver chosen.

- Dirty trick: When you successfully perform a dirty trick, the target is impaired *(20% failure)* for 1d4 rounds, rather than 1 round.
- Disarm: When you successfully perform a disarm, you can make the disarmed item land up to 15 feet away in a random direction.
- Feint: When you critically succeed at a feint, you deal damage with your weapon normally.
- Grapple: Grappling does not cause you to be defenseless *(−5 defense vs. melee)*.
- Shove: When you successfully perform a shove, you can move the target the full distance without needing to move with it.
- Trip: When you successfully perform a trip, you can make a **strike** against the target as an **immediate action**. The target does not suffer prone penalties for the trip against the free attack.

At 3rd level, you a +1 bonus to accuracy with the chosen maneuver.

At 7th level, the accuracy bonus increases to +2.

At 11th level, whenever you perform the chosen maneuver, if your attack result also beats the target's Armor defense, you deal normal damage to the target with the weapon used to perform the maneuver. This damage is in addition to the maneuver's normal effects. If the maneuver was performed with a free hand, you deal damage with your unarmed attack (see Unarmed Combat, page 21).

Special: This feat can be taken multiple times. Each time, you choose a different combat maneuver.

Martial Training [General]

Benefit: You are proficient in light and medium body armor, as well as shields. In addition, you become proficient in one additional weapon group of your choice.

At 3rd level, you become proficient in heavy body armor.

At 7th level, you gain a +1 bonus to damage with all physical attacks.

At 11th level, you gain a +1 bonus to **physical defenses**.

Normal: A character who is wearing armor with which she is not proficient applies its **encumbrance penalty** to accuracy with physical attacks. The character also suffers double the normal arcane spell failure chance for wearing the armor.

Mesmerizing Performer [Magical, Performance, Skill]

Prerequisite: Perform (any) 4 ranks.

Benefit: You can create mesmerizing performances, starting with the ability to fascinate observers. You can use any combination of performance abilities a number of times per day equal to half the ranks you have in your highest Perform skill. For details on how performances work, see Performance Feats, page 74.

Fascinating Performance:

Benefit: As a standard action, you can make a DR 12 Perform check to fascinate another creature within Medium *(100 ft.)* range of you. If the check succeeds, treat the roll as an attack against the target's Mental defense. Success means the target is fascinated *(unable to act unless threatened)*by you as long as you sustain the performance. Otherwise, it is unaffected. This is a **Compulsion**, **Mind** effect.

At 7th level, you learn how to suggest actions to creatures you have fascinated.

Suggestive Performance: As a standard action, you can make a DR 18 Perform check to suggest an course of action to a creature within Medium *(100 ft.)* range of you. The target must be already fascinated by you using the *fascinating performance* ability. If the check succeeds, treat the roll as an attack against the target's Mental defense. Success means the target thinks your suggestion is a good idea and will try to follow it as long as you sustain the performance. Otherwise, it is unaffected, though it remains fascinated. Using this ability is considered to continue your performance for the *fascinating performance* ability, and does not free creatures you have fascinated from that effect. This is a **Delusion**, **Mind**, **Speech** effect.

At 11th level, you can affect a number of creatures with *fascinating performance* equal to one fifth of your Perform check result.

Miscaster [Magical, Spell]

Prerequisite: 1st level spells.

Benefit: Your explosive miscasts do not affect your allies.

At 3rd level, your explosive miscasts no longer hurt you. Instead, they target all enemies in a Small *(10 ft.)* radius burst centered on you.

At 7th level, if you know 2nd level spells, when you target a random creature with a spell's miscast effect, roll twice to determine which creature is affected. You choose which result is used. In addition, your explosive miscasts target all enemies in a Medium *(20 ft.)* radius burst centered on you.

At 11th level, if you know 4th level spells, you are immune to the effects of all miscast spells, both by you and by other spellcasters. They are unable to damage you or affect you in any way. You may still choose to be affected by miscast effects, if desired.

Mocking Performer [Magical, Performance, Skill]

Prerequisite: Perform (any) 4 ranks.

Benefit: You can create performances to mock your foes, starting with the ability to impair a foe. You can use any combination of performance abilities a number of times per day equal to half the ranks you have in your highest Perform skill. For details on how performances work, see Performance Feats, page 74.

Mocking Performance: As a standard action, you can make a DR 12 Perform check to make fun of a creature within Medium *(100 ft.)* range of you. If the check succeeds, treat the roll as an attack against the target's Mental defense. Success means the target is impaired *(20% failure)* with attacks and checks as long as you sustain the performance. Otherwise, it is unaffected. This is a **Delusion**, **Mind** effect.

At 3rd level, you learn how to belittle a foe and make it feel as if it is already doomed to fail.

Demoralizing Performance: As a standard action, you can make a DR 14 Perform check to demoralize a creature within Medium *(100 ft.)* range of you. If the check succeeds, treat the roll as an attack against the target's Mental defense. Success means the target is treated as bloodied *(half hit points)* as long as you sustain the performance. Otherwise, it is unaffected. This is a **Delusion**, **Mind** effect.

At 7th level, you can affect a number of creatures with *mocking performance* equal to one fifth of your Perform check result. In addition, you learn how to taunt your foes to attack a creature of your choice.

Taunting Performance: As a standard action, you can make a DR 18 Perform check to taunt a creature within Medium *(100 ft.)* range of you on behalf of one of your allies. If the check succeeds, treat the roll as an attack against the target's Mental defense. Success means the target is taunted *(50% failure on attacks not against taunting creature)* by a willing creature of your choice within Medium *(100 ft.)* range of you. Otherwise, it is unaffected. This is a **Delusion**, **Mind** effect.

At 11th level, you can affect a number of creatures with *demoralizing performance* equal to one fifth of your Perform check result.

At 15th level, you can affect a number of creatures with *taunting performance* equal to one fifth of your Perform check result. All targets must be taunted by a single willing ally of your choice.

Mounted Combat [Combat]

Prerequisite: Ride 4 ranks.

Benefit: Whenever your mount is hit by a physical attack, you can take an **immediate action** to made a Ride check. Your mount can use your check result in place of its physical defenses against the attack, potentially causing the attack to miss.

At 3rd level, the penalty you take when using a ranged weapon while mounted is decreased by 4: −0 instead of −4 if your mount moves during the action phase, and −4 instead of −8 if your mount is sprinting. In addition, whenever you charge a creature while mounted, you increase your weapon damage die by one size increment (see Weapon Size, page **??**).

At 7th level, you can make a Ride check to negate one attack per round without spending an action.

At 11th level, you take no penalties for firing a ranged weapon while mounted. In addition, the die size modifier for charging a creature while mounted increases to two increments.

Overwhelming Fire [Combat, Style]

Benefit: While wielding a ranged weapon, you contribute to overwhelm penalties against all creatures you declare a physical ranged attack against in that phase. You do not contribute to overwhelm penalties against creatures with cover from you, or who are more than one range increment away from you with the weapon you use.

At 7th level, overwhelmed creatures you are overwhelming with this feat increase their **overwhelm penalties** by 1. In addition, you can help overwhelm creatures up to two range increments away from you.

At 11th level, the additional overwhelm penalty increases to 2. In addition, you can help overwhelm creatures up to three range increments away from you.

Style Requirement: Wield a ranged weapon. You must make a physical ranged attack each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Parry [Combat, Style]

Prerequisite: Dexterity 3.

Benefit: While in this style, whenever you are hit by a **strike**, you may attempt to parry it as an **immediate action**. If you do, you make an attack roll with a weapon you wield. You may use your attack result in place of your physical defenses against the attack. This can cause the attack to miss.

At 3rd level, if you have a free hand and are not wielding a shield, you gain a +2 bonus to your parry attacks. If you are wielding a shield, you can add your shield's defense bonus to the attack you make to parry.

At 7th level, if you have 6 Dexterity, you can parry one strike per round without spending an action.

At 11th level, if you have 9 Dexterity, you can counterattack more effectively after parrying. When you successfully parry an attack from a foe you threaten, if your parry attempt exceeds your foe's attack roll by 10 or more, it is defenseless *(−5 defense vs. melee)* against you for 1 round.

At 15th level, if you have 12 Dexterity, you can parry two strikes per round without spending an action.

Style Requirement: Wield a melee weapon. You must make a melee attack or take the total defense action each round.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Persuasion Mastery [Skill]

Prerequisite: Persuasion 6 ranks.

Benefit: Whenever you make a Persuasion check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Persuasion, you gain a +5 bonus to Persuasion checks.

At 11th level, if you have 14 ranks in Persuasion, you can compel creatures to obey your suggestions. As an immediate action, when you speak a suggestion aloud, you can make a Persuasion vs. Mental attack against a creature within Medium *(100 ft.)* range of you. Success means the target it is compelled to obey your suggestion, as the effect of the *suggestion* spell. You can use this ability three times per day. [**Magical**]

Perform Mastery [Skill]

Prerequisite: Perform (any) 6 ranks.

Benefit: Whenever you make a Perform check, you may roll twice and take the higher result.

At 3rd level, as long as you have mastered one Perform skill, you treat all Perform skills you were trained in as if you had mastered them. This grants you additional skill ranks and increases your check modifier as normal for mastering a skill. However, you cannot use these additional ranks to qualify for any feats or abilities.

At 7th level, if you have 10 ranks in any Perform skill, you gain a +5 bonus to Disguise checks.

At 11th level, you can use two Performance abilities as part of the same performance (see Performance Feats, page 74). You can activate them both as part of the same action (if they require the same action to activate), and sustain both feats with a single performance.

Point Blank Shot [Combat]

Benefit: You gain a +2 bonus to damage with physical ranged attacks against targets within 50 feet of you.

At 3rd level, you reduce your penalty for firing medium and large ranged weapons at adjacent creatures to −2.

At 7th level, you suffer no penalty for firing ranged weapons at adjacent creatures.

At 11th level, you are not treated as defenseless *(−5 defense vs. melee)* while wielding a ranged weapon you are proficient with. In addition, the damage bonus increases to +3.

Style Requirement: Wield a ranged weapon.

Power Attack [Combat, Style]

Prerequisites: 5th level, Strength 6.

Benefit: You gain a +2 bonus to damage with physical melee attacks.

At 7th level, this bonus increases to +3.

At 11th level, if you have 9 Strength, this bonus increases to +4.

At 15th level, if you have 12 Strength, this bonus increases to +5.

At 19th level, if you have 15 Strength, this bonus increases to +6.

Style Requirement: Wield a melee weapon.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Precise Attack [Combat, Style]

Prerequisites: Perception 3.

Benefit: You gain a +2 bonus to accuracy with **physical attacks**. In exchange, you take a −2 penalty to damage with physical attacks (to a minimum of 1).

At 3rd level, the accuracy bonus increases to +3.

At 7th level, if you have 6 Perception, the damage penalty is reduced to −1.

At 11th level, if you have 9 Perception, the damage penalty is removed.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Precise Shot [Combat]

Prerequisites: 5th level, Perception 6.

Benefit: Your ranged attacks ignore cover and concealment, except total cover and total concealment.

At 7th level, when you attack a grappling opponent with a physical ranged attack, you do not have a chance to attack the wrong creature in the grapple.

At 11th level, if you have 9 Perception, you ignore any effects which would give you a 20% failure chance with your physical ranged attacks. This includes being impaired *(20% failure)*.

Armor-Piercing Attack [Combat, Style]

Prerequisite: 5th level, Perception 6.

Benefit: Whenever you make a **strike**, you compare your result against the target's Armor and Reflex defenses. If you miss the target's Armor defense, but hit its Reflex defense, the strike hits and deals half damage.

At 11th level, if you hit with a strike in this way, it deals full damage.

Quick Draw [Combat]

Benefit: You can draw light and medium weapons as a **free action**. In addition, you can draw heavy weapons and hidden weapons of any type (see the Sleight of Hand skill) as a move action. This allows you to throw light weapons at your full normal rate of attacks (much like a character with a bow).

At 3rd level, you can draw any item of similar size to a light or medium weapon as a free action.

At 7th level, you can also draw any item of similar size to a heavy weapon as a free action. In addition, you can sheathe or similarly put away items of similar size to light and medium weapons as a free action.

At 11th level, you can also sheathe or similarly put away items of similar size to heavy weapons as a free action.

Quickened Magic [Magical, Spell]

Prerequisite: 9th level, 4th level spells.

Benefit: As a **swift action**, you can cast a spell using a spell slot two levels higher than normal. The spell must have a casting time of one standard action. This is mentally draining, and if you cast a spell in this way, you cannot act during the next action phase. You can only cast one spell in this way per round, even if you can take multiple swift actions. In addition, you gain a +1 bonus to spellpower.

At 15th level, if you know 6th level spells, you are less draining by casting a quickened spell. When you cast a spell with this feat, you cannot cast spells in the next action phase, but you can take other actions normally.

Rapid Recovery [General]

Prerequisite: Con 3.

Benefit: You naturally heal in half the normal time, allowing you to recover a quarter of your hit points with fifteen minutes of rest. Likewise, you heal **critical damage** after four hours, rather than eight. This stacks with the benefits of accelerating recovery with the Heal skill (see Accelerate Recovery, page 64).

At 3rd level, you only need one successfully resisted **stabilization roll** to stabilize while dying.

At 7th level, if you have 6 Constitution, magical healing is more effective on you. Whenever you receive magical healing, you increase the healing by an amount equal to your Constitution, up to a maximum of the original healing provided.

At 11th level, if you have 9 Constitution, you heal hit points equal to your Constitution at the end of every round. In addition, you heal **critical damage** at a rate of one critical damage per 5 minutes. [**Magical**]

Reflexive Dodge [Combat]

Prerequisites: 13th level, Dexterity 12.

Benefit: Whenever you are hit by a **strike**, you can take an **immediate action** to dodge it. If you do, the attack misses. You must be aware of an attack to dodge it in this way.

At 19th level, if you have 15 Dexterity, you can dodge one attack per round in this way without spending an action.

Ride Mastery [Skill]

Prerequisite: Ride 6 ranks.

Benefit: Whenever you make a Ride check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Ride, you gain a +5 bonus to Ride checks.

At 11th level, if you have 14 ranks in Ride, you can attempt to ride unwilling creatures. As a standard action, you can make a Ride vs. Fortitude and Reflex attack against a creature adjacent to you. The creature must be at least one size category larger than you. Success means you ride the creature. Riding a creature is like grappling the creature, with the following changes.

- You share space with the creature you ride, just like riding a normal mount. If your mount breaks the grapple, you move to an adjacent unoccupied square of your choice. If there are no adjacent unoccupied squares, you in the same space as your mount, squeezing as necessary.
- You make Ride checks instead of grapple attacks to remain in the grapple and take actions in the grapple.
- You cannot pin the creature.

Ritual Caster [Spell]

Prerequisite: Intelligence 3.

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

Sense Motive Mastery [Skill]

Prerequisite: Sense Motive 6 ranks.

Benefit: Whenever you make a Sense Motive check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Sense Motive, you gain a +5 bonus to Sense Motive checks.

At 11th level, if you have 14 ranks in Sense Motive, you can read the minds of creatures. As a standard action, you can make a Sense Motive vs. Mental attack against a creature within Medium *(100 ft.)* range of you. Success means you read the target's surface thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against a creature whose mind you are reading. You can use this

ability three times per day. [**Magical**]

Shaped Magic [Magical, Spell]

Prerequisite: 5th level, 2nd level spells.

Benefit: If you cast a spell with an area using a spell slot one level higher than normal, you can change its area. The spell's area becomes a Small *(10 ft.)*, Medium *(20 ft.)*, Large *(50 ft.)*, or Huge *(100 ft.)* **burst**, as described in Table 5.3: Shaped Areas. The spell's range does not change. A radius burst without a range originates from you, and you may choose whether or not you are affected by it.

Table 5.3: Shaped Areas

Initial Shape	Line	Cone	Radius
Line	—	One size smaller	Two sizes smaller
Cone	5 ft. wide, same size	—	One size smaller
Radius	5 ft. wide, one size larger	Same size	—

At 11th level, you can cast a spell with an area using a spell slot two levels higher than normal. If you do, you can exclude any number of 5-foot cubes within the spell's area from its effect. 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, ignoring all removed cubes, must be contiguous.

At 15th level, you can change the area of all area spells you cast without spending a spell slot of a higher level.

Shielded Fighting [Combat]

Prerequisite: Proficiency with shields.

Benefit: While wielding a shield, you gain a +1 bonus to **physical defenses**.

At 3rd level, you gain a +5 bonus to defenses against physical ranged attacks while wielding a shield.

At 7th level, the bonus to physical defenses increases to +2.

At 11th level, when you are hit by a ranged **strike** while wielding a shield, you can make the strike miss automatically as an **immediate action**. You must be aware of an attack to negate it in this way.

Skill Savant [Skill]

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

At 7th level, you gain a third additional skill point.

At 11th level, you gain a fourth additional skill point.

Sleight of Hand Mastery [Skill]

Prerequisite: Sleight of Hand 6 ranks.

Benefit: Whenever you make a Sleight of Hand check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Sleight of Hand, you gain a +5 bonus to Sleight of Hand checks.

At 11th level, if you have 14 ranks in Sleight of Hand, you can hide objects in impossible ways. Whenever you make a Sleight of Hand check to conceal or pickpocket an object, if the result is 30 or higher, you can hide the object into a pocket dimension. You can retrieve the item later as a move action. You may only have up to three items hidden in this way, none of which can be larger than one size category smaller than you. [**Magical**]

Somatic Strike [Magical, Spell]

Prerequisites: 9th level, 4th level spells.

Benefit: When you cast spells, you can make a single **strike** with a melee weapon in place of the somatic components for the spell. The target of the strike does not matter, and you can even attack thin air. The spell is otherwise cast as normal, regardless of whether the strike hits or misses. In addition, you gain a +1 bonus to spellpower.

At 11th level, you gain a bonus to damage with this strike equal to the spell level of the spell being cast.

At 15th level, if you know 6th level spells, you can make two strikes instead of one. The damage bonus applies to both strikes.

At 19th level, the bonus to damage increases to be equal to half your spellpower with the spell being cast.

Spellbreaker [General, Magical]

Prerequisites: 9th level, Willpower 9.

Benefit: You gain **magic resistance** equal to 10 + your Willpower.

At 15th level, if you have 12 Willpower, you can reflect spells. When you resist a **targeted spell** with this magic resistance, you can choose for the spell to be reflected back at the caster. The spell otherise functions normally, including effects on other targets of the spell, except that the caster is treated as a target of the spell instead of you. A spell reflected in this way cannot be reflected back at you.

At 19th level, if you have 15 Willpower, you can completely negate spells cast on you. When you resist a spell with this magic resistance, you can choose to negate the spell's effects entirely. The spell has no effect, even if it was an area spell or a spell that targeted other creatures. If the spell had a duration, it is immediately dispelled, even if resisting it would not normally end or negate the spell's effects. This happens before any other magic resistance effects, preventing other creatures from resisting or reflecting it.

Spellcasting Versatility [Spell]

Choose a spellcasting class you have.

Prerequisites: 5th level, 1st level spells from the chosen class.

Benefit: You gain a bonus when determining your class level for the purpose of spells per day (if any), spells known, and maximum available spell level in your chosen class. The bonus is equal to half your class level in your chosen class. This cannot increase your effective class level above your character level, and does not improve the power of class abilities or grant you additional class abilities from your chosen class.

For example, a character with 4 levels in wizard and 4 levels in fighter would have the spells per day and spells known of a 6th level wizard, and she would be able to cast 3rd level spells.

Special: This feat can be taken multiple times. Each time, you choose a different spellcasting class you possess.

Spellcraft Mastery [Skill]

Prerequisite: Spellcraft 6 ranks.

Benefit: Whenever you make a Spellcraft check, you may roll twice and take the higher result.

At 3rd level, —.

At 7th level, if you have 10 ranks in Spellcraft, you gain a +5 bonus to Spellcraft checks.

At 11th level, if you have 14 ranks in Spellcraft, you gain a +2 bonus on accuracy, checks, and defenses against spells and **magical** effects you identify with a successful Spellcraft check.

Spellgift [General, Magical]

Prerequisites: 5 levels in classes without spellcasting, Willpower 6.

Benefit: You have inherent magic in your body, granting you magical power. When you gain this feat, you choose a **spell source**: arcane, divine, or nature. You also choose a 1st level spell from the **spell list** for that source. You can spend a spellgift point to use that spell as a magical ability. You have a maximum number of spellgift points equal half your Willpower. Your spellpower with spellgifts is equal to your Willpower or your level, whichever is higher.

At 7 levels in non-spellcasting classes, you can choose a spell of up to 2nd level from the same source. You can also spend a spellgift point to use that spell.

At 11 levels in non-spellcasting classes, if you have 9 Willpower, you can choose a spell of up to 4th level from the same source. You can also spend a spellgift point to use that spell.

At 15 levels in non-spellcasting classes, if you have 12 Willpower, you can choose a spell of up to 6th level from the same source. You can also spend a spellgift point to use that spell.

Spellstrike [Magical, Spell]

Prerequisite: 5th level, 2nd level spells.

Benefit: If you cast a **targeted spell** using a spell slot one level higher than normal, you can make a single **strike** with a weapon you wield as part of casting the spell. The spell must have a casting time of a standard action. The strike is made at the same time as other physical attacks in the action phase. If the strike hits a creature or object, you can spend an **immediate action** to activate the spell. If you do, the target suffers the effects of the spell.

If the strike misses, the spell is imbued into the weapon used to make the strike for 2 rounds. If the weapon hits a creature or object during that time, you can spend an immediate action to activate the spell, just as if the initial strike had succeeded. If you activate the spell, the duration runs out, or if you cast another spell, the spell in the weapon dissipates without effect.

At 7th level, the imbuement lasts for 5 minutes before fading away. This can give you enough time to imbue a spell into a weapon and give the weapon to another creature.

At 11th level, if you know 4th level spells, casting spells does not cause the imbuement to fade. You can still only have one spell imbued into a weapon with this feat at once.

At 15th level, you can spend a spell slot of the spell's level to gain the benefits of this feat, rather than a spell slot one level higher than normal.

Spellwoven Performance [Magical, Skill, Spell]

Prerequisites: 5th level, 1st level spells, any Performance feat.

Benefit: You can cast spells while sustaining a performance, including for performance abilities (see Performance Feats, page 74). This does not remove the need for verbal and somatic components, though you may attempt to incorporate those into your performance (see Components, page 124). The Spellcraft DR to identify those spells as they are cast increases by 10, as the performance disguises the magic.

At 7th level, you can spend a spell slot to use a performance ability in place of a use of your performance abilities.

At 11th level, you can spend a use of your performance abilities in place of a spell slot. The spell slot must be of a spell level you have access to, and its level cannot exceed half your Perform ranks.

Sprint Mastery [Skill]

Prerequisite: Sprint 6 ranks.

Benefit: Whenever you make a Sprint check, you may roll twice and take the higher result.

At 3rd level, you gain a +10 foot bonus to speed in all your movement modes.

At 7th level, if you have 10 ranks in Sprint, you gain a +5 bonus to Sprint checks.

At 11th level, if you have 14 ranks in Sprint, you can sprint for a number of minutes equal to twice your Constitution (minimum 2). After that time, you must rest for 5 minutes before you can sprint again.

Stealth Mastery [Skill]

Prerequisite: Stealth 6 ranks.

Benefit: Whenever you make a Stealth check, you may roll twice and take the higher result.

At 3rd level, your penalties for moving while hiding are reduced by 5. This means you can move at up to half speed with no penalty, and you can move at full speed with a −5 penalty.

At 7th level, if you have 10 ranks in Stealth, you gain a +5 bonus to Stealth checks.

At 11th level, if you have 14 ranks in Stealth, you can use the Stealth skill to hide even while being observed. You take take a −10 penalty to the Stealth check when hiding in this way, and you still need passive cover or concealment to hide.

At 15th level, if you have 11 ranks in Stealth, the penalty for hiding while observed is reduced to −5.

Style Fusion [Class, Combat]

Prerequisite: Fighter level 9, Intelligence 9.

Benefit: You can use two styles at once, gaining the benefits of both styles (see Style Feats, page 74). This allows you to use a single **free action** to initiate two styles at once, or change which two styles you are using. You may only do this for a number of rounds per day equal to your Intelligence.

At 15th level, if you have 12 Intelligence, there is no limit on the number of rounds you can use this feat each day.

Supreme Inspiration [Magical, Performance, Skill]

Prerequisites: 9th level, Perform 9 ranks.

Benefit: You can create performances with staggering inspirational power, starting with the ability to inspire serenity. You can use any combination of performance abilities a number of times per day equal to half the ranks you have in your highest Perform skill. For details on how performances work, see Performance Feats, page 74.

Inspire Serenity: As a standard action, you can make a DR 20 Perform check to clear the mind of a willing creature within

Medium *(100 ft.)* range of you. The target is immune to all hostile **Mind** effects as long as you sustain the performance. This is a Mind effect.

At 15th level, you learn how to inspire mastery.

Inspire Mastery: As a standard action, you can make a DR 22 Perform check to inspire mastery in another willing creature within Medium *(100 ft.)* range of you. As long as you sustain the performance, at the start of each round, the target gains a bonus general **legend point** which it can spend during that round. If the target's legend point has not yet been used when the round ends, it is wasted.

At 19th level, you can affect a number of creatures with *inspire serenity* equal to one fifth of your Perform check result. In addition, you learn how to inspire perfection.

Inspire Perfection: As a standard action, you can make a DR 34 Perform check to inspire perfection in another willing creature within Medium *(100 ft.)* range of you. Once during the performance's duration, the target can spend a general legend point to treat any attack or check it attempts as if it had rolled a 20, ignoring its actual roll. This decision is made in the same way as the creature would spend a normal legend point. This performance is extraordinarily draining, and you can only perform it once per day.

Survival Mastery [Skill]

Prerequisite: Survival 6 ranks.

Benefit: Whenever you make a Survival check, you may roll twice and take the higher result.

At 3rd level, you ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help. In addition, you can choose to leave no trace of your passage as you move. If you do, tracking you is impossible by any physical means.

At 7th level, if you have 10 ranks in Survival, you gain a +5 bonus to Survival checks.

At 11th level, if you have 14 ranks in Survival, you are immune to harmful planar effects. In addition, as a standard action, you can find your way to any location, as the effect of the *find the path* ritual. You may use this ability once per day. Finding locations in this way is a **magical** ability.

Swift [General]

Benefit: You increase your land speed by 5 feet.

At 3rd level, the speed bonus increases to 10 feet.

At 7th level, the speed bonus increases to 20 feet.

At 11th level, the speed bonus increases to 30 feet.

Swim Mastery [Skill]

Prerequisite: Swim 6 ranks.

Benefit: Whenever you make a Swim check, you may roll twice and take the higher result.

At 3rd level, you gain a **swim speed** equal to your land speed. This grants several benefits.

- A successful Swim check to move allows you to move a distance equal to your swim speed.
- You gain a +10 bonus to Swim checks.

At 7th level, if you have 10 ranks in Swim, you gain a +5 bonus to Swim checks.

At 11th level, if you have 14 ranks in Swim, 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.

Tactical Prediction [Combat]

Prerequisites: 5th level, Intelligence 6.

Benefit: As a swift action, you can make an Intelligence vs. Mental attack against a creature within Medium *(100 ft.)* range of you. Success means you learn in general terms what the creature is planning to do during the next phase. Of course, it can change its plans, particularly if it hears you tell your allies what it will do.

At 11th level, if you have 9 Intelligence, you gain a +2 bonus to this attack per round you have seen the creature fight.

At 15th level, if you have 12 Intelligence, once per round you can attempt to predict a creature's actions as a **free action**.

Transmuter [Magical, Spell]

Prerequisite: 1st level or higher Transmutation spell known.

Benefit: You gain **damage reduction** against **physical damage** equal to half your spellpower with the **spell source** used to qualify for this feat. Adamantine weapons ignore this damage reduction and negate it for 1 round.

At 7th level, if you know a 2nd level or higher Transmutation spell, your Transmutation spells are more powerful. You can cast Transmutation spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Transmutation spell, your damage reduction increases to be equal to your spellpower, and applies against all damage.

Toughness [General]

Prerequisite: Constitution 3.

Benefit: You gain a +2 bonus to your Fortitude defense. This bonus can increase your hit points (see Hit Points, page 19).

At 3rd level, you gain bonus hit points equal to your level. In addition, you become immune to disease.

At 7th level, if you have 6 Constitution, the defense bonus increases to +4. In addition, you halve the penalties you take from having **critical damage**.

At 11th level, if you have 9 Constitution, you become immune to poison.

Trapfinder [Skill]

You have honed your senses to recognize traps quickly and effectively.

Prerequisite: Awareness 4 ranks.

Benefit: As a full-round action, you can move up to 10 feet while searching every square within 10 feet of you for traps with the Awareness skill (see Awareness, page 58). If you detect a trap partway through your movement, you may immediately stop moving.

At 3rd level, you gain a +5 bonus to Awareness checks to find traps.

At 7th level, whenever you come within 10 feet of a trap, you can immediately make an Awareness check to notice the trap. This check should be made secretly, so you do not know whether you

failed to notice a trap. In addition, when you take a full-round action to search for traps with this feat, the range at which you can notice traps increases to 50 feet.

At 11th level, the bonus to Awareness checks to find traps increases to +10. In addition, you can immediately make an Awareness check to notice any traps within 20 feet of you.

Two-Weapon Fighting [Combat]

Prerequisite: Dexterity 3.

Benefit: When making a **dual attack** with two weapons at once, you gain a +1 bonus to accuracy with physical attacks.

At 3rd level, you gain a +1 bonus to damage while making a dual attack with two weapons at once.

At 7th level, if you have 6 Dexterity, the accuracy bonus increases to +2.

At 11th level, if you have 9 Dexterity, the damage bonus increases to +2.

Style Requirement: Wield two weapons at once.

Special: This is a Style feat, and all of its effects only apply while you are in this style. For details, see Style Feats, page 74.

Unarmed Fighting [Combat]

Benefit: You gain proficiency with your unarmed attack. This grants you a +4 bonus to accuracy with the weapon and allows you to defend yourself with it, just as if you were using another melee weapon you are proficient with. In addition, your unarmed attacks can deal lethal or nonlethal damage as you choose.

At 3rd level, you can attack with multiple parts of your body simultaneously. This allows you to make dual attacks with your unarmed strike (see Dual Attacking, page 22).

At 7th level, you gain a +1 bonus to damage with unarmed attacks.

At 11th level, the damage bonus increases to +2.

Versatile Wild Speech [Class, Magical]

Prerequisites: Druid or ranger level 1, wild speech ability.

Benefit: You can use your wild speech ability to communicate with animates, such as oozes and animated plants, and ordinary plants. 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.

At druid or ranger level 7, you can use your wild speech ability to communicate with magical beasts.

At druid or ranger level 11, you can use your wild speech ability to communicate with one element of the natural world: air, earth, fire or water. You choose which element when you gain this ability. A element's sense of its surroundings is limited like a plant's. This also allows you to communicate with extraplanar elementals of your chosen element, which are much more intelligent.

At druid or ranger level 15, you can use your wild speech to communicate with any living creature, even with creatures that do not have languages.

Vivimancer [Magical, Spell]

Prerequisites: 1st level or higher **Vivimancy** spell known.

Benefit: You are immune to hostile **Life** and **Death** effects.

At 7th level, if you know a 2nd level or higher Vivimancy spell, your Vivimancy spells are more powerful. You can cast Vivimancy spells as if they were one level lower than their actual level (minimum 1). This does not stack with spell level reductions from other feats.

At 11th level, if you know a 4th level or higher Vivimancy spell, you heal hit points equal to your spellpower with Vivimancy spells at the end of every round.

Weapon Focus [Combat]

Choose one weapon group.

Prerequisite: Proficiency with selected weapon group.

Benefit: You gain an ability based on the weapon group chosen.

- 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 increase your **critical multiplier** by 1 when attacking with axes.
- Blades, heavy: You increase your **critical range** by 1 when attacking with heavy blades.
- Blades, light: You increase your critical range by 1 when attacking with light blades.
- Blunt weapons: When you deal damage to a creature with a blunt weapon, it takes a −2 penalty to Mental defense for 2 rounds. This penalty is not cumulative with itself.
- Bows: You can arc your shots with bows, allowing you to ignore cover and treat total cover as total concealment (50% failure chance) if you can shoot above the obstacle to reach your target.
- Crossbows: The time required for you to reload crossbows is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow).
- Flexible weapons: You gain a +2 accuracy bonus with **combat maneuvers** that you perform with flexible weapons.
- Headed weapons: You increase your critical multiplier by 1 when attacking with headed weapons.
- Monk weapons: You gain a +2 accuracy bonus with combat maneuvers that you perform with monk weapons.
- Polearms: You can switch grips to short haft or stop short hafting a polearm as a swift action, and you take no penalty while short hafting it.
- Spears: When you are charged by a creature, you can brace a spear you wield as an **immediate action**. The spear must have the Bracing property (see Weapon Properties, page 244).
- Thrown weapons: You can defend yourself with thrown weapons as you throw them, preventing you from being defenseless *(−5 defense vs. melee)* (see Thrown Weapons in Melee, page 101).

At 3rd level, you gain proficiency with exotic weapons from your chosen weapon group.

At 7th level, you gain a +1 bonus to damage on physical attacks with weapons from your chosen weapon group.

At 11th level, the damage bonus increases to +2.

Special: This feat can be taken multiple times. Its effects do not stack. Each time, you choose a different weapon group.

Wild Control [Class, Magical, Spell]

You become more adept at controlling your wild magic.

Prerequisites: Sorcerer level 1, wild magic ability.

Benefit: When you fail a wild magic roll, you may choose to

suppress the magical energy released. If you do, neither the spell nor its miscast effect occurs. In addition, the time required to regain the ability to cast spells of the same level as the suppressed spell is halved.

At 3rd level, you gain a +1 bonus to wild magic rolls.

At 7th level, when you fail a wild magic roll, you may treat the spell as if it were one level lower (to a minimum of 1st level) for the purpose of determining which spell level you lose the ability to cast. If you are already unable to cast that level of spells, you must treat the spell as if it were its normal level.

At 11th level, the bonus to wild magic rolls increases to +2.

5.5 Other Feat Rules

Bonus Feats

Some abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may select instead any other feat for which she qualifies.

Retraining Feats

At every 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. For example, a 6th level fighter can retrain his 2nd level fighter bonus feat for any other combat feat that he qualified for at his 2nd fighter level. This also means you cannot retrain feats gained through class abilities which give you a specific feat, since there were no other feats you could have taken.

Chapter 6

Description

6.1 Alignment

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies selfishness and a willingness to hurt or kill others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good-evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

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

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

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

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

The Nine Alignments

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6.2 Vital Statistics

Age

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

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

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

Table 6.1: Random Starting Ages

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

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

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

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

Table 6.2: Aging Effects

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

1 At middle age, −1 to Str, Dex, and Con; +1 to Int, Per, and Wil.
2 At old age, −2 to Str, Dex, and Con; +1 to Int, Per, and Wil.
3 At venerable age, −3 to Str, Dex, and Con; +1 to Int, Per, and Wil.

Height and Weight

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

Table 6.3: Random Height and Weight

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

6.3 Languages

Literacy: 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.

Language Rarity: Some languages are widely spoken in the world, while others are only encountered in unusual circumstances. Common languages are summarized on Table 6.4: Common Languages, below. Rare languages are summarized on Table 6.5: Rare Languages, below. Rare languages are more difficult to learn (see Learning Languages, page 66).

Table 6.4: Common Languages

Language	Typical Speakers	Alphabet
Common	Civilized creatures	Common
Draconic	Dragons, kobolds	Draconic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnoll	Gnolls	Common
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins	Dwarven
Halfling	Halflings	Common
Orc	Orcs	Dwarven

Table 6.5: Rare Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elemental
Auran	Air-based creatures	Elemental
Celestial	Good outsiders	Celestial
Ignan	Fire-based creatures	Elemental
Infernal	Devils, lawful evil outsiders	Infernal
Sylvan	Dryads, faeries	Elven
Terran	Earth-based creatures	Elemental
Undercommon	Drow	Elven

Chapter 7

Equipment

7.1 Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative encumbrance (light, medium, or heavy).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.1: Weapon Groups. For example, all axes belong to the "axes" weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a light blade, and a thrown weapon.

Exotic Weapons: Some weapons are rare and have unusual fighting styles. These weapons are called exotic weapons. Proficiency with a weapon group does not grant you with exotic weapons from that group. You can gain proficiency with exotic weapons with the Weapon Focus feat (see page 95).

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a −2 penalty to accuracy with weapons you are not proficient with, and you cannot use them to defend yourself, which can cause you to be defenseless *(−5 defense vs. melee)*.

Weapon Encumbrance

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: A light weapon can be used with more finesse than a medium weapon. The wielder can use Dexterity to attack with the weapon (in place of Strength and combat prowess). In addition, light weapons are easier to use while dual attacking (see Dual Attacking, page 22) or while grappling. Light weapons cannot be held in two hands.

Medium: A medium weapon can be used in one hand. You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands can be done as a move action.

Heavy: Two hands are required to wield a heavy weapon. You can hold it in one hand, but while doing so you cannot attack or defend yourself with it. This usually causes you to be defenseless *(−5 defense vs. melee)*. Changing grips to hold it in one hand or two hands is a move action.

Using Weapons in Two Hands

Whenever you use a melee weapon in two hands, you gain a +1 bonus to damage. This is included in the description of heavy weapons in Table 7.2: Weapons.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 16). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a "range increment", which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative −2 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be

Table 7.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, mace, morningstar, quarterstaff, sap	Gnome hooked hammer, maul
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Crossbows	Hand crossbow, heavy crossbow, light crossbow,	repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Whip
Headed weapons	Heavy pick, light hammer, light pick, sickle, warhammer	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur, scythe	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspear, shortspear, spear	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

defenseless *(−5 defense vs. melee)*.

Ranged Weapons in Melee

You take a −4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually defenseless *(−5 defense vs. melee)* while using ranged weapons.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be defenseless *(−5 defense vs. melee)*. To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapon are not designed for use in melee, such as shurikens. When using such a weapon as a melee weapon, you are always treated as nonproficient with it, which means you cannot defend yourself with it and do not gain the +4 bonus for being proficient with your weapon.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A weapon's encumbrance is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had medium encumbrance. In addition, the wielder takes a −2 penalty to accuracy on physical attacks per size difference. If a weapon's encumbrance would be changed to something other than light, medium, or heavy by this alteration, the creature can't wield the weapon at all.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it.

To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon will generally deal damage as if it were one size category smaller than a similar manufactured weapon. An improvised thrown weapon has a range increment of 10 feet.

Drawing and Sheathing Weapons

Sheathing any weapon is a move action. The time it takes to draw a weapon depends on how encumbering the weapon is. Drawing a light weapon is a swift action, while drawing a medium or heavy weapon is a move action. Drawing a hidden weapon of any type is a standard action.

Natural Weapons

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 7.3: Natural Weapons (page 106).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack, allowing it to fight with both at once (see Dual Attacking, page 22). You are only considered to have one unarmed strike, so you cannot dual wield with only your unarmed strike (but see the unarmed warrior monk ability, page 38).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 7.2: 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 **??**: Weapon Damage and Creature Size.

If two damage ranges are given, the weapon is a double weapon.

Use the second damage figure given for the double weapon's other side.

Range Increment: The range increment of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

Special: Some weapons have special properties. See the weapon descriptions for details.

Table 7.2: Weapons

Name	Encumbrance	Damage	Damage Type[1]	Cost	Weight[2]	Special
Armor weapons						
Shield, heavy[3]	Medium	1d4	Bludgeoning	special	special	Forceful
Shield, light[3]	Light	1d3	Bludgeoning	special	special	Forceful
Spiked armor[3]	Light	1d6	Piercing	special	special	Grappling
Spiked shield, heavy[3]	Medium	1d6	Piercing	special	special	Forceful
Spiked shield, light[3]	Light	1d4	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	1d8	Slashing	10 gp	6 lb.	—
Greataxe	Heavy	1d10+1	Slashing	20 gp	12 lb.	—
Handaxe	Light	1d6	Slashing	6 gp	3 lb.	—
Waraxe, dwarven	Heavy	1d10+1	Slashing	75 gp	8 lb.	Exotic Grip
Blades, heavy						
Falchion	Heavy	1d10+1	Slashing	50 gp	8 lb.	—
Greatsword	Heavy	1d10+1	Slashing	25 gp	8 lb.	—
Katana[3]	Medium	1d10	Slashing	75 gp	6 lb.	—
Longsword	Medium	1d8	Slashing	15 gp	4 lb.	—
Scimitar	Medium	1d8	Slashing	15 gp	4 lb.	—
Blades, light						
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Throwing (10 ft.)
Dagger, punching	Light	1d4	Piercing	2 gp	1 lb.	Small
Rapier	Medium	1d6	Piercing	20 gp	2 lb.	Disarming
Sword, short	Light	1d6	Piercing or slashing	10 gp	2 lb.	—
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.	Projectile (100 ft.)
Shortbow[3]	Medium (Ranged)	1d6	Piercing	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Crossbows						
Crossbow, hand[3]	Light (Ranged)	1d6	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy[3]	Heavy (Ranged)	1d10	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Crossbow, light[3]	Medium (Ranged)	1d8	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Bolts, crossbow (10)	—	—	—	1 gp	1 lb.	Ammunition
Bolts, hand (10)	—	—	—	1 gp	1/2 lb.	Ammunition
Flexible weapons						
Flail	Medium	1d8	Bludgeoning	8 gp	5 lb.	Disarming, Tripping
Flail, heavy	Heavy	1d10+1	Bludgeoning	15 gp	10 lb.	Disarming, Tripping
Headed weapons						
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)

Pick, heavy	Medium	1d8	Piercing	8 gp	6 lb.	Unbalanced
Pick, light	Light	1d6	Piercing	4 gp	3 lb.	Unbalanced
Sickle	Light	1d6	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	1d8	Bludgeoning	12 gp	5 lb.	—
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
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Siangham	Light	1d6	Piercing	3 gp	1 lb.	—
Polearms						
Glaive	Heavy	1d10+1	Slashing	8 gp	10 lb.	Reach
Guisarme	Heavy	1d10+1	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	1d10+1	Piercing or slashing	10 gp	12 lb.	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.	—
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.	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, Reach
Longspear	Heavy	1d8+1	Piercing	5 gp	9 lb.	Bracing, Reach
Shortspear	Light	1d6	Piercing	1 gp	3 lb.	Bracing, 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.	Small, Thrown (10 ft.)
Dart (5)	Light (Ranged)	1d4	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, 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

Weapon Tags

Some weapons found on Table 7.2: Weapons have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: This weapon is designed to thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition is usually **broken** after being fired.

Bracing: As a move action, you can brace this weapon against a charge for 1 round. While you are bracing your weapon, you gain a +5 bonus to damage on attacks with that weapon against creatures that charge you that round.

Charging: This weapon deals double damage when used from the back of a charging mount.

Disarming: You gain a +2 bonus to accuracy on disarm attacks using this weapon.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like wielding two weapons at once (see Dual Attacking, page 22). Alternately, you can attack with one end at a time. If you have the ability to use a double weapon in one hand, you can only fight with one end at a time, not both.

Exotic Grip: If you have proficiency with exotic weapons, you can use this in one hand. While wielding it in one hand, you do not gain the +1 bonus to damage from wielding the weapon in two hands.

Finesse: You can apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you. This property has no effect if the weapon is not sized appropriately for you.

Forceful: You can use this weapon to make shove attacks to push people away from you. This allows you to add the weapon's proficiency bonus to accuracy with the shove attack.

Grappling: You gain a +2 bonus to accuracy on physical attacks with this weapon in a grapple.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 20.

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. Unless otherwise noted, projectile weapons cannot be used while prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*.

Reach: This weapon strikes at double your natural reach (so 10 feet for a typical Small or Medium creature). However, it cannot attack a creature within your natural reach.

Reach weapons can held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a reach weapon, you ignore the weapon's reach property, but you take a −4 penalty to accuracy with it.

Small: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 70).

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 100.

Tripping: You can use this weapon to make trip attacks, allowing you to use your accuracy with your weapon (including the +4 proficiency bonus) in place of your unarmed accuracy.

Unarmed: This weapon is used as part of an unarmed strike. It cannot be disarmed. Unless you have the Unarmed Fighting feat (see Unarmed Fighting), you can't defend yourself with this weapon, which usually makes you defenseless *(−5 defense vs. melee)*.

Unbalanced: If you roll either a 1 or 2 when attacking this weapon, you critically fail the attack (see Critical Success and Failure, page **??**).

Weapon Descriptions

Some weapons in Table 7.2: Weapons have additional abilities which are described below.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that requires one hand (but not the hand wielding the crossbow).

You can fire a crossbow while prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*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 while prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*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 while prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*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 as a **free action** by pulling the reloading lever. Loading a new case of 10 bolts is a **standard action** that requires both hands.

You can fire a crossbow while prone *(−4 to melee accuracy and defense, +4 defense vs ranged attacks)*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.

Katana: This weapon must be held in two hands unless you have proficiency with exotic weapons, granting the normal +1 bonus to damage for wielding a weapon in two hands.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands. A longbow is too unwieldy to use while you are mounted.

When attacking with a bow, you take a −4 penalty to accuracy against creatures that threaten you.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. If you hit, the

Exotic Weapons	Encumbrance	Damage	Damage Type[1]	Cost	Weight[2]	Special
Armor						
Axes						
Axe, orc double	Heavy	1d8/1d8	Slashing	60 gp	15 lb.	Double
Urgrosh, dwarven[3]	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double
Blunt weapons						
Blades, heavy						
Sword, two-bladed	Heavy	1d8/1d8	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	1d8	Slashing	8 gp	2 lb.	
Bows						
Crossbows						
Crossbow, repeating heavy[3]	Heavy (Ranged)	1d10	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light[3]	Medium (Ranged)	1d8	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Flail, dire	Heavy	1d8/1d8	Bludgeoning	90 gp	10 lb.	Disarming, Double, Tripping
Whip[3]	Light	1d3	Slashing	1 gp	2 lb.	Disarming, Nonlethal, Tripping
Headed weapons						
Hammer, gnome hooked[3]	Heavy	1d8/1d6	Bludgeoning or piercing	20 gp	6 lb.	Double, Impact, Tripping
Monk weapons						
Polearms						
Simple weapons						
Spear						
Urgrosh, dwarven[3]	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double, Impact
Thrown weapons						
Bolas	Light (Ranged)	1d4[3]	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net[3]	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

1 When two types are given, the weapon is both types if the entry specifies "and," or either type (attacker's choice) if the entry specifies "or."
2 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
3 This weapon has special rules.

Table 7.3: Natural Weapons

Natural Weapons	Encumbrance	Damage	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	Forceful
Slam	Medium	1d8	Bludgeoning	—
Talon	Light	1d6	Piercing	—
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.

target is entangled *(move at half speed, unable to sprint or charge, impaired)*. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.

An entangled creature can escape with a DR 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DR 15 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a −4 penalty to accuracy with it. It takes 2 full-round actions for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Rapier: A rapier is treated as a medium weapon if it is used as a secondary weapon when dual attacking (see Dual Attacking, page 22).

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands.

When attacking with a bow, you take a −4 penalty to accuracy against creatures that threaten you.

Sling: You can fire, but not load, a sling with one hand. Loading a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a −1 penalty to accuracy and damage with ordinary stones.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Unarmed Strike: Anyone can attack unarmed, but it is more dangerous than attacking with a weapon. See Unarmed Combat, page 21, for details.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage. The spear is a bracing weapon. You must be proficient with axes to use the axe head, and proficient with spears to use the spear head.

Whip: A whip is treated as a light melee weapon with 15 foot reach. However, you can't defend yourself with a whip, which can make you defenseless *(−5 defense vs. melee)*, and you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

7.2 Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as full plate armor, and shields.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.5: 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 7.6: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your Armor defense, while shields improve all your physical defenses. Wearing multiple suits of armor or wielding multiple shields does not improve your defenses any further.

Dexterity: Heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's **encumbrance penalty** (if any). A Dexterity penalty is not halved.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing medium or heavy armor.

Encumbrance Penalty: All armor has an associated **encumbrance penalty**. A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character's encumbrance (the amount of gear carried, including armor) may also apply an encumbrance penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficiency: A character who uses armor she is not proficient with also applies the armor's encumbrance penalty to her accuracy with physical attacks.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically fatigued *(move at half speed, unable to sprint or charge)* the next day. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

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 **encumbrance penalties**. Medium and heavy armor reduce your movement speed by five feet (to a minimum of 5 feet).

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 7.4: Donning Armor. Donning armor of any kind takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The encumbrance penalty and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.5: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7.2: Weapons (page 103)) on a successful grapple or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Breastplate: It comes with a helmet and greaves.

Table 7.4: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light body armor	1 minute	5 rounds	1 minute[1]
Medium body armor	4 minutes[1]	1 minute	1 minute[1]
Heavy body armmor	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.

Buckler: This small metal shield is worn strapped to your forearm. You can hold items in a hand holding a buckler. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that time.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a DR 25 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.2: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its defense bonus until your next action (usually until the next round). Magical abilities on a shield do not affect shield bash attacks made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield, Tower: This massive wooden shield is nearly as tall as an average human. In most situations, a tower shield provides the indicated bonus to your physical defenses. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a −2 penalty to accuracy with physical attacks because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

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 7.5: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of the same type would normally cost, to a minimum of an additional 200 gp.

7.3 Consumable Items

Many substances exist that can aid adventurers.

Poisons

Poisons can deal damage, weaken creatures, or even kill them. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons.

Table 7.5: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Encumbrance Penalty	Arcane Spell Failure Chance	Material	Cost	Weight[1]
Light armor							
Leather	+1	1x	−1	10%	Leather	10 gp	15 lb.
Studded leather	+2	1x	−2	15%	Leather	25 gp	20 lb.
Chain shirt	+2	1x	−2	20%	Metal	40 gp	25 lb.
Medium armor							
Hide	+3	1x	−3	20%	Leather	15 gp	25 lb.
Scale mail	+3	1x	−4	25%	Metal	50 gp	30 lb.
Breastplate	+4	1x	−4	25%	Metal	150 gp	30 lb.
Heavy armor							
Half-plate	+5	1/2x	−6	40%	Metal	200 gp	50 lb.
Full plate	+6	1/2x	−6	35%	Metal	500 gp	50 lb.
Shields							
Buckler	+1	—	−1	5%	Metal	15 gp	5 lb.
Shield, light	+2	—	−2	5%[2]	Metal or wood	5 gp	5 lb.
Shield, heavy	+3	—	−3	15%[2]	Metal or wood	15 gp	10 lb.
Shield, tower	+4[3]	1/2x	−10	50%[2]	Metal	30 gp	45 lb.
Extras							
Armor spikes	−1[4]	—	−2	—	Metal	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	—[2]	Metal	8 gp	+5 lb.
Shield spikes	—	—	−1	—	Metal	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 Hand not free to cast spells.
3 Tower shields can grant you cover. See the description.
4 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

Table 7.6: Armor for Unusual Creatures

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

1 Divide armor bonus by 2.

Poison Transmission

There are three ways that poisons can be contracted.

Contact: A contact poison affects any creature that touches it with bare skin.

Ingestion: An ingestion poison affects any creature that eats, drinks, or breathes it, depending on the type of poison. Ingestion poisons have no effect when used to coat weapons.

Injury: An injury poison affects any creature injured by something carrying the poison. Almost all injury poisons take liquid form, and are typically used to coat weapons. An attack that deals no damage cannot transmit injury poisons.

Poison Forms

There are four forms of poison.

Gas: Gaseous poisons are difficult to store, but easy to affect foes with.

Liquid: Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or simply thrown at foes. A dose of a liquid poison is usually about one ounce of the poison.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons cannot be used to coat weapons or thrown at foes, but can be slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poison share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's accuracy is equal to its potency. At the end of each round, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Success means the creature suffers the effect of the poison, and gets closer to the poison's terminal effect (see Terminal Effects, below). For every 10 points by which the attack succeeds, it counts as an additional successful attack for the purpose of reaching the poison's terminal effect. If the attack fails, the creature does not suffect the effect of the poison that round, and gets closer to resisting the poison (see Resisting Poisons, below). For every 10 points by which the attack fails, it counts as an additional failed attack for the purpose of resisting the poison.

Table 7.7: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Type
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	Plant
Sassone leaf	Contact	Powder	6	1d6 damage per round	1d6 damage per two potency	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	1d8 damage per two potency, nauseated for 1 round	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	1d10 damage per two potency	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	1d6 damage per two potency	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	Confused for 1 round	Alchemical

Resisting Poisons: If a poisoned creature resists a poison three times, the creature stops being poisoned by that poison. Unless otherwise noted, this removes any lingering effects from the poison.

Primary Effects: Most poisons have primary effects. If the poison successfully attacks a poisoned creature, the creature suffers the poison's primary effect as long as the creature remains poisoned. Repeated primary effects, such as damage per round, occur at the end of each round. This includes the round in which the creature is initially affected, but not the round it stops being poisoned.

Terminal Effects: Most poisons have a terminal effect based on the type of the poison. If the poison successfully attacks a poisoned creature three times, the creature suffers the poison's terminal effect. Unless otherwise noted, the terminal effect occurs in addition to the poison's normal effect that round. Once a creature suffers a poison's terminal effect, it stops being poisoned. This does not remove any lingering effects from the poison, but prevents the creature's condition from worsening.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times, but each extra dose increases the potency of the poison by 1.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a DR equal to 10 + the poison's potency. For every 2 points by which you beat this DR, the created poison's potency increases by 1.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- *Plant*: Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The DR of this check is usually equal to 10 + the potency of the poison.
- *Venom*: Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- *Alchemical*: Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the potency of the poison.

Chapter 8

Adventuring

8.1 Encumbrance

Encumbrance rules determine how much a character's armor and equipment hinder his movement. There are several reasons a character can be encumbered. Encumbered characters may be unable to use certain abilities which require free motion.

Encumbrance by Armor

A character's armor affects his or her Dexterity, **encumbrance penalty**, and speed. A character wearing medium or heavy armor is encumbered. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight

A creature's Strength determines how much it can carry, as shown on Table 8.1: Weight Limits. A creature can carry up to its unencumbered weight limit without any penalty. If it carries more than that, but less than its maximum weight limit, it is encumbered. A creature encumbered by weight halves its Dexterity (if positive), takes a −4 encumbrance penalty, and moves at two-thirds speed (as if it were in heavy armor). This encumbrance penalty does not stack with the encumbrance penalty from any armor the creature is wearing; only apply the higher of the two.

Lifting and Dragging: A character can lift as much as his or her maximum weight limit over his or her head.

A character can lift as much as 1-1/2 his or her maximum weight limit off the ground (the sum of his unencumbered and maximum weight limits). While overloaded in this way, the character takes a −10 penalty to physical accuracy and physical checks, and can only move by spending a full-round action to move 5 feet.

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 8.1: Weight Limits are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Table 8.1: Weight Limits

Strength	Unencumbered	Maximum	Overloaded	Push/Drag
-9	6 lb.	12 lb.	18 lb.	60 lb.
-8	7	14	21	70
-7	9	18	27	90
-6	12	24	36	120
-5	15	30	45	150
-4	20	40	60	200
-3	25	50	75	250
-2	30	60	90	300
-1	40	80	120	400
0	50	100	150	500
1	60	120	180	600
2	80	160	240	800
3	100	200	300	1,000
4	120	240	360	1,200
5	160	320	480	1,600
6	200	400	600	2,000
7	250	500	750	2,500
8	320	640	960	3,200
9	400	800	1,200	4,000
10	500	1,000	1,500	5,000
11	630	1,260	1,890	6,300
12	800	1,600	2,400	8,000
13	1,000	2,000	3,000	10,000
14	1,300	2,600	3,900	13,000
15	1,600	3,200	4,800	16,000
16	2,000	4,000	6,000	20,000
17	2,500	5,000	7,500	25,000
18	3,200	6,400	9,600	32,000
19	4,000	8,000	12,000	40,000
20	5,100	10,200	15,300	51,000
21+[1]	—	—	—	—

1 To calculate weight limits for a creature with epic Strength, double its weight limit every 3 Strength.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 9-1 by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table 8.1: Weight Limits, subtract 3 from its Strength until you find a

Strength value shown on the chart. For each time you subtracted in this way, double the weight limits listed on the chart.

8.2 Movement

Table 8.2: Movement and Distance

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—

Table 8.3: Hampered Movement

Condition	Example Extra Movement Cost	
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	x2
Obstacle[1]	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

1 May require a skill check

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle.

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

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle. A character who moves his or her speed and takes some action, such as attacking or casting a spell, is hustling for about half the round and doing something else for the other half.

Minimum Movement: 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.)

Local Movement

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

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

Hustle: A character can hustle without a problem on the local scale. See Table 8.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 8.4: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of **nonlethal damage**, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 8.4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a 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,

Table 8.5: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.)[1]	4 miles	40 miles
Light warhorse (231-690 lb.)[1]	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.)[1]	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.)[1]	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.)[1]	3 miles	30 miles
Warpony (101-300 lb.)[1]	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.)[1]	2 miles	20 miles
Mule (231-690 lb.)[1]	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.)[1]	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed)[2]	1/2 mile	5 miles
Keelboat (rowed)[2]	1 mile	10 miles
Rowboat (rowed)[2]	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 8.1: Weight Limits, above, for more information.
2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

a Constitution check (DR 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 8.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 8.5: Mounts and Vehicles for speeds for water vehicles.

8.3 Exploration

Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment *(+4 to physical defenses)*relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded *(unable to see, defenseless)*.

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 50 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

Breaking And Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing an object is accomplished by simply attacking the object as you would any other target. If it is attended, this is done using the disarm special attack. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Defense: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor defense is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of −10 (−10 penalty to physical defenses).

Hardness: Each object has hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined.

Very large objects may have separate hit point totals for different sections.

Energy Attacks: Sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged

weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to **nonlethal damage** and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Mental defenses are equal to 10 + one-half its spellpower. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Defense (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the disarm special attack) to see whether he or she succeeds. The DR depends more on the construction of the item than on the material.

If an item has no more than half its hit points remaining, the DR to break it drops by 5.

A crowbar or portable ram improves a character's chance of breaking open a door.

8.4 Wealth And Money

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 8.6: Coin Exchange Values

		CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100	1/1,000
Silver piece (sp)	=	10	1	1/10	1/100
Gold piece (gp)	=	100	10	1	1/10
Platinum piece (pp)	=	1,000	100	10	1

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 8.7: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Items

In general, a character can sell something for a quarter its listed price.

Trade goods, such as gems, are the exception to this rule and can be sold for their full value. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

8.5 Goods And Services

Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (with an accuracy of +0) against the creature's Armor defense. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DR 15 Heal

Table 8.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	**Special Substances and Items**		
Backpack (empty)	2 gp	2 lb.[1]	Good	80 gp	1 lb.	Acid (flask)	5 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	5 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	10 gp	—
Bedroll	1 sp	5 lb.[1]	Manacles, masterwork	50 gp	2 lb.	Everburning torch	100 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	10 gp	1 lb.
Blanket, winter	5 sp	3 lb.[1]	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	5 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Sunrod	2 gp	1 lb.
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Tanglefoot bag	15 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	10 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	5 sp	—
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	**Tools and Skill Kits**		
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Item	Cost	Weight
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Alchemist's lab	500 gp	40 lb.
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Artisan's tools	5 gp	5 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb.[1]	Artisan's tools, masterwork	55 gp	5 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Climber's kit	80 gp	5 lb.[1]
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb.[1]	Disguise kit	50 gp	8 lb.[1]
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Healer's kit	50 gp	1 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Holly and mistletoe	—	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb.[1]	Holy symbol, wooden	1 gp	—
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.	Holy symbol, silver	25 gp	1 lb.
Flint and steel	1 gp	—	Sewing needle	5 sp	—	Hourglass	25 gp	1 lb.
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—	Magnifying glass	100 gp	—
Hammer	5 sp	2 lb.	Signet ring	5 gp	—	Musical instrument, common	5 gp	3 lb.[1]
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.	Musical instrument, masterwork	100 gp	3 lb.[1]
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.	Scale, merchant's	2 gp	1 lb.
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.	Spell component pouch	5 gp	2 lb.
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Lamp, common	1 sp	1 lb.	Tent	10 gp	20 lb.[1]	Thieves' tools	30 gp	1 lb.
Lantern, bullseye	12 gp	3 lb.	Torch	1 cp	1 lb.	Thieves' tools, masterwork	100 gp	2 lb.
Lantern, hooded	7 gp	2 lb.	Vial, ink or potion	1 gp	1/10 lb.	Tool, masterwork	50 gp	1 lb.
Lock		1 lb.	Waterskin	1 gp	4 lb.[1]	Water clock	1,000 gp	200 lb.
Very simple	20 gp	1 lb.	Whetstone	2 cp	1 lb.			

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
— No weight, or no weight worth noting.

check, or until it receives at least 1 point of healing. Any creature moving at half speed or slower can pick its way through a bed of caltrops without stepping on any.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DR 26 Strength check.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a ranged attack (DR 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

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

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.
2 Relative to normal armor of the same type

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DR to open a lock with the Open Lock skill depends on the lock's quality: simple (DR 20), average (DR 25), good (DR 30), or superior (DR 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DR 30, or DR 35 for masterwork manacles). Breaking the manacles requires a Strength check (DR 26, or DR 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DR 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DR 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot

radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a light improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Wielding a torch gives a +2 bonus to dirty trick attempts made to dazzle an opponent. Lighting a torch with an open flame or tindertwig is a standard action, while using flint and steel requires a full-round action.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage and makes the creature ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 1 round. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

Antitoxin: If you drink antitoxin, you get a +5 bonus to Fortitude defenses against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20 foot radius and provides shadowy illumination out to a 40 foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1 foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a **range increment** of 10 feet), the bag comes apart and the goo bursts out, causing the target to become entangled *(move at half speed, unable to sprint or charge, impaired)*.

The goo becomes tough and resilient upon exposure to air, making it difficult to escape. A creature can break the effect by making a DR 15 Strength check or by dealing 5 points of damage to the goo. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo does not have an Armor defense, and can be hit automatically.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a **range increment** of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. You make a Fortitude attack against each creature within a Small *(10 ft.)* radius spread to deafen them for 5 minutes. Your accuracy on this attack is +5. A deafened creature automatically fails Listen checks, takes a −2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Since you don't need to hit a specific target, you can simply aim at a particular 5 foot square. Treat the target square as if its physical defense was 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Tools and Skill Kits

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (−2 penalty on Craft checks), if you can do the job at all (see Craft, page 60).

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 good 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 evil energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Pitons: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DR of 15.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a −2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 bonus to Fortitude defenses against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see page 108). 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.

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.

	— — — 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.

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 one and a half miles per hour.

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

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

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

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

Spellcasting And Services

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

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

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

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

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

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

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

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

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

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

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

you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

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

Chapter 9

Magic

Magic comes in many forms, but it is most commonly wielded with spells. A spell is a one-time magical effect. There are three types of spells: arcane (cast by sorcerers and wizards), divine (cast by clerics), and nature (cast by druids). Cutting across these categories are the nine schools of magic. Each of the nine schools represents a different type of mastery over the world, based on fundamentally distinct principles.

9.1 Casting Spells

Whether a spell is arcane, divine, or natural, casting a spell works the same way.

Casting Process

- *Choose spell*: You must choose which spell to cast from among the spells you know. If a spell has multiple versions, you choose which version to use when you cast it. Similarly, if a spell has **augments**, you must choose which augments to use when you cast it.
- *Choose augments*: If the spell has **augments**, you can add the level of any number of augments to the spell's level. If you do, the spell gains the effects of those augments.
- *Pay spell slot*: If you use spell slots to cast spells, you must expend a spell slot of the spell's level or higher. If you do not have spells slots to spend, your attempt to cast the spell fails. Effects that replace spell slots, such as a sorcerer's wild magic, also happen at this time (see Wild Magic, page 46).
- *Perform spell components*: All spells have verbal and somatic components unless their description indicates otherwise (see Components, page 124).
- *Choose effects*: You make choices about the spell's effects as you finish casting the spell. This includes deciding which creatures to target, where the spell takes effect, and so on.

All of the above steps take place at the start of the action phase, at the same time that other actions are decided. However, spells take time to cast, and their effects do not resolve until the end of the round. If you take damage or are otherwise distracted during a phase in which you attempt to cast a spell, you may miscast the spell (see Concentration, page 121).

At the end of the round, after all non-spell effects resolve, all spell effects resolve simultaneously. At that time, you roll any dice required to determine how successful the spell is. This includes attack rolls, damage rolls, and so on.

Spell Slots

To cast a spell of a given level, most spellcasters must spend a spell slot of the appropriate level. If the spellcaster has no spell slots of the appropriate level, she may use a higher-level spell slot instead. The spell is still treated as if it were its actual level, not the level of the slot used to cast it.

Sorcerers do not use spell slots, and do not need to spend spell slots to cast spells.

Focusing and Concentration

Some actions require focusing, such as casting spells. If you are damaged or distracted while taking an action that requires focus, your concentration may be broken.

Concentration Checks:

To make a concentration check, roll d20 + level or Willpower − **overwhelm penalties**. The DR is equal to 10 + (twice the level of the spell you are casting). If the total damage you took in the current round exceeds your Mental defense, you take a −5 penalty to this check. If the damage exceeds the defense by 10, you take a −10 penalty instead.

Success means you cast the spell successfully. Failure means you miscast the spell (see Miscasting, page 122).

Casting a Spell: You must concentrate to cast spells. When you finish casting a spell, if you took any damage while casting it, make a Concentration check (see Concentration Checks, page 121). Failure means you miscast the spell (see Miscasting, page 122), but you still lose the spell slot used to cast it.

Focusing on Existing Spells: Many spells allow you to spend a standard action focusing to extend their effects. At the end of every round you focus, if you took any damage, make a Concentration check. Failure means your focus ends, but the spell may continue to have effects, as indicated in the spell description. Most spells do not allow you to resume focusing on them after your concentration is broken.

Performing Rituals: You must focus to perform rituals. At the end of every round, if you took any damage, make a Concentration check. Failure means the ritual fails and has no effect. When a ritual fails, half of the ritual components are usually consumed during the ritual, the but remainder can be salvaged.

Distracting Circumstances: In some circumstances, you need to Concentration make a concentration check to cast spells or take other actions even if you haven't taken damage. Examples include being on a galloping horse, in a storm-tossed ship, or in an earth-

quake.

Focus Limits: Focusing on a spell is mentally tiring. You can focus on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check even if you haven't taken damage. If you fail, you lose your focus on the spell and become fatigued. The difficulty of the test increases by 2 for every additional minute of focus.

Miscasting

If you start casting a spell and fail to complete it, such as if your concentration is broken or your armor interferes with your spellcasting, you miscast the spell. Each spell specifies what happens if you miscast it. In general, ranged spells that would affect a single target instead affect a random target, ranged spells which would affect an area instead originate from you, and other spells simply explode.

Dismissing Spells

As a swift action, you can dismiss any spells you cast that has lasting effects. This requires the same casting components (verbal and somatic) as casting the spell normally. The effects of a dismissed spell immediately end.

Impossible Spell Effects

If you try to cast a spell in circumstances that make the spell's effect impossible, the spell fails and has no effect. You still lose the spell slot used to cast it.

9.2 Determining Spell Effects

Spellpower

Both the accuracy and power of your spells is determined by your spellpower. Normally, your spellpower is equal to your level in your casting class, with a +2 if your casting class is your **base class**. Effects that increase spellpower never increase spells per day or spells known. Only your class levels affect those values.

Multiple Casting Classes: If you have levels in more than one spellcasting class, use the spellpower appropriate to the class that you are casting the spell from.

Reducing Spellpower: You can voluntarily reduce the power of the spells you cast by using a lower spellpower. However, you cannot use a spellpower lower than the minimum spellpower required to cast the spell, which is equal to twice the spell's level.

Magic Resistance: Some creatures have magic resistance, which is an ability which allows them to resist **magical** effects such as spells. You can overcome magic resistance by making an attack with an accuracy equal to your spellpower. See Magic Resistance, page 126, for details.

Magical Attacks

To affect an unwilling creature with a spell, you must make a magical attack. Your accuracy is normally equal to your spellpower.

Resisting a Spell

A creature that successfully resists a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill (see Spellcraft, page 70).

Not Resisting a Spell

A creature can voluntarily forego its defenses and willingly accept a spell's result. However, a character with a special immunity to specific magical effects cannot suppress that quality.

Line of Effect

Almost all abilities must have a **line of effect** to function. Unless otherwise noted in an ability's description, you cannot target a creature you do not have line of effect to. In addition, spells that affect an area do not affect targets that the spell does not have line of effect to.

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.

Destroying Barriers

Some abilities, such as the *fireball* spell, deal damage to both creatures and objects. If a physical barrier is destroyed by an ability, that barrier does not affect the ability's line of effect. For example, a thin curtain of silk normally blocks line of effect. However, a spell that destroyed the curtain would have its full effect on everything behind the curtain.

Targeting Spells

Midair Locations: A creature or object brought into being or transported to your location by a spell cannot appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

Targeting Inside Creatures: Creatures block line of effect to the inside of their own bodies. As a result, you cannot cast a spell that takes effect inside a creature unless you are also inside the creature. This restriction applies even if there is no physical barrier to the inside of the creature; you cannot detonate a *fireball* inside a creature's mouth, even if it has its mouth open at the time.

Special Spell Effects

Attacks

Some spell descriptions refer to attacking. All abilities that affect any unwilling creatures, even if they don't deal damage, are considered attacks. If all creatures affected by a spell are **willing**, the spell is not considered an attack. Spells that damage objects or

summon allies are not attacks because the spells themselves don't harm anyone.

Resurrecting the Dead

Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a negative level *(−1 to accuracy, defenses, and checks, −5 hit points)*. If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains a new level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for *true resurrection*, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The *soul bind* ritual prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, and other abilities that have very similar effects may not both help the subject. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

Stacking Effects

Spells that provide bonuses or penalties usually do not stack with themselves. More generally, two enhancement bonuses don't stack even if they come from different spells; see Stacking Rules, page 18, for more details.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mind Control Effects: Sometimes magical effects that affect a creature's mind render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed spellpower checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

9.3 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

Schools of Magic

The next line describes the schools of magic that the spell belongs to. Almost every spell belongs to at least one of nine 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 reduce or negate damage, magic, and other effects. They can be used to protect allies and remove harmful magic.

Channeling

Channeling spells call upon the power of deities or other supernatural entities. They can be used to do anything those entities could do. Arcane spellcasters do not have access to Channeling spells.

Conjuration

Conjuration spells create and transport objects and creatures. They can be used to summon allies, transport creatures, and create objects from thin air.

Divination

Divination spells grant knowledge. They can be used to reveal hidden truths, predict the future, or communicate at great distances.

Enchantment

Enchantment spells alter the minds of creatures. They can be used to influence, control, or debilitate creatures. Almost all enchantment spells are **Mind** spells, and many are **Subtle** as well.

Evocation

Evocation spells create and manipulate energy. They can be used to inflict damage with energy blasts or manipulate the environment.

Illusion

Illusion spells create or manipulate sensory impressions. They can be used to create or remove light, conceal things that exist, or cause creatures to perceive things that do not exist.

Transmutation

Transmutation spells change the properties of creatures and objects. They can be used to grant new abilities, enhance existing abilities, change a target's form, or even alter the flow of time itself.

Vivimancy

Vivimancy spells manipulate the power of life and death, as well as souls. They can be used to heal or inflict wounds, resurrect the dead, create undead monsters, and cripple the bodies of creatures.

[Tags]

Appearing on the same line as the school, when applicable, are tags which further categorizes the spell in some way. Some spells have more than one tag. Ability tags are described at Ability Tags, page 126.

Level

The next line of a spell description gives the spell's level, a number between 1 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are.

Names of spellcasting classes are abbreviated as follows: cleric Clr; druid Drd; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Knowledge, Law, Leadership, Magic, Nature, Protection, Strength, Travel, Trickery, Vitality, War, and Water.

Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you speak in a strong voice with a volume at least as loud as ordinary conversation.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. Likewise, a *silence* spell imposes a 20% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of at least one hand. While casting a spell with somatic components, one hand is used to cast the spell, and cannot be used to defend yourself or take other actions.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some spells require only a swift or immediate action to cast.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when you finish casting the spell, not when you start casting.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Touch: You must touch a creature or object to affect it. Touching a creature requires a successful attack against its Reflex defense. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Unrestricted Ranges

Some spells have an unrestricted range, as denoted by (Unrestricted). A spell with an unrestricted range does not require line of sight or line of effect.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Area Types

Burst: A burst spell has an immediate effect on all valid targets within an area.

Emanation: An emanation spell has effects within an area for the duration of the spell. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Zone: A zone spell has effects within an area for the duration of the spell. Unless otherwise noted, it does not move after being created.

Area Shapes

Cone: A cone extends from the point of origin in a quarter-sphere, up to the given length.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the spell's area.

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped spell affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible. All squares affected by a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

Shapeable Lines: Some lines are shapeable, as denoted by (S). A shapeable line can make 90 degree turns at any point in its path, which you can freely determine within the normal limitations.

Sphere: A sphere extends from the point of origin in all directions. Any spell which only specifies a radius for its area is sphere-shaped.

Wall: A wall is like a line, except that it has no width. Instead, it affects the boundary between squares. Walls can also be shapeable.

Walls can normally be created within occupied squares, but not within solid objects. Some walls are called solid walls, and cannot be created within occupied squares.

Specific Shapes: Some spells specify a series of volumes that make up the area of the spell. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the spell's area must be adjacent to one other volume in the spell's area.

Area Sizes

The area affected by many spells falls into one of three sizes. Each size defines the extent to which the spell extends out from its origin, whether as a radius or as a length. Some spells have specific sizes, as given in the spell description.

Small: Small spells extend 10 feet from their point of origin.

Medium: Medium spells extend 20 feet from their point of origin.

Large: Large spells extend 50 feet from their point of origin.

Targets

Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

Multiple Targets: Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Redirecting a Spell: Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action.

Targeting Restrictions: Many spells affect "living creatures", which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Willing Targets: Some spells restrict you to willing targets only. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

Invalid Targets: You can always attempt to cast a spell on an invalid target. If the target is still invalid when the spell resolves, the spell is automatically miscast. For example, you could attempt to cast the *finger of death* spell, which only targets living creatures, on a creature that is secretly undead. The spell would automatically be miscast, which may reveal the target's true nature.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Focus: The spell lasts as long as you focus on it. Focusing to maintain a spell is a standard action. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing your focus to end. You can't cast a spell while focusing on another one.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn.

Spells end after the given length of time has completely elapsed. For example, a spell that lasts 1 round ends at the end of the next round after it is cast, not at the end of the round in which it is cast.

If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Short: The spell lasts for as long as you focus, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Instantaneous: Spells without a listed duration are instantaneous. Spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates or summons objects or creatures, they last for the duration, and are capable of moving outside the spell's initial area. Such effects can sometimes be destroyed prior to when its duration ends. If the spell creates an emanation, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the emanation and are no longer subject to it when they leave.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

Magic Resistance

Magic resistance is an additional defense against **magical** abilities such as spells. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature.

Magic resistance does not prevent a magical ability from having its normal effect on other creatures or objects. Magical abilities which do not directly affect targets, such as the *summon monster* or *create image* spells, do not allow magic resistance. In addition, Thaumaturgy and Physical abilities do not allow magic resistance (see Ability Tags, page 126).

Normally, creatures with magic resistance can choose to allow spells through their resistance. Some creatures cannot control their magic resistance, so an attack is always necessary to affect them. This is specified in the description of the creature's magic 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, arcane, bludgeoning, cold, divine, electricity, fire, life, physical, piercing, slashing, solar, and sonic.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get any defenses. It simply is dealt the appropriate damage.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Healthy Effect

This is the effect a spell has on a healthy subject (above half hit points remaining).

Bloodied Effect

This is the effect a spell has on a bloodied subject (at or below half hit points remaining). If the spell has a duration, and a healthy creature becomes bloodied during the duration of the spell, it immediately suffers the bloodied effect of the spell. If the spell does not have a duration, any damage the subject takes after being affected by the spell does not change which effect the spell has.

9.4 Ability Tags

Many spells and other abilities have tags that describe the ability's nature. Many of these tags have no game effect by themselves, but they govern how the ability interacts with spells, other abilities, unusual creatures, and so on. They are described below.

Acid: Acid abilities use corrosive acid. They do not function underwater.

Air: Air abilities control the surrounding air. They do not function in environments without air.

Animation: Animation abilities grant a semblance of life to objects.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

Chaotic: Chaotic abilities channel the essence of chaos.

Cold: Cold abilities use cold **energy**. It is possible to freeze

liquids and perform similar feats with cold abilities.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. All Compulsion abilities are also **Mind** abilities.

Creation: Creation abilities create physical objects. Unless otherwise specified, Creation abilities do not allow magic resistance.

The objects created by Creation abilities are usually temporarily formed from raw magical energy. Unless otherwise specified, they disappear without a trace at the end of the effect, as the magic sustaining them fades.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be dispelled, but can be removed with the *break enchantment* or *remove curse* spells.

Death: Death abilities only affect living creatures. A creature killed by a death effect cannot be returned to life by *resurrection* or similar abilities that depend on an intact corpse.

Delusion: Delusion abilities alter a creature's opinons or personality, but do not necessarily affect their actions. All Delusion abilities are also Mind abilities.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Earth: Earth abilities manipulate the ground or other forms of dirt. They do not function if no earth is accessible.

Electricity: Electricity abilities use electrical **energy**.

Enhancement: Enhancement abilities enhance the existing abilities of their targets.

Evil: Evil abilities channel the essence of evil.

Figment: Figment abilities create light, sound, or other sensations. Figments cannot remove real sensations present in their area, but they can add additional sensations. You can only create figments of sensations you understand; for example, you cannot create a figment which speaks in a language you do not understand.

A figment's physical defenses are equal to 10 + its size modifier.

Fire: Fire abilities use fire **energy**. They do not function underwater.

Fire abilities provide light equivalent to a torch for their duration. Abilities without a duration create a brief burst of torchlight.

Flesh: Flesh abilities manipulate the physical flesh of creatures. They have no effect on creatures without flesh, such as ghosts or oozes.

Glamer: Glamer abilities alter sensations present in an area or on a target. They can be used to change how something real appears, or to remove it from perception entirely.

Good: Good abilities channel the essence of good.

Imbuement: Imbuement abilities imbue their targets with magic, granting them new abilities.

Lawful: Good abilities channel the essence of law.

Life: Life abilities attack, restore, or manipulate the life force of creatures. They have no effect on objects and creatures that are not alive.

Undead creatures are affected in a special way by Life abilities. In addition to any differences given in the effect's description, life damage instead heals undead creatures, and healing instead deals life damage.

Light: Light abilities create visible light. Their area is blocked by barriers that prevent sight, even if the barriers would not otherwise block effect areas. Similarly, their area of effect is not blocked by barriers which do not prevent sight, even if the barriers would normally block effect areas.

Mind: Mind abilities manipulate the minds of creatures. They have no effect on objects or creatures without minds.

Physical: Physical abilities manipulate physical objects rather than having a direct magical effect on their targets. They do not allow magic resistance. Some abilities are not themselves Physical, but have Physical effects, such as *mighty throw*.

Planar: Planar abilities transport matter or information between planes.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DR 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Shaping: Shaping abilities change the shape or structure of their targets.

Shielding: Shielding abilities improve the defenses of their targets.

Sizing: Sizing abilities alter the size of their targets. Unless otherwise stated, multiple effects which increase or decrease size do not stack. Opposing size modifications cancel each other out on a one for one basis, and any remaining effects occur normally.

Sonic: Sonic abilities use sonic **energy**.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures affected by Subtle abilities do not generally know that they are being magically influenced. Subtle spells can still be identified with the Spellcraft skill (see Spellcraft, page 70), but the DR is 10 higher than normal.

Summoning: Summoning abilities create a manifestation of a creature from another plane. The manifestation immediately disappears when it dies, its hit points reach 0, or the spell's duration ends. Damage to the manifestation does not affect the original creature. Summoned creatures cannot use Summoning abilities. Summoned creatures must be summoned within the spell's range, but can travel beyond that range freely.

Telekinesis: Telekinesis abilities use telekinesis, the power of the mind. Many telekinesis abilities create fields of solid telekinetic force.

Teleportation: Teleportation abilities move creature or objects through the Astral Plane to a distant destination. A teleported

creature can bring along equipment and held objects as long as their weight does not exceed the creature's maximum load (see Table 8.1: Weight Limits (page 111)). Any excess items are left behind, in order of their distance from the creature's body.

Temporal: Temporal abilities alter the flow of time.

Thaumaturgy: Thaumaturgy abilities alter or destroy magic itself. They do not allow **magic resistance**.

Trap: Trap abilities do not have their full effect immediately. All Trap abilities specify a condition or circumstance, such as opening a door, which triggers the full effect of the ability.

Unless otherwise noted, active Trap effects can be detected with the Awareness skill and disabled with the Devices skill before their effect triggers (see Awareness, page 58, and Devices, page 63). The DR to detect and disable the effect is equal to 20 + the **power** of the effect.

No more than one Trap ability 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.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

Water: Water abilities use water to cause their effects.

9.5 Cantrips

Cantrips are special spells that arcane casters can use at will. Like other spells, they have verbal and somatic components and are subject to arcane spell failure. All cantrips take a standard action to cast unless specified otherwise in the description. Cantrips are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

9.6 Rituals

Rituals are ceremonies that create magical effects. Spellcasting characters, or characters with the Ritual Caster feat, can learn and perform rituals. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest mages 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 **magic resistance** and for effects related to spells, but they are learned and cast in very different ways.

Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, except for the description of ritual levels. Unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or nature. A ritual always matches the magic source of the person performing the ritual. For example, *scrying* is an arcane ritual when performed by a wizard, but a divine ritual when performed by a cleric.

Ritual Requirements

In order to learn and perform a ritual, you must be able to cast at least one spell of the same level as the ritual.

Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you like, as long as you can spare the time and the components to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks.

Ritual Components

Every ritual has a material component cost. This cost can be paid with precious metals or gems, or with special materials designed to perform rituals. Some rituals have unique costs and may require specific material components.

Ritual Costs

The costs to scribe and perform rituals are described on Table 9.1: Ritual Costs.

Table 9.1: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1,250 gp	7th
5th-Level	300 gp	3,000 gp	9th
6th-Level	750 gp	7,500 gp	11th
7th-Level	1500 gp	15,000 gp	12th
8th-Level	3,500 gp	35,000 gp	14th
9th-Level	7,500 gp	75,000 gp	16th
10th-level[1]	17,000 gp	—	—
11th-level	36,000	—	—
12th-level	80,000	—	—
13th-level	170,000	—	—
14th-level	360,000	—	—
15th-level	780,000	—	—

1. There are no rituals that are naturally 10th level or higher, but some rituals can be augmented above 9th level.

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.

Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. The writer uses the same system no matter

what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until she takes time to study and decipher it.

To decipher an magical writing (such as a single spell in written form on a scroll), a character must make a Spellcraft check (DR 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast spells of the appropriate type, she can attempt to use the scroll.

9.7 Types of Abilities

There are two types of abilities: magical abilities and physical abilities.

Magical Abilities: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. Abilities that are magical in nature are indicated with a [Mag] tag. Abilities that are not magical are **physical**.

Many abilities which fundamentally concern magical effects are not themselves magical in nature. This is most commmon with abilities that represent choices the character makes or knowledge the character has. For example, although all spells are magical abilities, the ability to cast spells is not itself a magical ability, and would not be lost inside a **antimagic field**. It is simply knowledge that the creature possesses. Of course, that knowledge would be useless if the creature had no access to magic.

Physical Abilities: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon's breath weapon, and a barbarian's rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. Abilities that are not physical are **magical**.

Chapter 10

Spells

An [M] or [F] appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

10.1 Arcane Magic

Arcane Spells

1st-level Arcane Spells

Abjur **Protection from Alignment**: Grant damage reduction against aligned foes.
Resist Energy: Grant damage reduction against energy.

Conj **Acid Splash**: Fling acid to deal damage.
Grease: Create grease to make area or object slippery.
Retrieve Object: Teleport unattended object to your hand.
Summon Monster: Call extraplanar creature to fight for you.

Div **Boon of Perception**: Grant ability to reroll perceptual skills.
Message: Gain ability to whisper conversation at range.
Precognition: Gain a legend point.
See Invisibility: Grant ability to see invisible creatures and objects.
True Strike: Quickly grant brief legend point.

Ench **Forget**: Delude creature into forgetting something.
Hold Person: Immobilize a person.
Sanctuary: Grant immunity to attack until it attacks.
Sleep: Tire a creature, possibly putting it to sleep.

Evoc **Burning Hands**: Create damaging cone of fire.
Mage Armor: Create force armor to increase defenses.
Telekinesis: Manipulate objects at a distance.
Magic Missile: Fire unerring missiles to deal damage.
Shocking Grasp: Touch foe with electricity to deal damage and stagger.

Illus **Color Spray**: Create cone of random colors to impair vision.
Create Sound: Create sounds from nowhere.
Dancing Lights: Create floating lights you control.
Mask of the Deceiver: Grant ability to reroll Bluff, Persuasion.
Ventriloquism: Gain ability to speak from anywhere.

Trans **Darkvision**: Grant ability to see in total darkness.
Feather Fall: Arrest fall of object or ally.
Shrink: Halve size of creature.

Vivi **Animate Corpse**: Briefly raise corpse to fight for you.
Inflict Wounds: Inflict injuries on foe.
Power Word Stagger: Speak word to stagger foe.
Unliving Heart: Gain temporary hit points, become undead.

2nd-level Arcane Spells

Abjur **Ablative Shield**: Immediately reduce damage from attacks.
Dimensional Anchor: Block extradimensional movement.
Inertial Shield: Grant damage reduction.
Share Pain: Split damage between two allies.

Conj **Dimension Slide**: Teleport creature short distance.
Fog Cloud: Create zone of fog that obscures vision.
Glitterdust: Create dust to negate concealment and stealth.
Planar Disruption: Damage foe, possibly return it to its native plane.
Swarm of Bats: Summon bats to impair vision of foes.

Div **Discern Lies**: Reveal deliberate lies within cone.
Longeye: Reduce penalties for attacking at long range.
Mark of Tracking: Know marked target's approximate location.
Read Mind: Learn a creature's surface thoughts.

Ench **Aversion**: Compel creature to avoid something.
Charm Person: Delude person into believing you are its ally.
Fear: Terrify foe.

Evoc **Cone of Cold**: Create frigid cone to deal damage and inhibit movement.
Sound Burst: Create blast of sound to deal damage.
Telekinetic Shove: Mentally shove creatures each round.
Wall of Fire: Create flaming wall that deals damage.

Illus **Blur**: Grant concealment by blurring outline.
Create Image: Creates figment to fool eyes.
Searing Light: Fire ray of light to deal damage and blind.

Trans **Enlarge**: Double size of creature.
Haste: Grant double movement speed.
Spider Climb: Grant ability to climb easily on walls and ceilings.

Vivi **Curse of Blood and Bone**: Inflict curse to deal damage and reduce total hit points.
Eyebite: Inflict foe's eyes to deal damage and impair sight.
Share Pain: Split damage between two allies.

3rd-level Arcane Spells

Abjur **Delay Damage**: Delay half the damage you take until later.
Dispel Magic: Negate magical effects on target.
Resist Magic: Grant magic resistance.

Conj **Acid Arrow**: Propel acid to deal lingering damage.
Create Ballista: Create a ballista that fires automatically.

Rapid Reversal: Quickly teleport creature back to its original position.

Div **Boon of Mastery**: Grant ability to reroll all skills.
Discern Vulnerability: Quickly find weaknesses in foe's defenses.
Moment of Prescience: Immediately gain a legend point.

Ench **Agony**: Inflict pain to increase damage taken.
Calm Emotions: Calm multiple creatures to avoid violence.
Command: Speak command that creature must obey.

Evoc **Fireball**: Create burst of fire to deal damage.
Levitate: Gain ability to move ally vertically.
Lifeseeking Missile: Fire homing missiles to deal damage.
Lightning Bolt: Create line of lightning to deal damage.
Shadowbolt: Fire invisible bolt that deals cold damage.

Illus **Mirror Image**: Create decoy duplicates of you.
Invisibility: Grant ally invisibility until it attacks.
Shadowbolt: Fire invisible bolt that deals cold damage.
Shining Beacon: Radiate blinding light.

Trans **Create Ballista**: Create a ballista that fires automatically.
Delay Damage: Delay half the damage you take until later.
Gaseous Form: Transform ally into gas, granting flight.
Shrink Item: Shrink object to one-sixteenth size.
Slow: Force foe to skip movement phase.

Vivi **Death Knell**: Inflict damage, accelerate death, and gain life if foe dies.
Drain Life: Steal vital energy to deal damage and heal.
Lifeseeking Missile: Fire homing missiles to deal damage.
Waves of Fatigue: Fatigue creatures in large cone.

Univ **Prismatic Beam**: Fire multicolored ray with random effects.

4th-level Arcane Spells

Abjur **Invulnerability**: Gain damage reduction.
Living Missile: Throw ally at foe to deal damage.
Wall of Antimagic: Create wall that selectively blocks magic.

Conj **Boulder Drop**: Create falling boulder to damage foes.
Dimension Door: Teleport anywhere within 1,000 feet.

Div **Boon of Many Eyes**: Grant reduced overwhelm penalties.
Mark of Scrying: Gain ability to scry on marked target.

Ench **Confusion**: Compel foe to act randomly.
Mind Blank: Grant immunity to Mind effects.
Suggestion: Convince creature to obey suggestion.

Evoc **Fire Shield**: Gain cold resistance and retributive damage against attacks.
Living Missile: Throw ally at foe to deal damage.
Missile Storm: Create swarm of homing missiles to damage multiple foes.
Scorching Ray: Fire ray of fire to deal damage and ignite.
Shout: Shout loudly to deal damage and deafen in cone.

Illus **Hypnotic Pattern**: Create lights to fascinate creatures.
Sunbeam: Create beam of light to deal damage and possibly blind.

Trans **Fly**: Grant ability to fly.

Vivi **Cripple**: Cripple limbs to deal damage and stagger or paralyze.
Enervation: Inflict two negative levels.
Ghoul Touch: Sicken or nauseate creauture.
Unliving Eyes: Grant ability to perfectly see living creatures.

5th-level Arcane Spells

Conj **Black Tentacles**: Grapple foes with tentacles from the ground.
Ice Spike: Throw ice shard to deal damage and slow.
Shadowstep: Become invisible and create illusory double.
Web: Create spiderwebs that immobilize.

Div **Boon of Precision**: Grant increased critical range and multiplier.
Telepathy: Grant ability to communicate mentally.

Ench **Deep Slumber**: Compel foe to close eyes and possibly sleep forever.

Evoc **Avatar of Missiles**: Gain ability to summon damaging missiles at will.
Ice Spike: Throw ice shard to deal damage and slow.
Telekinetic Blast: Damage nearby foes and blast them away from you.
Wall of Force: Create force wall that is immune to damage.

Illus **Shadowstep**: Become invisible and create illusory double.

Trans **Black Tentacles**: Grapple foes with tentacles from the ground.
Martial Transformation: Grant immense martial prowess.
Transmute Flesh and Stone: Transform creature to or from stone

Vivi **Bleed**: Deal damage, plus one critical damage.
Curse of the Wayward Mind: Inflict curse to confuse or disorient foe.

Univ **Prismatic Wall**: Create multicolored wall with random effects.

6th-level Arcane Spells

Abjur **Aura of Immunity**: Grant allies immunity to chosen damage type.

Div **Prohibition**: Punish nearby creatures that take specific action.
Spellsight: Gain ability to see and understand all magic.
True Seeing: Grant ability to see through all illusions and transformations.

Ench **Dominate Person**: Compel person to obey you completely.
Phantasmal Killer: Frighten foe, possibly to death.

Evoc **Chain Lightning**: Create lightning that jumps between foes to deal damage.
Inferno: Deal damage to nearby foes over time.
Polar Ray: Fire frigid ray to deal damage and slow.
Prohibition: Punish nearby creatures that take specific action.
Repulsion: Prevent creatures from approaching you.
Shadow Wall: Create illusory wall that only blocks foes.

Illus **Shadow Wall**: Create illusory wall that only blocks foes.

Trans **Disintegrate**: Deal damage, possibly transforming target into dust.
Temporal Stasis: Stop time for creature, possibly permanently.

Vivi **Finger of Death**: Deal damage, possibly instantly kill foe.
Harm: Inflict damage or critical damage.
Power Word Blind: Speak word to blind or visually impair foe.

Univ **Prismatic Spray**: Fire multicolored cone with random effects.

7th-level Arcane Spells

Abjur **Antimagic Field**: Negate all magic in emanation.
Avatar of Shielding: Grant damage reduction at will.
Golem Heart: Gain golem resistances and immunities.

Conj **Avatar of Translocation**: Gain ability to teleport allies at will.
Ice Storm: Create storm to deal damage.

Div **Scrybolt**: Deal damage to foe you unambiguously identify.

Ench **Avatar of Fealty**: Gain ability to command foes at will.
Discordant Song: Create music to compel creatures to act randomly.
Feeblemind: Reduce foe's Intelligence to −9.

Evoc **Avatar of Wind**: Gain ability to strike foes with wind at will.
Ice Storm: Create storm to deal damage.
Immolation: Deal damage, possibly burn foe to ash.
Shadowstorm: Create invisible storm that deals cold damage to foes.

Illus **Shadowstorm**: Create invisible storm that deals cold damage to foes.
Sunburst: Create burst of light to deal damage and possibly blind.

Trans **Golem Heart**: Gain golem resistances and immunities.

Vivi **Scrybolt**: Deal damage to foe you unambiguously identify.
Strip the Flesh: Rend foe's skin from its body.

8th-level Arcane Spells

Abjur **Sever Magic**: Remove foe's connection to magic.
Conj **Bladestorm**: Create storm of blades to deal damage to foes.
Imprisonment: Entomb foe beneath the earth permanently.
Div **Shadow Duplicate**: Create illusory double that can talk and cast spells.
Third Eye: Gain blindsight, cannot be caught unaware.
Ench **Avatar of Suffering**: Gain ability to stagger and impair foes at will.
Evoc **Forcecage**: Imprison foe in prison of force.
Illus **Shadow Duplicate**: Create illusory double that can talk and cast spells.
Trans **Imprisonment**: Entomb foe beneath the earth permanently.
Reverse Gravity: Reverse gravity in a zone.
Vivi **Avatar of Death**: Gain ability to damage or kill foes at will.
Lifebound: Grant ally immunity to death while another lives.

9th-level Arcane Spells

Abjur **Disjoin Magic**: Unconditionally negate magical effects.
Shadowshield: Grant 50% chance to subtly negate attacks.
Conj **Avatar of Blades**: Gain ability to summon rending blades at will.
Dimensional Army: Teleport allies to distant location.
Maze: Trap foe in extradimensional maze.
Div **Revelation**: Grant target vision of one of three futures.
Ench **Irresistible Dance**: Force foe to dance.
Evoc **Meteor Swarm**: Create huge hail of meteors to deal damage and knock foes prone.
Illus **Shadowshield**: Grant 50% chance to subtly negate attacks.
Trans **Assimilate**: Absorb creature into your body.
Time Stop: Gain immense speed to take extra actions.
Transmute Any Object: Transform objects or creatures into new forms.
Vivi **Assimilate**: Absorb creature into your body.
Horrid Wilting: Create dessicating burst to deal damage.
Wail of the Banshee: Scream to damage and possibly kill nearby creatures.
Univ **Prismatic Storm**: Create multicolored blast with random effects.

Cantrip List

Abjur **Resist Damage**: Grant brief damage reduction.
Conj **Acid Orb**: Fling acid to deal damage
Conjure Projectile: Fire projectile at foe to deal damage.
Div **Twist Fate**: Learn foe's future action, possibly apply penalty.
Evoc **Combat Telekinesis**: Wield weapon telekinetically.
Magic Ray: Fire force ray to deal damage.
Illus **Flare**: Create flash of light to impair foe's vision.
Trans **Augment Attack**: Grant damage bonus on next attack
Vivi **Draining Touch**: Steal vital energy to deal damage and heal.
Exhaustion: Fatigue or exhaust foe.

Arcane Rituals

1st-level Arcane Rituals

Abjur **Endure Elements**: Grant heat and cold tolerance.
Conj **Create Water**: Create drinkable water.
Mount: Summon riding horse.
Unseen Servant: Create invisible force that obeys commands.
Div **Alarm**: Ward area with alarm that senses motion.
Appraisal: Learn value of item.
Identify: Learn magical properties of item.
Read Magic: Gain ability to read magical writing.
Evoc **Floating Disk**: Create floating disk to hold objects.
Illus **Disguise Self**: Change your appearance.
Light: Create light.
Magic Aura: Change magic aura of item.
Trans **Erase**: Remove text from writing.
Mending: Fix damaged object.
Purify Sustenance: Remove impurities from food or water.
Unseen Servant: Create invisible force that obeys commands.
Univ **Arcane Mark**: Inscribe personal rune.

2nd-level Arcane Rituals

Abjur **Invisibility Purge**: Suppress nearby invisibility.
Undetectable Alignment: Conceal ally's alignment.
Conj **Create Sustenance**: Create food and water.
Div **Comprehend Languages**: Grant ability to understand all languages.
Find Traps: Grant improved trap-finding abilities.
Ench **Zone of Truth**: Prevent lies from being spoken in area.
Illus **Darkness**: Create darkness in area around object.
Magic Mouth: Create mouth that delivers a message.
Trans **Arcane Lock**: Lock openable object.
Enhance Armor: Improve enhancement bonus of armor.
Enhance Weapon: Improve enhancement bonus of weapon.
Gentle Repose: Prevent corpse from decaying.
Shape Weapon: Change shape of weapon.
Shaping: Craft object into different shape.
Transfer Imbuement: Transfer magic between two objects.
Water Breathing: Grant ability to breathe water.

3rd-level Arcane Rituals

Abjur **Binding**: Create magic circle that imprisons creature.
Nondetection: Grant immunity to magical detection.
Conj **Create Object**: Create object from nothing.
Div **Remote Senses**: Gain ability to see or hear at a distance.
Telepathic Bond: Grant allies ability to communicate at a distance.
Evoc **Explosive Runes**: Create explosive trap in writing.
Fire Trap: Create explosive trap in openable object.
Tiny Hut: Create shelter from weather conditions.
Trans **Secret Page**: Alter writing.
Vivi **Animate Dead**: Create skeleton or zombie from corpse.
Speak with Dead: Ask questions of corpse.

4th-level Arcane Rituals

Abjur **Remove Curse**: Remove a curse.
Div **Arcane Eye**: Create mobile sensor you can see through.
Detect Scrying: Gain ability to notice scrying attempts.
Sending: Send message at any distance.
Tongues: Grant ability to speak and understand all languages.
Illus **Hallucinatory Terrain**: Disguise terrain with illusion.
False Vision: Prevent scrying from working correctly in area.

5th-level Arcane Rituals

Abjur **Break Enchantment**: Dispel magical effects and curses.
Dimensional Lock: Prevent dimensional travel in area.
Private Sanctum: Prevent sight or scrying into area.
Conj **Passwall**: Create passage through walls.
Div **Contact Other Plane**: Ask questions of extraplanar entity.
Dream: Send message via dreams.
Legend Lore: Learn about matters of legendary importance.
Scrying: Gain ability to see and hear at any distance.
Sensor Swarm: Create many mobile magic sensors.
Illus **Dream**: Send message via dreams.
Trans **Fabricate**: Craft finished items from raw materials.

6th-level Arcane Rituals

Conj **Plane Shift**: Travel to another plane.
Teleport: Teleport allies across vast distance.
Div **Find the Path**: Gain ability to find chosen location.
Ench **Geas/Quest**: Command creature to perform task.
Overland Flight: Grant ability to fly long distances.
Trans **Move Earth**: Slowly control nearby terrain.

7th-level Arcane Rituals

Conj **Clone**: Create clone of deceased creature.
Instant Refuge: Grant item ability to teleport bearer to you.
Magnificent Mansion: Create portal to extradimensional mansion.
Teleport Object: Teleport object across vast distance.
Evoc **Control Weather**: Control local weather.
Programmed Image: Create illusory image in response to trigger.
Illus **Sequester**: Place ally into invisible temporal stasis.
Trans **Sequester**: Place ally into invisible temporal stasis.

8th-level Arcane Rituals

Discern Location: Learn exact location of anything.

9th-level Arcane Rituals

Abjur **Emancipation**: Remove all movement-impairing effects from creature.
Ench **Antipathy**: Compel creatures to leave area.
Sympathy: Compel creatures to come to area.
Vivi **Soul Bind**: Trap soul of dead creature to prevent resurrection.

10.2 Divine Magic

Divine Spells

1st-level Divine Spells

Aid: Grant temporary hit points and immunity to fear.
Bane: Impair foe.
Bless: Grant a legend point.
Cure Wounds: Heal hit points.
Detect Alignment: Reveal entities with selected alignment within cone.
Hold Person: Immobilize a person.
Inflict Wounds: Inflict injuries on foe.
Protection from Alignment: Grant damage reduction against aligned foes.
Regeneration: Grant automatic healing each round.
Resist Energy: Grant damage reduction against energy.
Resist Poison: Quickly grant immunity to poison.
Sanctuary: Grant immunity to attack until it attacks.
Summon Monster: Call extraplanar creature to fight for you.

2nd-level Divine Spells

Curse of Blood and Bone: Inflict curse to deal damage and reduce total hit points.
Discern Lies: Reveal deliberate lies within cone.
Dimensional Anchor: Block extradimensional movement.
Entropic Shield: Grant 50% miss chance against ranged attacks.
Freedom: Grant immunity to movement impediments.
Mark of Tracking: Know marked target's approximate location.
Planar Disruption: Damage foe, possibly return it to its native plane.
Share Pain: Split damage between two allies.
Silence: Prevent target from making noise.

3rd-level Divine Spells

Agony: Inflict pain to increase damage taken.
Calm Emotions: Calm multiple creatures to avoid violence.
Command: Speak command that creature must obey.
Death Knell: Inflict damage, accelerate death, and gain life if foe dies.
Discern Vulnerability: Quickly find weaknesses in foe's defenses.
Dispel Magic: Negate magical effects on target.
Divine Favor: Gain legend point.
Mighty Throw: Throw foe a great distance, dealing damage.

4th-level Divine Spells

Air Walk: Grant ability to walk on air.
Avatar of Healing: Gain ability to heal allies at will.
Blade Barrier: Create wall of whirling blades to deal damage.
Confusion: Compel foe to act randomly.
Death Ward: Grant immunity to negative energy and death effects.
Enervation: Inflict two negative levels.
Mark of Scrying: Gain ability to scry on marked target.
Poison: Inflict deadly poison on foe.

5th-level Divine Spells

Blasphemy: Damage and stagger nearby nonevil creatures.
Cacaphonic Word: Make incoherent noise to damage and disorient non-chaotic creatures.
Circle of Death: Deal damage to nearby foes over time.
Circle of Healing: Heal nearby allies over time.
Curse of the Wayward Mind: Inflict curse to confuse or disorient foe.
Dictum: Damage and slow nearby nonlawful creatures.
Divine Might: Double in size and gain damage reduction.
Flame Strike: Smite foes with divine fire.
Holy Word: Damage and daze nearby nongood creatures.
Revivify: Resurrect recently deceased creature.

6th-level Divine Spells

Blessed Blade: Transform weapon to attack Mental defense.
Heal: Cure ally of critical injuries and almost all afflictions.
True Seeing: Grant ability to see through all illusions and transformations.
Word of Recall: Teleport back to designated place.

7th-level Divine Spells

Antimagic Field: Negate all magic in emanation.
Antilife Shell: Prevent living creatures from entering zone.
Avatar of Fealty: Gain ability to command foes at will.
Avatar of Shielding: Grant damage reduction at will.
Divine Judgment: Deal damage, possibly instantly kill foe.
Divine Shield: Grant damage reduction and fast healing.

8th-level Divine Spells

Avatar of Suffering: Gain ability to stagger and impair foes at will.
Martyr's Gift: Gain ability to take damage of nearby allies.

9th-level Divine Spells

Avatar of Chaos: Gain ability to damage and disorient nonchaotic foes at will.
Avatar of Order: Gain ability to damage and slow nonlawful foes at will.
Avatar of Life: Gain ability to resurrect allies at will.
Earthquake: Shake ground to knock prone and immobilize foes.
Holy Avatar: Gain ability to damage and daze nongood foes at will.
Implosion: Concentrate to damage and possibly kill multiple creatures.
Storm of Vengeance: Storm rains acid, lightning, and hail.

Unholy Avatar: Gain ability to damage and stagger nonevil foes at will.

Cleric Domains

Air Domain Spells

1 **Gentle Descent**: Grant ability to glide.
2 **Windstrike**: Bludgeon foe with wind to deal damage and shove.
3 **Call Lightning**: Call multiple lightning bolts from sky to deal damage.
4 **Air Walk**: Grant ability to walk on air.
5 **Stormlord**: Gain whirlwind that blocks ranged attacks and deals retributive damage.
6 **Chain Lightning**: Create lightning that jumps between foes to deal damage.
7 **Avatar of Wind**: Gain ability to strike foes with wind at will.
8 **Reverse Gravity**: Reverse gravity in a zone.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

Chaos Domain Spells

1 **Protection from Alignment**: Grant damage reduction against aligned foes.
2 **Swarm of Bats**: Summon bats to impair vision of foes.
3 **Chaos Hammer**: Damage and disorient nonchaotic creature.
4 **Confusion**: Compel foe to act randomly.
5 **Cacaphonic Word**: Make incoherent noise to damage and disorient non-chaotic creatures.
6 **Prismatic Spray**: Fire multicolored cone with random effects.
7 **Discordant Song**: Create music to compel creatures to act randomly.
8 **Reverse Gravity**: Reverse gravity in a zone.
9 **Avatar of Chaos**: Gain ability to damage and disorient nonchaotic foes at will.

Death Domain Spells

1 **Inflict Wounds**: Inflict injuries on foe.
2 **Curse of Blood and Bone**: Inflict curse to deal damage and reduce total hit points.
3 **Death Knell**: Inflict damage, accelerate death, and gain life if foe dies.
4 **Enervation**: Inflict two negative levels.
5 **Bleed**: Deal damage, plus one critical damage.
6 **Finger of Death**: Deal damage, possibly instantly kill foe.
7 **Strip the Flesh**: Rend foe's skin from its body.
8 **Avatar of Death**: Gain ability to damage or kill foes at will.
9 **Wail of the Banshee**: Scream to damage and possibly kill nearby creatures.

Destruction Domain Spells

1 **Rotting Grasp**: Rot flesh of adjacent foe to deal lingering damage.
2 **Sound Burst**: Create blast of sound to deal damage.
3 **Rotburst**: Rot flesh of nearby foes to deal lingering damage.
4 **Shout**: Shout loudly to deal damage and deafen in cone.
5 **Flame Strike**: Smite foes with divine fire.
6 **Disintegrate**: Deal damage, possibly transforming target into dust.
7 **Ice Storm**: Create storm to deal damage.
8 **Fire Storm**: Create storm of fire to deal damage to foes.
9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Earth Domain Spells

1 **Earthen Blade**: Create magical weapon from the ground.
2 **Earthspike**: Animate earthen spike to deal damage.
3 **Earth's Pull**: Increase force of gravity on foe.
4 **Earth Glide**: Grant ability to glide through earth.
5 **Transmute Flesh and Stone**: Transform creature to or from stone
6 **Fissure**: Deal damage, possibly instantly kill foe.
7 **Golem Heart**: Gain golem resistances and immunities.
8 **Imprisonment**: Entomb foe beneath the earth permanently.
9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Evil Domain Spells

1 **Protection from Alignment**: Grant damage reduction against aligned foes.
2 **Curse of Blood and Bone**: Inflict curse to deal damage and reduce total hit points.
3 **Unholy Blight**: Damage and stagger nonevil creature.
4 **Enervation**: Inflict two negative levels.
5 **Blasphemy**: Damage and stagger nearby nonevil creatures.
6 **Harm**: Inflict damage or critical damage.
7 **Strip the Flesh**: Rend foe's skin from its body.
8 **Avatar of Suffering**: Gain ability to stagger and impair foes at will.
9 **Unholy Avatar**: Gain ability to damage and stagger nonevil foes at will.

Fire Domain Spells

1 **Burning Hands**: Create damaging cone of fire.
2 **Wall of Fire**: Create flaming wall that deals damage.
3 **Fireball**: Create burst of fire to deal damage.
4 **Fire Shield**: Gain cold resistance and retributive damage against attacks.
5 **Flame Strike**: Smite foes with divine fire.
6 **Inferno**: Deal damage to nearby foes over time.
7 **Immolation**: Deal damage, possibly burn foe to ash.
8 **Fire Storm**: Create storm of fire to deal damage to foes.
9 **Meteor Swarm**: Create huge hail of meteors to deal damage and knock foes prone.

Good Domain Spells

1 **Protection from Alignment**: Grant damage reduction against aligned foes.
2 **Share Pain**: Split damage between two allies.
3 **Holy Smite**: Damage and daze nongood creature.
4 **Avatar of Healing**: Gain ability to heal allies at will.
5 **Holy Word**: Damage and daze nearby nongood creatures.
6 **Heal**: Cure ally of critical injuries and almost all afflictions.
7 **Divine Judgment**: Deal damage, possibly instantly kill foe.
8 **Martyr's Gift**: Gain ability to take damage of nearby allies.
9 **Holy Avatar**: Gain ability to damage and daze nongood foes at will.

Knowledge Domain Spells

1 **Boon of Perception**: Grant ability to reroll perceptual skills.
2 **Boon of Knowledge**: Grant +5 to Knowledge skills.
3 **Boon of Mastery**: Grant ability to reroll all skills.
4 **Boon of Many Eyes**: Grant reduced overwhelm penalties.
5 **Boon of Precision**: Grant increased critical range and multiplier.
6 **True Seeing**: Grant ability to see through all illusions and transformations.
7 **Scrybolt**: Deal damage to foe you unambiguously identify.
8 **Third Eye**: Gain blindsight, cannot be caught unaware.
9 **Revelation**: Grant target vision of one of three futures.

Law Domain Spells

1 **Protection from Alignment**: Grant damage reduction against aligned foes.
2 **Discern Lies**: Reveal deliberate lies within cone.
3 **Order's Wrath**: Damage and slow nonlawful creature.
4 **Mark of Scrying**: Gain ability to scry on marked target.
5 **Dictum**: Damage and slow nearby nonlawful creatures.
6 **Prohibition**: Punish nearby creatures that take specific action.
7 **Avatar of Fealty**: Gain ability to command foes at will.
8 **Imprisonment**: Entomb foe beneath the earth permanently.

9 **Avatar of Order**: Gain ability to damage and slow nonlawful foes at will.

Life Domain Spells

1 **Cure Wounds**: Heal hit points.
2 **Share Pain**: Split damage between two allies.
3 **Restoration**: Remove conditions from ally.
4 **Avatar of Healing**: Gain ability to heal allies at will.
5 **Revivify**: Resurrect recently deceased creature.
6 **Heal**: Cure ally of critical injuries and almost all afflictions.
7 **Divine Shield**: Grant damage reduction and fast healing.
8 **Lifebound**: Grant ally immunity to death while another lives.
9 **Avatar of Life**: Gain ability to resurrect allies at will.

Magic Domain Spells

1 **Magic Missile**: Fire unerring missiles to deal damage.
2 **Dimensional Anchor**: Block extradimensional movement.
3 **Dispel Magic**: Negate magical effects on target.
4 **Missile Storm**: Create swarm of homing missiles to damage multiple foes.
5 **Avatar of Missiles**: Gain ability to summon damaging missiles at will.
6 **Spellsight**: Gain ability to see and understand all magic.
7 **Antimagic Field**: Negate all magic in emanation.
8 **Sever Magic**: Remove foe's connection to magic.
9 **Disjoin Magic**: Unconditionally negate magical effects.

Protection Domain Spells

1 **Sanctuary**: Grant immunity to attack until it attacks.
2 **Share Pain**: Split damage between two allies.
3 **Resist Magic**: Grant magic resistance.
4 **Death Ward**: Grant immunity to negative energy and death effects.
5 **Prismatic Wall**: Create multicolored wall with random effects.
6 **Aura of Immunity**: Grant allies immunity to chosen damage type.
7 **Avatar of Shielding**: Grant damage reduction at will.
8 **Martyr's Gift**: Gain ability to take damage of nearby allies.
9 **Shadowshield**: Grant 50% chance to subtly negate attacks.

Strength Domain Spells

1 **Longstrider**: Gain small speed bonus for prolonged period.
2 **Enlarge**: Double size of creature.
3 **Mighty Throw**: Throw foe a great distance, dealing damage.
4 **Shout**: Shout loudly to deal damage and deafen in cone.
5 **Divine Might**: Double in size and gain damage reduction.
6 **Seismic Slam**: Deal damage and immobilize foe.
7 **Golem Heart**: Gain golem resistances and immunities.
8 **Avatar of Might**: Gain ability to throw foes at will.
9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Travel Domain Spells

1 **Longstrider**: Gain small speed bonus for prolonged period.
2 **Dimension Slide**: Teleport creature short distance.
3 **Gaseous Form**: Transform ally into gas, granting flight.
4 **Air Walk**: Grant ability to walk on air.
5 **Shadowstep**: Become invisible and create illusory double.
6 **Word of Recall**: Teleport back to designated place.
7 **Avatar of Translocation**: Gain ability to teleport allies at will.
8 **Imprisonment**: Entomb foe beneath the earth permanently.
9 **Dimensional Army**: Teleport allies to distant location.

Trickery Domain Spells

1 **Mask of the Deceiver**: Grant ability to reroll Bluff, Persuasion.
2 **Create Image**: Creates figment to fool eyes.
3 **Invisibility**: Grant ally invisibility until it attacks.
4 **Confusion**: Compel foe to act randomly.
5 **Shadowstep**: Become invisible and create illusory double.
6 **Shadow Wall**: Create illusory wall that only blocks foes.
7 **Shadowstorm**: Create invisible storm that deals cold damage to foes.
8 **Maze**: Trap foe in extradimensional maze.
9 **Shadowshield**: Grant 50% chance to subtly negate attacks.

War Domain Spells

1 **Earthen Blade**: Create magical weapon from the ground.
2 **Flame Blade**: Wield fire as scimitar.
3 **Aqueous Blade**: Transform weapon to attack Reflex defense.
4 **Blade Barrier**: Create wall of whirling blades to deal damage.
5 **Martial Transformation**: Grant immense martial prowess.
6 **Blessed Blade**: Transform weapon to attack Mental defense.
7 **Avatar of Shielding**: Grant damage reduction at will.
8 **Bladestorm**: Create storm of blades to deal damage to foes.
9 **Avatar of Blades**: Gain ability to summon rending blades at will.

Water Domain Spells

1 **Water Walk**: Grant ability to walk on water.
2 **Fog Cloud**: Create zone of fog that obscures vision.
3 **Aqueous Blade**: Transform weapon to attack Reflex defense.
4 **Aquatic Sphere**: Create bubble of water that surrounds you.
5 **Ice Spike**: Throw ice shard to deal damage and slow.
6 **Polar Ray**: Fire frigid ray to deal damage and slow.
7 **Ice Storm**: Create storm to deal damage.
8 **Drown**: Create water to drown foe.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

Wild Domain Spells

1 **Entangle**: Slow foe with nearby plants.
2 **Rock Blast**: Fire rocks to deal damage.
3 **Earth's Pull**: Increase force of gravity on foe.
4 **Sunbeam**: Create beam of light to deal damage and possibly blind.
5 **Avatar of Growth**: Gain ability to entangle foes at will.
6 **Lifegiving Roots**: Create roots that immobilize and heal ally.
7 **Sunburst**: Create burst of light to deal damage and possibly blind.
8 **Fire Storm**: Create storm of fire to deal damage to foes.
9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Divine Rituals

1st-level Divine Rituals

Alarm: Ward area with alarm that senses motion.
Bless Water: Create holy water.
Create Water: Create drinkable water.
Endure Elements: Grant heat and cold tolerance.
Identify: Learn magical properties of item.
Light: Create light.
Mending: Fix damaged object.
Purify Sustenance: Remove impurities from food or water.
Read Magic: Gain ability to read magical writing.

2nd-level Divine Rituals

Augury: Learn whether action will be good or bad.
Comprehend Languages: Grant ability to understand all languages.
Create Sustenance: Create food and water.
Darkness: Create darkness in area around object.
Find Traps: Grant improved trap-finding abilities.
Enhance Armor: Improve enhancement bonus of armor.
Enhance Weapon: Improve enhancement bonus of weapon.

Gentle Repose: Prevent corpse from decaying.
Invisibility Purge: Suppress nearby invisibility.
Shaping: Craft object into different shape.
Transfer Imbuement: Transfer magic between two objects.
Water Breathing: Grant ability to breathe water.
Zone of Truth: Prevent lies from being spoken in area.

3rd-level Divine Rituals

Animate Dead: Create skeleton or zombie from corpse.
Binding: Create magic circle that imprisons creature.
Contagion: Infect distant creature with disease.
Remove Disease: Cure diseases afflicting creature.
Restore Senses: Restore a missing sense, such as sight.
Speak with Dead: Ask questions of corpse.

4th-level Divine Rituals

Divination: Learn advice about proposed action.
Remove Curse: Remove a curse.
Sending: Send message at any distance.
Tongues: Grant ability to speak and understand all languages.

5th-level Divine Rituals

Atonement: Grant creature forgiveness for misdeeds.
Break Enchantment: Dispel magical effects and curses.
Commune: Ask questions of deity.
Dimensional Lock: Prevent dimensional travel in area.
Dream: Send message via dreams.
Resurrection: Restore dead creature to life.
Scrying: Gain ability to see and hear at any distance.

6th-level Divine Rituals

Find the Path: Gain ability to find chosen location.
Geas/Quest: Command creature to perform task.
Plane Shift: Travel to another plane.

7th-level Divine Rituals

Control Weather: Control local weather.
Instant Refuge: Grant item ability to teleport bearer to you.

8th-level Divine Rituals

Discern Location: Learn exact location of anything.

9th-level Divine Rituals

Soul Bind: Trap soul of dead creature to prevent resurrection.

10.3 Nature Magic

Nature Spells

1st-level Nature Spells

Burning Hands: Create damaging cone of fire.
Cure Wounds: Heal hit points.
Earthen Blade: Create magical weapon from the ground.
Entangle: Slow foe with nearby plants.
Excrete Slime: Excrete slime to deal retributive damage.
Faerie Fire: Create lights to negate concealment and stealth.
Gentle Descent: Grant ability to glide.
Gust of Wind: Create wind to shove creatures away.
Inflict Wounds: Inflict injuries on foe.
Longstrider: Gain small speed bonus for prolonged period.
Regeneration: Grant automatic healing each round.
Resist Energy: Grant damage reduction against energy.
Resist Poison: Quickly grant immunity to poison.
Rotting Grasp: Rot flesh of adjacent foe to deal lingering damage.
Shocking Grasp: Touch foe with electricity to deal damage and stagger.
Summon Nature's Ally: Call creature to fight for you.
Tremorsense: Grant ability to "see" through the ground.
Water Walk: Grant ability to walk on water.

2nd-level Nature Spells

Barkskin: Grant damage reduction.
Cone of Cold: Create frigid cone to deal damage and inhibit movement.
Earthspike: Animate earthen spike to deal damage.
Enlarge: Double size of creature.
Eyebite: Inflict foe's eyes to deal damage and impair sight.
Flame Blade: Wield fire as scimitar.
Fog Cloud: Create zone of fog that obscures vision.
Freedom: Grant immunity to movement impediments.
Longeye: Reduce penalties for attacking at long range.
Mark of Tracking: Know marked target's approximate location.
Meld into Stone: Become one with block of stone.
Rock Blast: Fire rocks to deal damage.
Searing Light: Fire ray of light to deal damage and blind.
Spider Climb: Grant ability to climb easily on walls and ceilings.
Swarm of Bats: Summon bats to impair vision of foes.
Tree Shape: Transform into a tree.
Wall of Fire: Create flaming wall that deals damage.
Wall of Thorns: Create thorny wall that blocks sight and deals damage.
Windstrike: Bludgeon foe with wind to deal damage and shove.
Zephyr Blade: Melee weapon can strike from a short distance.

3rd-level Nature Spells

Aqueous Blade: Transform weapon to attack Reflex defense.
Boon of Mastery: Grant ability to reroll all skills.
Call Lightning: Call multiple lightning bolts from sky to deal damage.
Discern Vulnerability: Quickly find weaknesses in foe's defenses.
Dispel Magic: Negate magical effects on target.
Earth's Pull: Increase force of gravity on foe.
Fireball: Create burst of fire to deal damage.
Fungal Growth: Grow fungus to sicken and damage foe.
Lightning Bolt: Create line of lightning to deal damage.
Mighty Throw: Throw foe a great distance, dealing damage.
Rotburst: Rot flesh of nearby foes to deal lingering damage.
Shining Beacon: Radiate blinding light.
Waves of Fatigue: Fatigue creatures in large cone.

4th-level Nature Spells

Air Walk: Grant ability to walk on air.
Aquatic Sphere: Create bubble of water that surrounds you.
Boon of Many Eyes: Grant reduced overwhelm penalties.
Boulder Drop: Create falling boulder to damage foes.
Cripple: Cripple limbs to deal damage and stagger or paralyze.
Earth Glide: Grant ability to glide through earth.
Mark of Scrying: Gain ability to scry on marked target.
Poison: Inflict deadly poison on foe.
Scorching Ray: Fire ray of fire to deal damage and ignite.
Sunbeam: Create beam of light to deal damage and possibly blind.

5th-level Nature Spells

Avatar of Growth: Gain ability to entangle foes at will.
Bleed: Deal damage, plus one critical damage.
Circle of Healing: Heal nearby allies over time.
Ice Spike: Throw ice shard to deal damage and slow.
Stormlord: Gain whirlwind that blocks ranged attacks and deals retributive damage.

Transmute Flesh and Stone: Transform creature to or from stone
Web: Create spiderwebs that immobilize.

6th-level Nature Spells

Chain Lightning: Create lightning that jumps between foes to deal damage.
Fissure: Deal damage, possibly instantly kill foe.
Harm: Inflict damage or critical damage.
Heal: Cure ally of critical injuries and almost all afflictions.
Inferno: Deal damage to nearby foes over time.
Lifegiving Roots: Create roots that immobilize and heal ally.
Polar Ray: Fire frigid ray to deal damage and slow.
Seismic Slam: Deal damage and immobilize foe.

7th-level Nature Spells

Antilife Shell: Prevent living creatures from entering zone.
Avatar of Wind: Gain ability to strike foes with wind at will.
Ice Storm: Create storm to deal damage.
Immolation: Deal damage, possibly burn foe to ash.
Strip the Flesh: Rend foe's skin from its body.
Sunburst: Create burst of light to deal damage and possibly blind.

8th-level Nature Spells

Avatar of Might: Gain ability to throw foes at will.
Fire Storm: Create storm of fire to deal damage to foes.
Lifebound: Grant ally immunity to death while another lives.

9th-level Nature Spells

Earthquake: Shake ground to knock prone and immobilize foes.
Horrid Wilting: Create dessicating burst to deal damage.
Meteor Swarm: Create huge hail of meteors to deal damage and knock foes prone.
Storm of Vengeance: Storm rains acid, lightning, and hail.

Nature Rituals

1st-level Nature Rituals

Create Water: Create drinkable water.
Endure Elements: Grant heat and cold tolerance.
Light: Create light.
Mending: Fix damaged object.
Purify Sustenance: Remove impurities from food or water.
Read Magic: Gain ability to read magical writing.

2nd-level Nature Rituals

Animal Messenger: Compel animal to deliver a message.
Comprehend Languages: Grant ability to understand all languages.
Create Sustenance: Create food and water.
Enhance Armor: Improve enhancement bonus of armor.
Enhance Weapon: Improve enhancement bonus of weapon.
Find Traps: Grant improved trap-finding abilities.
Gentle Repose: Prevent corpse from decaying.
Pass without Trace: Grant ability to move without leaving tracks.
Shaping: Craft object into different shape.
Transfer Imbuement: Transfer magic between two objects.
Water Breathing: Grant ability to breathe water.

3rd-level Nature Rituals

Contagion: Infect distant creature with disease.
Fire Trap: Create explosive trap in openable object.
Ironwood: Transform wood to be as strong as steel.
Remove Disease: Cure diseases afflicting creature.
Restore Senses: Restore a missing sense, such as sight.

4th-level Nature Rituals

Reincarnate: Restore dead creature to life in new body.
Tongues: Grant ability to speak and understand all languages.

5th-level Nature Rituals

Atonement: Grant creature forgiveness for misdeeds.
Commune with Nature: Learn about surrounding environment.
Dream: Send message via dreams.
Dream: Send message via dreams.
Fabricate: Craft finished items from raw materials.
Passwall: Create passage through walls.
Scrying: Gain ability to see and hear at any distance.
Tree Stride: Teleport yourself across vast distance.

6th-level Nature Rituals

Find the Path: Gain ability to find chosen location.
Move Earth: Slowly control nearby terrain.
Transport via Plants: Teleport allies across vast distance.

7th-level Nature Rituals

Awaken: Grant animal sentience.
Control Weather: Control local weather.

8th-level Nature Rituals

Discern Location: Learn exact location of anything.

9th-level Nature Rituals

Antipathy: Compel creatures to leave area.
Sympathy: Compel creatures to come to area.

10.4 Spell Descriptions

Ablative Shield — 2nd Level

You instantly reduce the power of an incoming attack.

Target: You
Casting Time: Immediate action **Components**: Verbal only

Effect: You gain damage reduction against physical damage equal to your spellpower. Arcane damage ignores this damage reduction and negates it for 1 round.
Duration: Until end of round

Abjuration [Shielding] **Lists**: Arcane
Notes: After casting this spell, you cannot cast it again for 5 rounds. You can cast this spell in response to an opponent attacking you, before the attack is rolled.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Complete*: The damage reduction applies against all damage, not just physical damage.

Acid Arrow — 3rd Level

You fire a magical arrow of acid from your hand that speeds to its target.

Target: One creature or object **Range**: Long *(300 ft.)*

Attack: Spellpower vs. Reflex
Success: 1d8 acid damage per two spellpower immediately, and again at the end of the next round.
Critical Success: As above, except that the acid persists for 5 rounds, dealing damage at the end of each round. In addition, the target is sickened *(moves at half speed)* for 1 round each time it takes damage.

Conjuration [Acid, Creation] **Lists**: Arcane
Notes: If the target becomes submerged in water or is affected by a cold, fire, or water effect, it takes no secondary damage.
Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Staggering*: The target is staggered *(unable to act in movement phase)* for 1 round each time it takes damage.
4 – *Empowered*: The damage increases to 1d10 acid damage per two spellpower immediately, and an additional 1d10 damage per round.

Acid Splash — 1st Level

You throw a magical sphere of acid from your hand that speeds to its target.

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

Attack: Spellpower vs. Reflex
Success: 1d6 acid damage per spellpower.
Critical Success: Double damage.
Failure: Half damage.

Conjuration [Acid, Creation] **Lists**: Arcane
Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
4 – *Empowered*: The damage increases to 1d8 acid damage per spellpower

Agony — 3rd Level

You inflict debilitating pain on your foe.

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

Attack: Spellpower vs. Mental
Success: Whenever the target takes physical damage, it takes additional physical damage equal to your spellpower.
Critical Success: As above, and the target immediately takes 1d6 physical damage per spellpower. The target takes additional damage equal to your spellpower from this effect, just like other physical damage.
Failure: The target is sickened *(moves at half speed)*.
Duration: Brief *(2 rounds)*

Enchantment [Delusion, Mind] **Lists**: Arcane, Divine
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Complete*: The additional damage applies to all damage, not just physical damage.
3 – *Mass*: The spell can affect up to five targets.

Aid — 1st Level

You fill your ally with confidence, improving his resilience in combat.

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

Effect: The target gains temporary hit points equal to twice your spellpower. If the target takes life damage, it loses all temporary hit points provided by this spell before applying the damage.
Duration: Short *(Focus + 5 rounds)*

Enchantment [Delusion, Mind] **Lists**: Divine, Good
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Heroic*: The target also gains an offensive legend point.
3 – *Mass*: The spell can affect up to five targets.
4 – *Empowered*: The temporary hit points granted by this spell increase to three times your spellpower.

Air Walk — 4th Level

You imbue an ally with the ability to walk on nothing but air.

Target: One creature (Gargantuan size or smaller) **Range**: Touch

Effect: The target can walk on air as if it were solid ground. The magic only affects the target's legs and feet.

If the spell ends while the target is still aloft, the magic fails slowly. The target floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking falling damage if appropriate.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Air, Imbuement] **Lists**: Air, Divine, Nature, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Antilife Shell — 7th Level

You create an immobile, spherical energy field that hedges out living creatures.

Zone: Small *(10 ft.)* radius centered on you

Effect: Living creatures cannot enter the spell's area. Nonliving creatures, such as constructs and undead, suffer no ill effect.

Duration: Medium *(5 minutes)*

Vivimancy **Lists**: Divine, Nature

Notes: Creatures in the area at the time that the spell is cast are unaffected by the spell.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.

Antimagic Field — 7th Level

You create a mobile, spherical energy field that suppresses magic.

Emanation: Small *(10 ft.)* radius from you

Effect: All magical abilities and objects fail to function in the area. They cannot be activated from within the field, and any existing effects brought into or cast into the area are suppressed. Time spent within an *antimagic field* counts against a suppressed ability's duration.

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

Duration: Short *(Focus + 5 rounds)*

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine, Magic

Notes: The effects of instantaneous conjurations, such as the *create water* ritual, are not affected by this spell because the conjuration itself is no longer in effect, only its result.

Dispel magic and similar magic has no effect on an *antimagic field*. Two or more *antimagic fields* sharing any of the same space have no effect on each other.

Artifacts and deities are unaffected by mortal magic such as this.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.

Animate Corpse — 1st Level

You infuse a recently deceased corse with life force, giving it a semblance of life.

Target: One Large or smaller corpse **Range**: Close *(30 ft.)*

Effect: The target corpse animates and fights for you. It does not have any special abilities the creature had in life, with the exception of its natural weapons. The creature is only capable of making unarmed attacks, or attacking with its natural weapons.

Most of the corpse's defenses and attributes are equal to the creature's original defenses and attributes. However, its Strength is equal to your spellpower, and it has no Intelligence or Willpower. In addition, its Mental defense is 0. The corpse's hit points are based on its defenses and level, as normal.

At the start of each round, you must spend a swift action to control the animated corpse. If you do, you control its actions that round. You can mentally command it to attack your enemies, follow you, or stay in place. More complex commands are not possible. If you do not control the creature, it falls prone and is inanimate that round.

Duration: Short *(Focus + 5 rounds)*

Vivimancy [Life, Soul] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Aquatic Sphere — 5th Level

You surround yourself in a sphere of water, hindering your foes.

Emanation: Medium *(20 ft.)* radius from you

Effect: A mobile sphere of water fills the area. Creatures in the area suffer penalties appropriate for fighting underwater, and may be unable to breathe. In addition, you suffer no penalties for fighting underwater within the area, and can breathe this water as if it was air.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation, Water] **Lists**: Nature, Water

Notes: If a 5-foot section of the sphere is dealt 50 points of fire damage, it boils away for 1 round. This creates a cloud of fog, as the *fog cloud* spell, in a 10 foot radius around the destroyed area that also lasts for 1 round.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Fixed*: The spell's area becomes a zone rather than an emanation. The water stays in place once the spell is cast, and does not move with you.

2 – *Widened*: The spell's area becomes a Large *(50 ft.)* radius.

Aqueous Blade — 3rd Level

You transform the active part of a weapon into water, weakening its blows but allowing it penetrate defenses more easily.

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

Attack: Spellpower vs. Mental

Success: Attacks with the affected weapon are made against Reflex defense instead of Armor defense. However, damage with the weapon is halved, including any bonuses to damage.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Shaping, Water] **Lists**: Nature, War, Water

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Empowered*: Damage with the weapon is not halved.

Assimilate — 9th Level

Your pointing finger turns black as obsidian. You touch a creature and it dissolves into dust as you assimilate its form into your own body.

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. If the target has no hit points remaining, it immediately dies, and you are transformed to mimic its appearance for 12 hours. This grants you a +10 bonus on Disguise checks made to appear as that creature.

Critical Success: As above, but double damage.

Failure: Half damage, and no additional effects.

Duration: Extreme *(12 hours)*; see text

Transmutation/Vivimancy [Death, Shaping] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Avatar of Blades — 9th Level

You gain the ability to summon armies of ephemeral blades, slicing your foes to bloody shreds.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, blades attack a foe, as described below.

Duration: Long *(1 hour)*

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

Attack: Spellpower vs. Fortitude

Success: 1d6 slashing damage per spellpower. In addition, all physical damage the target takes is doubled for 2 rounds. This does not apply to the initial damage dealt by this spell. If the target receives magical healing, the doubling of damage ends.

Critical Success: As above, except that the doubling of physical damage also applies to the initial damage dealt by the spell.

Failure: Half damage, and no additional effects.

Conjuration [Creation] **Lists**: Arcane, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Chaos — 9th Level

You embody the essence of chaos, allowing you to smite your foes.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.

Duration: Long *(1 hour)*

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

Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is disoriented *(moves randomly)* for 2 rounds.

Channeling [Chaos] **Lists**: Chaos, Divine

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Death — 8th Level

You embody death, gaining the ability to kill your foes at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you damage and possibly kill a foe, as described below.

Duration: Long *(1 hour)*

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. If the target has no hit points remaining, it dies.

Critical Success: As above, but double damage.

Vivimancy [Death] **Lists**: Arcane, Death

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Avatar of Fealty — 7th Level

Your voice becomes smooth and enchanting, allowing you to bend others to your will with ease.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you command a creature's actions, as described below.

Duration: Long *(1 hour)*

Target: One creature **Range**: Long *(300 ft.)*

Special: You speak a command the target must obey, as the *command* spell.

Enchantment [Auditory, Compulsion, Mind, Speech]

Lists: Arcane, Divine, Law

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Growth — 5th Level

You channel the endless power of nature, granting you the ability to grow plants to ensnare your foes at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, plants entangle a foe, as described below.

Duration: Long *(1 hour)*

Target: One creature or object **Range**: Medium *(100 ft.)*

Effect: The target is entangled *(move at half speed, unable to sprint or charge, impaired)*. It can break this effect with a grapple or Escape Artist check against a DR equal to 10 + your spellpower. This is a **Physical** effect, and does not allow **magic resistance**.

Duration: Brief *(2 rounds)*

Transmutation [Animation] **Lists**: Nature, Wild

Notes: The effects of the ability granted by this spell may be altered somewhat based on the nature of the plants near the target.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

2 – *Wild Growth*: The target of the ability does not need to be near plants.

Avatar of Healing — 4th Level

You become a wellspring of curative energy, allowing you to heal your allies freely.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you heal an ally, as described below.

Duration: Long *(1 hour)*

Target: One living creature **Range**: Touch

Effect: The target is healed for 1d6 damage per spellpower.

Vivimancy [Life] **Lists**: Divine, Good, Life

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

4 – *Empowered*: The healing increases to 1d8 damage per spellpower

Avatar of Life — 9th Level

You embody the power of life itself, gaining the ability to resurrect your allies at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you resurrect an ally, as described below.

Duration: Long *(1 hour)*

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

Effect: If the target has been dead for no longer than 5 rounds, it is restored to life, as the *resurrection* ritual.

Duration: Long *(1 hour)*

Vivimancy [Life] **Lists**: Divine, Life

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Might — 8th Level

You become strength incarnate, tossing your foes aside at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you attempt to throw all adjacent enemies, as the *mighty throw* spell.

Duration: Long *(1 hour)*

Transmutation [Enhancement] **Lists**: Nature, Strength

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Missiles — 5th Level

You can summon orbs of magical energy at will to destroy your foes.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you fire a flurry of missiles, as described below.

Duration: Long *(1 hour)*

Target: One creature **Range**: Long *(300 ft.)*

Effect: You create a number of missiles equal to half your spellpower. Each missile strikes one target creature for 1d10 arcane damage. You can direct each missile to strike the same or different targets.

Evocation **Lists**: Arcane, Magic

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

4 – *Empowered*: Each missile deals 2d6 arcane damage.

Avatar of Order — 9th Level

You embody the essence of order, allowing you to smite your foes.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.

Duration: Long *(1 hour)*

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

Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is slowed *(unable to act in movement phase, move at half speed)* for 2 rounds.

Channeling [Law] **Lists**: Divine, Law

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Shielding — 7th Level

You can to shield an ally from harm at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a swift action. If you do, an ally gains damage reduction, as described below.

Duration: Long *(1 hour)*

Target: One willing creature **Range**: Touch

Effect: The target gains damage reduction against all damage equal to your spellpower. This effect lasts until the spell ends, or until you shield a different creature.

Abjuration [Shielding] **Lists**: Arcane, Divine, Protection, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Avatar of Suffering — 8th Level

You gain the ability to inflict exquisite pain on your foes at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you inflict pain on a foe, as described below.

Duration: Long *(1 hour)*

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

Effect: The target is staggered *(unable to act in movement phase)* and impaired *(20% failure)* with attacks and checks for 2 rounds.

Enchantment [Compulsion, Mind] **Lists**: Arcane, Divine, Evil

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Avatar of Translocation — 7th Level

You flit quickly between dimensions, teleporting yourself and your allies at will.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action or move action. If you do, you teleport an ally, as described below.

Duration: Long *(1 hour)*

Target: One Large or smaller willing creature **Range**: Medium *(100 ft.)*

Casting Time: Standard action to target an ally, or a move action to target yourself.

Effect: The target teleports to an unoccupied destination up to 100 feet away from its original location. If the destination is invalid, the teleportation fails.

Conjuration [Teleportation] **Lists**: Arcane, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Giant*: The teleporation ability can affect a target one size category larger. This augment can be used multiple times.

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Avatar of Wind — 7th Level

You are constantly surrounded by a gentle, whirling wind, which you can command to strike your foes.

Target: You
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, wind attacks a foe, as described below.
Duration: Long *(1 hour)*

Target: One creature or object **Range**: Extreme *(1,000 ft.)*
Attack: Spellpower vs. Fortitude defense
Success: 1d6 bludgeoning damage per spellpower. In addition, buffeting winds make the target move at half speed for 2 rounds.
Critical Success: As above, but double damage.
Failure: As above, but half damage.

Evocation [Air] **Lists**: Air, Arcane, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Aura of Immunity — 6th Level

You grant your allies immunity to a particular kind of damage.

Emanation: Large *(50 ft.)* radius from you
Targets: All willing allies in the area
Special: As you cast this spell, choose a type of damage.
Effect: The target becomes immune to the chosen damage type. Attacks that deal damage of multiple types still inflict damage normally unless the target is immune to all types of damage dealt.
Duration: Short *(Focus + 5 rounds)*

Abjuration [Shielding] **Lists**: Arcane, Protection
Notes: A creature can only be protected by one *aura of immunity* spell at a time, even if there are multiple auras active in the same area. The creature may choose which aura to benefit from.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Aversion — 2nd Level

You make a creature want to avoid something.

Target: One creature **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Mental
Success: The target feels an aversion to a particular person or object for 2 rounds. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The target will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the target is unable to avoid the object of her aversion, she is severely impaired *(50% failure)* with attacks and checks as long as she is close to it (or similarly engaged with the object of her aversion, if the aversion is not a location).
Critical Success: As above, but the effect is permanent.

Enchantment [Mind] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Bane — 1st Level

Target: One creature **Range**: Close *(30 ft.)*
Effect: The target is impaired *(20% failure)* with attacks and checks.
Duration: 5 rounds

Enchantment [Compulsion, Mind] **Lists**: Divine, Evil
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.

Barkskin — 2nd Level

You toughen a creature's skin, giving it the appearance of tree bark.

Target: One living creature **Range**: Close *(30 ft.)*
Effect: The target gains **damage reduction** against physical damage equal to your spellpower. Fire damage ignores this damage reduction and negates it for 1 round.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Enhancement] **Lists**: Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Stoneskin*: Adamantine weapons ignore and negate the damage reduction, rather than fire damage. This is a Earth effect.
2 – *Critical Resistance*: The target is immune to critical hits unless the damage reduction is negated.

Black Tentacles — 5th Level

You create a field of rubbery black tentacles, each 5 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot – including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Zone: Medium *(20 ft.)* radius **Range**: Medium *(100 ft.)*

Effect: Each 5-ft. square within the spell that is adjacent to a solid surface contains a single tentacle. A square with a tentacle is **difficult terrain**. At the end of every round, each tentacle attacks one random creature within its space. You make a Spellpower vs. Fortitude attack to determine the success of each tentacle's attack. Success against a target means it takes 1d8 bludgeoning damage per two spellpower. A critical success causes the target to be immobilized *(Unable to leave its location)* for the duration of the spell, and the tentacle in that space stops attacking until the creature breaks free.

The tentacles can be attacked and destroyed. Each tentacle has defenses equal to 10 + your spellpower, and hit points equal to three times your spellpower. If a tentacle is destroyed, its space is no longer considered difficult terrain and can be traversed safely.

Duration: Short *(Focus + 5 rounds)*

Conjuration/Transmutation [Animation, Creation] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Widened*: The spell's area becomes a Large *(50 ft.)* radius.

4 – *Empowered*: The tentacle attacks gain a +5 bonus to accuracy.

Blade Barrier — 4th Level

You create an immobile, vertical curtain of whirling blades.

Zone: 20 ft. high wall: line up to 100 ft. long or 20 ft. radius **Range**: Medium *(100 ft.)*

Effect: This spell creates a wall of whirling blades. The wall provides active cover (20% miss chance) against attacks made through it. Attacks that miss in this way harmlessly strike the wall. Passing through the wall costs twice as much movement as normal.

Whenever a creature passes through the wall, make a Spellpower vs. Reflex attack against it. Success means the creature takes 1d8 slashing damage per two spellpower. Failure means it takes half damage.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation] **Lists**: Divine, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Impeding*: Passing through the wall costs an extra ten feet of movement.

2 – *Contracting*: The wall's radius shrinks by 5 feet at the end of every round, dealing damage to all creatures it moves through. This augment can only be used if the wall is created in a radius.

2 – *Dual*: Two parallel walls appear, five feet apart. This augment can only be used if the wall is created in a line.

3 – *Widened*: The wall appears in a 300 ft. line or a 50 ft. radius.

4 – *Empowered*: The damage dealt to creatures passing through the wall increases to 1d10 slashing damage per two spellpower.

Bladestorm — 8th Level

You summon a titanic flurry of blades that cut your foes to pieces.

Burst: Huge *(100 ft.)* radius

Targets: All enemies in the area

Attack: Spellpower vs. Reflex

Success: 1d8 slashing damage per two spellpower.

Critical Success: Double damage.

Failure: Half damage.

Conjuration [Creation] **Lists**: Arcane, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Blasphemy — 5th Level

You speak an unholy utterance of great power, afflicting all those nearby who do not share your allegiance to evil.

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

Targets: All nonevil creatures in the area

Components: Verbal only

Attack: Spellpower vs. Mental

Success: 1d8 divine damage per two spellpower, and the target is staggered *(unable to act in movement phase)* for 2 rounds.

Critical Success: Double damage, and the target is nauseated *(unable to act in action phase, move at half speed)* for 1 round instead of staggered.

Failure: Half damage, and no additional effects.

Channeling [Evil] **Lists**: Divine, Evil

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d10 divine damage per two spellpower

Bleed — 5th Level

You carve a wound into your foe's flesh.

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

Attack: Spellpower vs. Fortitude

Success: 1d6 slashing damage per spellpower. In addition, the target takes one point of critical damage after this damage is dealt, regardless of its current hit points.

Critical Success: As above, except the target takes critical damage equal to your spellpower.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh] **Lists**: Arcane, Death, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

5 – *Empowered*: The damage increases to 1d8 slashing damage per spellpower, and the automatic critical damage dealt is doubled.

Bless — 1st Level

You fill your ally with confidence, improving her prowess in combat.

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

Effect: The target gains a legend point.
Duration: Short *(Focus + 5 rounds)* or until expended

Enchantment [Delusion, Mind] **Lists**: Divine
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.
4 – *Empowered*: The target gains an additional legend point. This augment can be used multiple times.

Blessed Blade — 6th Level

Target: One unattended weapon **Range**: Close *(30 ft.)*

Effect: Attacks with the affected weapon are made against Mental defense instead of Armor defense. In addition, the weapon is considered to be of your alignment, which may allow attacks with it to overcome damage reduction or similar defenses.

Transmutation [Imbuement] **Lists**: Divine, War
Notes: A weapon wielded by a creature can be affected if its wielder is willing.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Blur — 2nd Level

You distort an ally's outline so it appears blurred, shifting, and wavering.

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

Effect: Targeted physical attacks against the target have a 20% miss chance. Spells and other non-physical attacks suffer no miss chance.
Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Empowered*: The miss chance increases to 50%.

Boon of Knowledge — 2nd Level

Your ally becomes deeply knowledgeable.

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

Effect: The target gains a +5 bonus to Knowledge checks.
Duration: Short *(Focus + 5 rounds)*

Divination [Knowledge] **Lists**: Arcane, Knowledge
Notes: A creature who has already tried to use a Knowledge skill about a topic may retry the attempt under the effects of this spell, because its Knowledge modifier changed. However, repeated castings of this spell do not grant additional attempts to recall information about a topic.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Empowered*: The bonus increases to +10.

Boon of Many Eyes — 4th Level

Your ally becomes able to fight foes on all sides with equal skill.

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

Effect: Whenever the target makes Awareness checks, it rolls twice and takes the higher result. In addition, it reduces its **overwhelm penalties** by 5 (to a minimum of 0). If this effect reduces the target's overwhelm penalty to 0, it is not considered to be overwhelmed.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Enhancement] **Lists**: Arcane, Knowledge, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Boon of Mastery — 3rd Level

Your ally becomes skilled in all things.

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

Effect: Whenever the target makes a skill check, it rolls twice and takes the higher result.
Duration: Short *(Focus + 5 rounds)*

Divination [Knowledge] **Lists**: Arcane, Knowledge, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
4 – *Empowered*: The target also gains a +5 bonus to all skills.

Boon of Perception — 1st Level

Your ally becomes acutely aware of their surroundings.

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

Effect: Whenever the target makes Awareness, Sense Motive, and Spellcraft checks, it rolls twice and takes the higher result.
Duration: Short *(Focus + 5 rounds)*

Divination **Lists**: Arcane, Knowledge
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Empowered*: The target also gains a +5 bonus to Awareness, Sense Motive, and Spellcraft checks.

Boon of Precision — 5th Level

Your ally gains the ability to see the weak points of creatures she fights.

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

Effect: The target increases its critical range and critical multiplier with physical attacks by 1.

If it scores a number of critical hits equal to one quarter of your spellpower, the spell is expended.

Duration: Short *(Focus + 5 rounds)* or until expended

Divination [Awareness] **Lists**: Arcane, Knowledge

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Boulder Drop — 4th Level

You create a massive boulder over the heads of your foes and drop it on them.

Burst: Small *(10 ft.)* radius **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Effect: A boulder appears in midair above the target area and falls, crushing everything in the area before disappearing. You can create the boulder up to 50 feet above the area. The height of the boulder does not affect the damage dealt, but it must not share space with any creature creature in the area.

Attack: Spellpower vs. Reflex

Success: 1d8 bludgeoning damage per two spellpower.

Critical Success: Double damage.

Failure: Half damage.

Conjuration [Creation] **Lists**: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: You summon a larger boulder, causing the spell's area becomes a Medium *(20 ft.)* radius.

4 – *Empowered*: The damage increases to 1d10 bludgeoning damage per two spellpower

Burning Hands — 1st Level

You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.

Burst: Medium *(20 ft.)* cone **Targets**: Everything in the area

Attack: Spellpower vs. Reflex

Success: 1d8 fire damage per two spellpower

Critical Success: Double damage.

Failure: Half damage.

Evocation [Fire] **Lists**: Arcane, Nature, Fire

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Widened*: The spell's area becomes a Large *(50 ft.)* cone.

4 – *Empowered*: The damage increases to 1d10 fire damage per two spellpower

Cacaphonic Word — 5th Level

You utter an incoherent burst of noise, disorienting your foes.

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

Targets: All nonchaotic creatures in the area

Components: Verbal only

Attack: Spellpower vs. Mental

Success: 1d8 divine damage per two spellpower, and the target is disoriented *(moves randomly)* for 2 rounds.

Critical Success: Double damage, and the target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 2 rounds instead of disoriented.

Failure: Half damage, and no additional effects.

Channeling [Chaotic] **Lists**: Chaos, Divine

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d10 divine damage per two spellpower

Call Lightning — 3rd Level

You repeatedly call bolts of lightning that flash down from thin air to smite your foes.

Burst: Large *(50 ft.)* vertical line, 5 ft. wide **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Success: 1d10 electricity damage per two spellpower. If you are outdoors in cloudy or stormy weather, each bolt instead deals 1d6 electricity damage per spellpower.

Failure: Half damage.

Effect: You can concentrate as a standard action to call down another bolt of lightning. You may call a total number of bolts equal to your spellpower before the spell is discharged.

Duration: Medium *(5 minutes)* or until discharged

Evocation [Electricity] **Lists**: Air, Nature

Notes: This spell functions indoors or underground, but not underwater.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Seeking*: If no creatures or objects lie in the area of a bolt, the lightning strikes elsewhere instead. It strikes the occupied square within the spell's range that lies closest to its original destination. If multiple occupied squares are equally close, it strikes the largest target. The lightning can unerringly identify invisible and concealed creatures, but it does not differentiate between friend, foe, and inanimate object.

3 – *Staggering*: A successful attack also makes a target staggered *(unable to act in movement phase)* for 2 rounds.

4 – *Empowered*: The damage increases to 1d6 electricity damage per spellpower. If you are outdoors in cloudy or storm weather, the damage instead increases to 1d8 electricity damage per spellpower.

Calm Emotions — 3rd Level

You calm a group of creatures, preventing the situation from getting out of hand.

Burst: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*
Targets: All creatures in the area

Attack: Spellpower vs. Mental
Success: The target has its emotions calmed. It cannot take violent actions (although it can defend itself) or do anything destructive. If an aggressive action is taken against a nearby creature, this effect is broken.
Critical Success: As above, except that nearby violence does not break the effect, and the effect lasts for 5 rounds after you stop concentrating on the spell.
Duration: Focus

Enchantment [Mind, Subtle] **Lists**: Arcane, Divine
Notes: This spell automatically suppresses (but does not dispel) any effects of spells or abilities that affect or require emotions, including all other enchantment (emotion) spells.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Chain Lightning — 6th Level

You create a stroke of lightning which strikes a single foe before arcing to hit a number of other foes of your choice.

Primary Target: One creature or object **Range**: Medium *(100 ft.)*
Secondary Targets: Up to five creatures or objects

Attack: Spellpower vs. Reflex
Success: 1d8 electricity damage per two spellpower.
Failure: Half damage.
Special: This attack automatically succeeds against the primary target.

Evocation [Electricity] **Lists**: Air, Arcane, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
4 – *Empowered*: The damage increases to 1d10 electricity damage per two spellpower

Chaos Hammer — 3rd Level

You unleash a multicolored explosion of leaping, ricocheting energy to smite your foe.

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

Attack: Spellpower vs. Mental
Success: 1d6 divine damage per spellpower, and the target is disoriented *(moves randomly)* for 2 rounds.
Critical Success: As above, except that the target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 2 rounds instead of disoriented.
Failure: Half damage.

Channeling [Chaotic] **Lists**: Chaos
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 divine damage per two spellpower
4 – *Empowered*: The damage increases to 1d8 divine damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 divine damage per two spellpower.

Charm Person — 2nd Level

You manipulate a person's mind so he thinks of you as a trusted friend and ally.

Target: One humanoid creature **Range**: Close *(30 ft.)*
Components: Somatic only

Attack: Spellpower vs. Mental
Special: If the target thinks that you or your allies are threatening it, you take a −5 penalty to accuracy on the attack.
Success: The target is charmed *(deluded into liking its charmer)* by you.
Critical Success: As above, but the effect is permanent.
Duration: Long *(1 hour)*

Enchantment [Delusion, Mind, Subtle] **Lists**: Arcane
Notes: Any act by you or your apparent allies that threatens or damages the *charmed* person breaks the spell.
Subtle spells have no obvious effects. A creature affected by a subtle spell is usually unaware that it is under magical influence. The DR to identify a subtle spell with the Spellcraft skill is 10 higher than normal (see Spellcraft, page 70).
You can only affect any individual creature with this spell once per 24 hours.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Charm Monster*: The spell can affect creatures of any type.
3 – *Mass*: The spell can affect up to five targets.
3 – *Persistent*: The spell lasts for thirty days.

Circle of Death — 5th Level

You channel powerful necrotic magic to damage nearby foes.

Emanation: Huge *(100 ft.)* radius from you
Targets: All living enemies in the area

Effect: At the end of every round, the target takes life damage equal to your spellpower.
Duration: 5 rounds

Vivimancy [Death] **Lists**: Divine

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Circle of Healing — 5th Level

You channel powerful healing magic to heal nearby allies.

Emanation: Large *(50 ft.)* radius from you
Targets: All allies in the area

Effect: At the end of every round, the target heals hit points equal to your spellpower.
Duration: 5 rounds

Vivimancy [Life] **Lists**: Divine, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Color Spray — 1st Level

Burst: Medium *(20 ft.)* cone
Targets: All creatures in the area

Effect: The target is impaired *(20% failure)* with sight-related attacks and checks.
Duration: 2 rounds

Illusion [Figment, Light, Visual] **Lists**: Arcane

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

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

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Focused*: The spell lasts for 5 rounds on one target creature in the area.
3 – *Widened*: The spell's area becomes a Large *(50 ft.)* cone.

Command — 2nd Level

You compel a foe to obey a single command of your choice.

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

Special: When you cast this spell, you speak a command. The command must be a single word or short, simple phrase. You must command the creature to perform a movement that can be completed during the movement phase. For example, you could command a creature to "flee" or "grovel", but not to "attack" or "betray allies".

Attack: Spellpower vs. Mental
Success: The target must obey the command during the next movement phase. It can take no other actions during that time, but it can defend itself normally. During the action phase, it can act normally.
Critical Success: As above, except that it must also obey the command during the next action phase. If the action was completed during the movement phase, the creature tries to complete the action again if possible, or simply remains still otherwise.
Failure: The target must obey the command or be impaired *(20% failure)* with attacks and checks.

Duration: Brief *(2 rounds)*

Enchantment [Auditory, Compulsion, Mind, Speech]
Lists: Arcane, Divine

Notes: If the target can't understand your command, the spell automatically fails. The target must obey the literal meaning of the commmand given, potentially allowing intelligent targets to subvert your intentions.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.

Cone of Cold — 2nd Level

You create an area of extreme cold that drains heat from creatures in the area, diminishing their ability to move.

Burst: Medium *(20 ft.)* cone
Targets: Everything in the area

Attack: Spellpower vs. Fortitude
Success: 1d8 cold damage per two spellpower. In addition, the target moves at half speed for 2 rounds.
Failure: As above, but half damage.

Evocation [Cold] **Lists**: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – *Freezing*: If the attack succeeds against a creature, it is immobilized *(Unable to leave its location)* for 2 rounds.
3 – *Widened*: The spell's area becomes a Large *(50 ft.)* cone.
4 – *Empowered*: The damage increases to 1d10 cold damage per two spellpower

Confusion — 4th Level

You compel a group of creatures to act randomly, sowing confusion in your foes' ranks.

Targets: Up to five creatures **Range**: Long *(300 ft.)*

Attack: Spellpower vs. Mental

Success: The target is disoriented *(moves randomly)*.

Critical Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Duration: Brief *(2 rounds)*

Enchantment [Compulsion, Mind] **Lists**: Arcane, Chaos, Divine, Trickery

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Focused*: One target is disoriented *(moves randomly)* even if the attack fails against it.

Create Ballista — 3rd Level

You create a ballista which fires at your foes.

Target: Location **Range**: Close *(30 ft.)*

Effect: This spell creates a fully functional Large ballista. Immediately after being created, the ballista fires at a foe of your choice within Long *(300 ft.)* range. It automatically reloads itself during the movement phase.

At the beginning of each round, you may spend a swift action to control the ballista. If you do, it fires at a target you designate during the action phase. Otherwise, another creature may spend a standard action action to manually fire the ballista.

When the ballista fires, you make a Spellpower + 4 vs. Armor attack against the target. Success means the target takes 1d8 piercing damage per two spellpower. Failure means the bolt misses, and the target takes no damage. This is a **Physical** effect, and does not allow **magic resistance**.

The ballista has hit points equal to three times your spellpower. In all other respects, it is treated as an ordinary ballista.

Duration: Short *(Focus + 5 rounds)*

Conjuration/Transmutation [Creation] **Lists**: Arcane

Notes: The ballista must be created on solid, stable ground, or the spell automatically fails.

You can learn and cast spell without the Transmutation school. If you do, the ballista does not fire automatically or reload itself. However, it can still be loaded and fired manually, like an ordinary ballista. If it is fired manually, you still use your spellpower to determine the accuracy and damage of the ballista bolt.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Dual Load*: The ballista is created with two separate bolt tracks, allowing it to fire at two different targets in the same round. It cannot fire at the same target twice.

3 – *Persistent*: The spell's duration becomes Long *(1 hour)*. If you use this augment again during that time, the previous effect immediately ends.

4 – *Empowered*: The damage dealt by each ballista bolt increases to 1d10 piercing damage per two spellpower

Create Image — 2nd Level

Range: Medium *(100 ft.)*

Effect: This spell creates the visual illusion of an Large or smaller object, creature, or force, as determined by you. The figment does not create sound, smell, texture, or temperature. If you concentrate as a swift action, you can move the figment anywhere within the range and alter its form for the rest of the round. For example, you could concentrate to make an illusion of human guards walk realistically across a room. If you do not concentrate on the image, it is static.

When you cast this spell, you make a check with a bonus equal to your spellpower + 10. Creatures can recognize the figment is created by illusory magic by interacting with it physically, or by making an Awareness check against a DR equal to your check result when casting the spell. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the figment, but which are missing.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment] **Lists**: Arcane, Trickery

Notes: A creature that recognizes the created figment as illusory still perceives the figment normally.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Sensory*: The illusion affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.

1 – *Giant*: The spell can create a figment one size category larger. This augment can be used multiple times.

2 – *Persistent*: The spell's duration becomes Long *(1 hour)*.

2 – *Scripted*: When you cast the spell, you set a simple script for the figment to follow. It follows that script automatically. As a swift action, you can concentrate to change the script for the remainder of the spell.

5 – *False Reality*: The spell's area becomes a 1 mile radius zone, centered on you.

Create Sound — 1st Level

You create false sounds from nowhere.

Range: Medium *(100 ft.)*

Effect: You create sound from a location within range. The sound can be of any kind, but can be no louder than the sound that could be created by one human per spellpower. You can create understandable speech, but the sound is not precise enough to trigger magical effects activated by command words.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Cripple — 4th Level

You render your foe's limbs useless.

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, the target is staggered *(unable to act in movement phase)* for 2 rounds.

Critical Success: As above, but instead of being staggered, the target is unable to move its limbs, including any wings. Generally, that means it is paralyzed *(helpless, unable to move)*, except that it can move its head and mouth.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh] **Lists**: Arcane, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 life damage per two spellpower.

Cure Wounds — 1st Level

You lay your hand on a creature and channel life force into it, healing some of its wounds.

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

Effect: The target is healed for 1d6 damage per spellpower.

Vivimancy [Life] **Lists**: Divine, Life, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Moderate Wounds*: For every 10 points of healing, this spell can instead cure 1 critical damage.

2 – *Serious Wounds*: For every 5 points of healing, this spell can instead cure 1 critical damage.

3 – *Critical Wounds*: For every 2 points of healing, this spell can instead cure 1 critical damage.

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 damage per two spellpower

4 – *Empowered*: The damage increases to 1d8 damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 damage per two spellpower.

Curse of Blood and Bone — 2nd Level

You curse your foe's body, leaving it vulnerable to attacks.

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

Attack: Spellpower vs. Mental

Success: 1d6 life damage per spellpower. In addition, the target's maximum hit points are reduced by the amount of damage it takes from this effect, to a minimum of 1 hit point, for 5 rounds.

Critical Success: As above, but double damage and the hit point reduction is permanent.

Failure: Half damage, and no additional effects.

Vivimancy [Curse, Flesh] **Lists**: Arcane, Death, Divine, Evil

Notes: Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower

Curse of the Wayward Mind — 5th Level

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

Attack: Spellpower vs. Mental

Success: The target is disoriented *(moves randomly)* for one hour.

Critical Success: The target is disoriented *(moves randomly)* permanently.

Failure: The target is disoriented *(moves randomly)* for 2 rounds.

Vivimancy [Curse] **Lists**: Arcane, Divine

Notes: Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Dancing Lights — 1st Level

You create floating lights to guide your way.

Range: Medium *(100 ft.)*

Effect: This spell creates mobile sources of light. You can create up to four lights which resemble lanterns or torches, up to four glowing spheres of light, or a single glowing, vaguely humanoid shape. Regardless of their form, each light creates bright illumination in a Medium *(20 ft.)* radius, as a torch.

As a swift action, you can move the lights as you desire through the air. They can move up to 100 feet per round, but they must always stay within range of you. Any light which goes beyond that limit winks out.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Light] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Darkvision — 1st Level

You grant an ally the ability to see in complete darkness.

Target: One creature **Range**: Touch

Effect: The target gains the ability to see 50 feet even in total darkness. Beyond 60 feet, the target can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in an area of bright light or is dazzled. Darkvision is black and white only, but otherwise like normal sight.

Duration: Long *(1 hour)*

Transmutation [Imbuement] **Lists**: Arcane

Notes: This spell does not grant the ability to see in magical darkness.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Mass*: The spell can affect up to five targets.

Death Knell — 3rd Level

You draw forth the ebbing life force of a creature and use it to fuel your own power.

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, for 2 rounds, the target automatically dies if it takes critical damage while it has no hit points remaining.

If the target dies in this way, you gain temporary hit points equal to twice your spellpower. These temporary hit points last for 1 round per level the target had.

Critical Success: As above, except that the temporary hit points are also granted to all allies within a Large *(50 ft.)* radius of the dead creature.

Failure: Half damage, and no additional effects.

Vivimancy [Death] **Lists**: Arcane, Death, Divine

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

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower.

Life Ward — 4th Level

You shield your allies from spells and abilities that affect their life force.

Targets: Up to five creatures **Range**: Medium *(100 ft.)*

Effect: The target is immune to hostile **Life** effects.

Duration: Short *(Focus + 5 rounds)*

Vivimancy [Life, Shielding]

Lists: Divine, Protection

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Deep Slumber — 5th Level

You fill your foe with an overpowering urge to sleep, rendering it comatose.

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

Attack: Spellpower vs. Mental

Success: The target is blinded *(unable to see, defenseless)* for 2 rounds.

Critical Success: The target falls asleep. It cannot be awakened by any means for 2 rounds. After that time, it can be awoken by other creatures, but if left undisturbed, it will sleep until it dies.

Failure: The target is dazed *(unable to act in movement phase)* for 2 rounds.

Enchantment [Compulsion, Mind] **Lists**: Arcane

Notes: Creatures that are unable to sleep, such as elves, are immune to all effects of this spell.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Delay Damage — 3rd Level

You partially shift yourself into the future, delaying the impact of attacks against you.

Target: You

Effect: Whenever you take damage, half of the damage (rounded down) is not dealt to you immediately. This damage is tracked separately. At the end of the spell's duration, you take all of the delayed damage at once. When this happens, any damage in excess of your hit points is dealt as critical damage.

Duration: Medium *(5 minutes)*

Abjuration/Transmutation [Shielding, Temporal] **Lists**: Divine, Nature

Notes: If this spell is dispelled or otherwise prematurely ended, you immediately take all of the delayed damage.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Divine Judgment — 7th Level

Target: One creature **Range**: Long *(300 ft.)*

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower. In addition, the target is staggered *(unable to act in movement phase)* for 5 rounds.

Critical Success: The target dies, and divine fire utterly consumes its body. Its equipment is unaffected.

Failure: Half damage, and no additional effects.

Channeling **Lists**: Divine, Good

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Final*: The target's body cannot be used to restore it to life, such as with the *resurrection* ritual. (See Resurrecting the Dead, page 123, for details).

Divine Shield — 7th Level

You shield your ally with a powerful force that protects it from danger and heals its wounds.

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

Effect: The target gains damage reduction against physical damage equal to your spellpower. In addition, at the end of each round, it heals hit points equal to your spellpower.

Duration: 5 rounds

Abjuration/Vivimancy [Life, Shielding] **Lists**: Divine, Life

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Detect Alignment — 1st Level

You sense the presence of creatures with a particular alignment.

Emanation: Large *(50 ft.)* cone from you

Effect: As you cast this spell, you choose an alignment: good, evil, lawful, or chaotic. Anything within the spell's area that has the chosen alignment has a faint aura, visible only to you.

As a swift action, you can concentrate on an aura to determine the strength of the aura. Most aligned creatures and magic items have a faint aura. Creatures that embody the alignment, such as outsiders with the appropriate subtype and undead, have a moderate aura. Creatures that act directly on behalf of the alignment, such as paladins, have a strong aura. Extraordinary magical objects or effects, such as artifacts, can also have a strong aura.

Duration: Short *(Focus + 5 rounds)*

Divination [Detection] **Lists**: Divine

Notes: Each round, you can turn to detect objects in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Empowered*: You can detect all alignments, rather than a single alignment.

2 – *Penetrating*: The spell's area penetrates all physical barriers except lead.

2 – *Widened*: The spell's area becomes a 100 ft. radius.

Dictum — 5th Level

You utter a powerful command, binding your foes in place.

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

Targets: All nonlawful creatures in the area

Components: Verbal only

Attack: Spellpower vs. Mental

Success: 1d8 divine damage per two spellpower, and the target is immobilized *(Unable to leave its location)* for 2 rounds.

Critical Success: As above, except that the target is stunned *(unable to take actions)* for 1 round instead of slowed.

Failure: Half damage, and no additional effects.

Channeling [Lawful] **Lists**: Divine, Law

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d10 divine damage per two spellpower

Dimension Door — 4th Level

Target: You

Effect: You teleport to a destination within 1,000 feet of you. You must clearly visualize the destination, but you do not need line of sight or line of effect. After arriving, you cannot act until the next action phase.

If the destination is occupied, or dramatically different from how you visualized it, the spell fails.

Conjuration [Teleportation] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Companion*: You can touch a Large or smaller willing creature to bring them with you. This augment can be selected multiple times, allowing you to bring an additional creature each time.

1 – *Giant Companion*: When using the Companion augment, you can bring along a target one size category larger. This augment can be used multiple times.

2 – *Distant*: You can teleport to a destination within 10,000 feet.

Dimension Slide — 2nd Level

Target: One Large or smaller willing creature **Range**: Close *(30 ft.)*

Effect: The target teleports to an unoccupied destination up to 100 feet away from its original location. If the destination is invalid, the spell fails.

Conjuration [Teleportation] **Lists**: Arcane, Travel

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

2 – *Distant*: The destination can be up to 300 feet away.

Dimensional Anchor — 2nd Level

You sever your foe's connection to the Astral Plane, trapping it where it is.

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

Attack: Spellpower vs. Mental

Success: The target cannot travel extradimensionally for 5 rounds. This blocks teleportation and all planar travel abilities except planar rifts.

Critical Success: As above, except that the effect lasts for 1 year.

Failure: As above, except that the effect lasts for 1 round.

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine, Magic

Notes: This spell does not interfere with the movement of creatures already on other planes when the spell is cast, nor does it block extradimensional perception or attack forms, such as summoning monsters. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Resilient*: The spell cannot be dispelled. It can only be removed by physically travelling to the Astral Plane, such as through a planar rift or a gate created by the *gate* ritual.

3 – *Mass*: The spell can affect up to five targets.

Dimensional Army — 9th Level

You teleport your allies a great distance, ambushing your foes.

Targets: Up to five willing creatures **Range**: Medium *(100 ft.)*

Effect: The target teleports to a destination within Extreme *(1,000 ft.)* range of you. You must clearly visualize the destination, but you do not need line of sight or line of effect. After arriving, the target cannot act until the next action phase.

If the destination is occupied, or dramatically different from how you visualized it, the spell fails.

Conjuration [Teleporation] **Lists**: Arcane, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Discern Lies — 2nd Level

You can discern subtle magical disturbances caused by lying.

Emanation: Large *(50 ft.)* cone from you

Effect: You know when any creature in the area deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Duration: Short *(Focus + 5 rounds)*

Divination [Detection] **Lists**: Arcane, Divine, Law

Notes: Each round, you can turn to discern lies in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Penetrating*: The spell's area penetrates all physical barriers except lead.

3 – *Persistent*: The spell's duration becomes Long *(1 hour)*.

Discern Vulnerability — 3rd Level

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

Casting Time: Swift action

Effect: You instantly learn all of the target's weaknesses. This includes, but is not limited to, the following information:

- Which of the target's defenses is lowest
- If the target has any vulnerabilities to specific damage types
- How to overcome the target's damage reduction, regeneration, or other similar abilities

Divination **Lists**: Arcane, Divine, Nature

Notes: This spell gives no information about a creature's strengths or abilities – only its weaknesses.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Discordant Song — 7th Level

Magical music fills the air, sowing confusion among your foes.

Zone: Medium *(20 ft.)* radius **Range**: Medium *(100 ft.)*

Targets: All creatures in the area

Effect: At the beginning of each round, make an attack against all targets.

Attack: Spellpower vs. Mental

Success: The target is disoriented *(moves randomly)* for 2 rounds.

Critical Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 2 rounds.

Duration: Short *(Focus + 5 rounds)*

Enchantment [Auditory, Compulsion, Mind] **Lists**: Arcane, Chaos

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Disintegrate — 6th Level

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude

Success: 1d6 physical damage per spellpower. If the target has no hit points remaining, it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Special: When used against an object, this spell simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted.

Transmutation [Shaping] **Lists**: Arcane, Destruction

Notes: This spell affects even objects constructed entirely of telekinetic force, such as the wall created by a a *wall of force* spell, but not magical effects such as the field created by an *antimagic field* spell.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Complete*: If the target is completely disintegrated, its equipment also takes damage from the spell. Equipment destroyed in this way is also disintegrated. This has no effect on artifacts.

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 physical damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 physical damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 physical damage per two spellpower.

Disjoin Magic — 9th Level

Special: This spell has two versions: an area dispel, and a targeted destruction of a magic item. Its effects depend on which version is chosen.

Burst: Medium *(20 ft.)* radius burst **Range**: Medium *(100 ft.)*

Effect: All spells in the area are dispelled.

Target: One magic item

Attack: Spellpower vs. 10 + the spellpower of the target object

Success: The target item is permanently rendered nonmagical.

Failure: The target item is suppressed for 5 rounds. A suppressed object loses all its magical abilities, though it is still treated as being a magical object for the purpose of spells and effects.

Special: If the item is an artifact, there is only a 1% chance per spellpower that the spell works. If you destroy an artifact in this way, you permanently lose the ability to cast this spell.

Abjuration [Thaumaturgy] **Lists**: Arcane, Magic

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

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Dispel Magic — 3rd Level

You destroy magical effects.

Target: One creature, object, or location **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Special

Effect: For every spell affecting the target, if the attack result beats a DR equal to 10 + the spellpower of the spell, the spell is dispelled.

If the target is an object, and the attack result beats a DR equal to 10 + the spellpower of the object, the object is suppressed for 5 rounds. A suppressed object loses all its magical abilities, though it is still treated as being a magical object for the purpose of spells and effects.

If the target is an effect of an ongoing spell (such as a summoned creature), and the attack result beats a DR equal to 10 + the spellpower of the spell, the target is treated as if the spell that created it was dispelled. This usually causes the target to disappear.

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine, Magic, Nature

Notes: When a spell is dispelled, all its effects with a duration end. Unless otherwise specified, any spell with a lasting effect can be dispelled.

If a spell affects multiple targets, it must be dispelled individually on each target. Dispelling the effect on one target does not affect the other targets of the spell.

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

Artifacts and deities are unaffected by mortal magic such as this.

Retargeting Miscast: The spell targets a random active spell, or object or creature which is affected by at least one dispellable spell, within range (including yourself, if applicable).

Augments:

2 – *Spelltheft*: You can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which only affect the caster, are simply dispelled.

3 – *Mass*: The spell can affect up to five targets.

Divine Favor — 3rd Level

You imbue yourself with divine fortune by calling on your patron.

Target: You

Effect: You gain an legend point. This legend point can only be spent on physical actions, such as strikes with your weapon. If you spend it, you get another legend point 5 rounds later.

Duration: Long *(1 hour)*

Transmutation [Enhancement] **Lists**: Divine, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Empowered*: You gain an additional legend point. Both legend points regenerate independently after being spent.

Divine Might — 5th Level

Target: You

Effect: You become larger, as the effect of the *enlarge* spell. In addition, you gain damage reduction against physical damage equal to your spellpower. Appropriately aligned damage ignores this damage reduction and negates it for 1 round. Evil attacks overcome your damage reduction if you are good or neutral, and good attacks overcome your damage reduction if you are evil.

Duration: Short *(Focus + 5 rounds)*

Channeling/Transmutation [Shaping, Sizing]

Lists: Divine, Strength

Notes: Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Dominate Person — 6th Level

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

Components: Somatic only

Attack: Spellpower vs. Mental

Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 2 rounds.

Critical Success: The target is dominated *(compelled to obey its dominator)* for 2 rounds.

When this effect's duration ends, you must make another Spellpower vs. Mental attack against the target. Success means the target remains dominated for another 2 rounds, and this attack is repeated at the end of that time. Failure means the target breaks free of your control. Critical success means the target is dominated for an additional 24 hours, and no further attacks are made.

Failure: The target is dazed *(unable to act in movement phase)* for 2 rounds.

Enchantment [Compulsion, Mind, Subtle] **Lists**: Arcane

Notes: This spell gives you no special ability to communicate with the target, except as noted above. Rituals such as *telepathic bond* can be used to exert influence over a dominated creature from a distance.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Dominate Monster*: The spell can affect creatures of any type.

3 – *Mass*: The spell can affect up to five targets.

Drain Life — 3rd Level

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. You gain temporary hit points equal to half the damage you deal. You can't gain more hit points than the target had. The temporary hit points disappear after 5 rounds. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Critical Success: As above, but double damage.

Failure: Half damage.

Vivimancy [Life] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Efficient*: You gain temporary hit points equal to the damage you deal.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower.

Drown — 8th Level

You fill a foe's lungs with water, causing it to begin drowning.

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

Attack: Spellpower vs. Fortitude

Success: The target is severely impaired *(50% failure)* with attacks and checks. In addition, the target is unable to breathe. If it continues being unable to breathe for longer than it can hold its breath, it may die (see Drowning, page 22, for details).

Critical Success: As above, except that the target is nauseated *(unable to act in action phase, move at half speed)* instead of severely impaired.

Failure: The target is impaired *(20% failure)* with attacks and checks.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation] **Lists**: Nature, Water

Notes: Unlike most **Creation** spells, this spell allows **magic resistance**.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Earth's Pull — 3rd Level

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Range: Medium *(100 ft.)*
Target: One Large or smaller creature within 10 feet of solid ground
Effect: The target is slowed *(unable to act in movement phase, move at half speed)*.
Duration: Brief *(2 rounds)*

Transmutation [Earth] **Lists**: Earth, Nature, Wild
Notes: If the target gets farther than 10 feet from the ground, the spell's effect is broken.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Distant*: The target must be within 50 feet of solid ground, rather than within 10 feet.
1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.
3 – *Mass*: The spell can affect up to five targets.

Earthen Blade — 1st Level

Range: Touch
Effect: This spell creates a weapon sized for you from the ground. The weapon can be of any type you are proficient with.
If earth enhanced with the *enhance component* ritual is used, the item created will have an enhancement bonus.
Duration: Long *(1 hour)*

Transmutation [Earth, Shaping] **Lists**: Earth, Nature, War
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Tiny*: You can create a weapon sized for a creature up to two size categories smaller than you.
2 – *Arsenal*: You can create up to ten weapons of different types.
2 – *Giant*: You can create a weapon sized for a creature up to two size categories larger than you.

Earth Glide — 4th Level

Target: One creature **Range**: Touch
Effect: The target gains the earth glide ability, as an earth elemental. This allows it to glide through stone, dirt, or almost any other sort of earth as if it were air. The target can walk or climb at any angle in the earth. However, the target generally cannot breathe, speak, or hear while gliding. While gliding, the target can remain partially within the earth, granting it cover.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Earth, Imbuement] **Lists**: Earth, Nature
Notes: The target's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. This spell does not grant the target the ability to breathe earth, and it may suffocate if it remains within earth for a prolonged period of time.
If this spell ends while the target is inside solid earth, it is shunted to the nearest open space large enough to fit it, taking 1d6 physical damage per 5 feet moved.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Accelerated*: The target's speed is doubled while gliding through earth.
3 – *Mass*: The spell can affect up to five targets.

Earthquake — 9th Level

An intense but highly localized tremor shakes the ground. The shock knocks creatures down, and rifts open in the earth to trap unwary creatures.

Burst: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*
Targets: All enemies on the ground in the area

Attack: Spellpower vs. Reflex
Effect: The target is knocked prone.
Success: The target is trapped in a crack in the ground, causing it to be immobilized *(Unable to leave its location)*. It can escape with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.
Critical Success: As above, except that the target is grappled *(physically wrestling with a foe)* by the earth instead of immobilized.

Transmutation [Earth, Physical]
Lists: Destruction, Divine, Earth, Nature, Strength, Wild
Notes: In terrain with unusual ground, such as rivers or swamps, this spell may have different effects.
This is a **Physical** effect, and does not allow **magic resistance**.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Earthspike — 2nd Level

You create a spike from the ground that impales your foe, slowing its movement.

Range: Medium *(100 ft.)*
Target: One creature or object within 10 feet of natural earth or stone

Attack: Spellpower vs. Reflex
Success: 1d6 piercing damage per spellpower. In addition, the target moves at half speed for 2 rounds.
Critical Success: As above, but double damage.
Failure: As above, but half damage.

Transmutation [Earth, Physical, Shaping] **Lists**: Earth, Nature
Notes: This is a **Physical** effect, and does not allow **magic resistance**.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Impaling*: If the attack succeeds, the target is immobilized *(Unable to leave its location)* for 2 rounds instead of moving at half speed.
2 – *Spike Trap*: The spell targets a 5-ft. square of ground, and lasts for 5 rounds. If an enemy steps into the area, it suffers the effects of the spell. You may only have one such trap active at once.
4 – *Empowered*: The damage increases to 1d8 piercing damage per spellpower.

Enervation — 4th Level

Your foe's body loses its color momentarily as you drain its life force away.

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

Effect: If the target is living, it gains two negative levels. This imposes a −2 penalty to the target's accuracy, defenses, and checks, and a penalty to its current and maximum hit points equal to twice its level.
If the target is undead, it gains damage reduction against physical damage equal to your spellpower. Life damage ignores this damage reduction and negates it for 1 round.

Vivimancy [Life] **Lists**: Arcane, Death, Divine, Evil
Notes: These negative levels do not stack with other negative levels the target has, if any.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Empowered*: If the target is living, it gains an additional negative level. This augment can be used multiple times.

Enlarge — 2nd Level

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

Attack: Spellpower vs. Fortitude
Success: The target and its equipment instantly grows, doubling its height and multiplying its weight by 8. This changes the creature's size category to the next larger one. This has several effects.
- +2 bonus to Fortitude defense.
- −1 penalty to Reflex defense.
- −4 penalty to Stealth.
- Weapons increase damage die size (see Table **??**: Weapon Damage and Creature Size (page **??**)).
- If the target's new size is Small or smaller, it gains a +5 ft. bonus to movement speed. Otherwise, it gains a +10 ft. bonus to movement speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it – the spell cannot be used to crush a creature by increasing its size.
Equipment that leaves the target's possession returns to its original size. As a result, thrown and projectile weapons use the target's true size to determine their accuracy and damage, rather than its modified size.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Shaping, Sizing] **Lists**: Arcane, Nature, Strength
Notes: A typical humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.
3 – *Mass*: The spell can affect up to five targets.

Entangle — 1st Level

Plants grow and ensnare your foe.

Target: One creature within 5 feet of plants **Range**: Close *(30 ft.)*

Effect: The target is entangled *(move at half speed, unable to sprint or charge, impaired)*. It can break this effect with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.

Duration: Brief *(2 rounds)*

Transmutation [Animation, Physical] **Lists**: Nature, Wild
Notes: The effects of this spell may be altered somewhat based on the nature of the plants near the target. This is a **Physical** effect, and does not allow **magic resistance**.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Wild Growth*: The target does not need to be near plants. This is a Conjuration [**Creation**] effect.
3 – *Mass*: The spell can affect up to five targets.

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.

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

Effect: Each physical ranged attack directed at the target has a 50% miss chance. Other attacks that simply work at a distance are not affected.

Duration: Short *(Focus + 5 rounds)*

Evocation [Shielding] **Lists**: Chaos, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

3 – *Spellshield*: Ranged spells directed at the target also have a 50% failure chance. This only affects directly targeted spells, not spells that include the target in their area.

Excrete Slime — 1st Level

You coat yourself in a sheen of acidic slime that damages your attackers.

Target: You

Effect: You are coated in slime. Whenever a creature hits you with a melee attack, make a Spellpower vs. Reflex attack against the attacking creature. Success means the creature takes 1d8 acid damage per two spellpower.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Imbuement] **Lists**: Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d10 acid damage per two spellpower.

Eyebite — 2nd Level

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, the target is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Critical Success: As above, but double damage and the target is blinded *(unable to see, defenseless)* for 2 rounds instead of partially blinded.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh] **Lists**: Arcane, Nature

Notes: This spell has no effect on creatures without eyes.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Earbite*: The target is also deafened *(unable to hear)* for 2 rounds.

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 life damage per two spellpower.

Faerie Fire — 1st Level

Burst: Small *(10 ft.)* radius **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Effect: A pale glow surrounds and outlines the target, causing it to shed light as a candle. This imposes a −20 penalty to Stealth checks, and negates invisibility, concealment, and similar effects.

Duration: Brief *(2 rounds)*

Illusion [Figment, Light] **Lists**: Nature

Notes: Illusory figments, such as those created by the *create image* spell, are not outlined, which may reveal their false nature. The lights continue illuminating creatures after they leave the area.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.

4 – *Blinding*: Creatures in the area are also partially blinded *(impaired, lose special vision abilities)*.

Fear — 2nd Level

You terrify your foe.

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

Attack: Spellpower vs. Mental

Success: The target is frightened *(50% failure near its fear)* by you.

Critical Success: The target is panicked *(flees or cowers from its fear)* by you.

Failure: The target is shaken *(20% failure near its fear)* by you.

Duration: Brief *(2 rounds)*

Enchantment [Delusion, Mind] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Redirected*: The target is instead afraid of a willing ally within Medium *(100 ft.)* range.

3 – *Mass*: The spell can affect up to five targets.

Feather Fall — 1st Level

One freefalling object or willing creature (Medium or smaller) — **Range**: Medium *(100 ft.)*
Casting Time: Swift action — **Components**: Verbal only

Effect: The target falls at only 60 feet per round (equivalent to the end of a fall from a few feet). It takes no falling damage from falls of any length. If the object is heavy enough to deal falling damage to other creatures and objects, it deals half its normal falling damage, with no bonus for the height of the drop.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Air] — **Lists**: Arcane

Notes: This spell works only upon free-falling objects and creatures. It no special effect on ranged weapons or projectiles unless they are falling an extraordinary distance.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

3 – *Mass*: The spell can affect up to five targets.

Feeblemind — 7th Level

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

Attack: Spellpower vs. Mental

Success: The target's Intelligence drops to −9 for 5 rounds, giving it roughly the intellect of a lizard. It is unable to cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them.

Critical Success: As above, except that the effect is permanent.

Failure: The target is dazed *(unable to act in movement phase)* for 5 rounds.

Enchantment [Delusion, Mind] — **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Finger of Death — 6th Level

Target: One living creature — **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, the target is staggered *(unable to act in movement phase)* for 5 rounds.

Critical Success: The target dies.

Failure: Half damage, and no additional effects.

Vivimancy [Death] — **Lists**: Arcane, Death

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Final*: The target's body cannot be used to restore it to life, such as with the *resurrection* ritual. (See Resurrecting the Dead, page 123, for details).

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 life damage per two spellpower.

Fire Shield — 4th Level

You appear to immolate yourself in a wreath of flame that lashes out at anyone who tries to harm you.

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

Effect: The target gains damage reduction against cold damage equal to twice your spellpower. In addition, it radiates light as a torch.

When a creature within Close *(30 ft.)* range of the target attacks it, the attacking creature takes 1d6 fire damage per two spellpower. A creature can only be dealt damage by this spell once per round.

Duration: Short *(Focus + 5 rounds)*

Evocation [Fire, Shielding] — **Lists**: Arcane, Fire

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d8 fire damage per two spellpower.

Fire Storm — 8th Level

You fill a massive area with sheets of roaring flame, burning everyone who opposes you.

Burst: Large *(50 ft.)* radius — **Range**: Medium *(100 ft.)*
Targets: Everything in the area, except allied creatures and plants

Attack: Spellpower vs. Reflex

Success: 1d8 fire damage per two spellpower.

Critical Success: Double damage.

Failure: Half damage.

Evocation [Fire] — **Lists**: Destruction, Fire, Nature, War, Wild

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Fireball — 3rd Level

You create an explosion of flame that detonates with a low roar, damaging nearby creatures and objects.

Burst: Small *(10 ft.)* radius **Range**: Medium *(100 ft.)*
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire damage per two spellpower.
Critical Success: Double damage.
Failure: Half damage.

Evocation [Fire] **Lists**: Arcane, Fire, Nature

Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable materials, such as dry wood and cloth.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Delayed*: The fireball's detonation is delayed. As a swift action, you can command it to detonate during the next action phase. If not commanded to detonate, it will automatically detonate after 5 rounds. While the spell is delayed, an intangible bead of fire sits at the point of origin, shedding light as a torch.
2 – *Incendiary*: A successful attack also makes a target ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 5 rounds.
2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.
4 – *Empowered*: The damage increases to 1d10 fire damage per two spellpower.

Fissure — 6th Level

You open a rift in the earth beneath your opponent that slams shut with immense force.

Target: One Huge or smaller creature within 10 feet of solid ground **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Reflex
Success: 1d6 bludgeoning damage per spellpower. In addition, the target is immobilized *(Unable to leave its location)* for 5 rounds.
Critical Success: The target dies.
Failure: Half damage, and no additional effects.

Transmutation [Earth, Physical] **Lists**: Earth, Nature

Notes: This is a **Physical** effect, and does not allow **magic resistance**.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.
3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 bludgeoning damage per two spellpower.
4 – *Empowered*: The damage increases to 1d8 bludgeoning damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 bludgeoning damage per two spellpower.

Flame Blade — 2nd Level

You create a 3 foot long beam of red-hot fire to serve you as a weapon.

Effect: A scimitar-like weapon appears in your hand. You can attack with it as a light melee weapon, except that you use your spellpower in place of your Strength for damage, and it deals both fire and slashing damage.
Alternately, you can hurl flames from the weapon up to Medium *(100 ft.)* range as if it were a thrown weapon.
Duration: Long *(1 hour)*

Evocation [Fire] **Lists**: Nature, War

Notes: **Magic resistance** applies when a foe is struck by the weapon, but not when the blade is created. Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable materials, such as dry wood and cloth.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Empowered*: The scimitar gains a bonus to damage equal to one quarter of your spellpower.
2 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Flame Strike — 5th Level

You call a vertical column of divine fire that roars downward, consuming your unworthy foes.

Burst: Medium *(20 ft.)* radius cylinder, 40 ft. high **Range**: Medium *(100 ft.)*
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire and divine damage per two spellpower. Allied creatures take half damage, and all of that damage is fire damage.
Critical Success: As above, but double damage.
Failure: As above, but half damage.

Evocation [Fire] **Lists**: Destruction, Divine, Fire

Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable materials, such as dry wood and cloth.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Widened*: The area increases to a Large *(50 ft.)* radius cylinder, 100 ft. high.
4 – *Empowered*: The damage increases to 1d10 fire and divine damage per two spellpower.

Fly — 4th Level

Target: One creature **Range**: Touch

Effect: The target gains a 30 foot fly speed for 5 rounds. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, it can fly (see Flying, page 10).

Transmutation [Imbuement] **Lists**: Arcane

Notes: A creature affected by this spell cannot be affected by it again for 5 minutes.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Maneuverable*: The fly speed has good maneuverability (see Maneuverability, page 10).

2 – *Accelerated*: The fly speed increases to 60 feet.

2 – *Reinforced*: The target can still fly with this effect while encumbered.

3 – *Mass*: The spell can affect up to five targets.

Fog Cloud — 2nd Level

You conjure a bank of fog, concealing those inside.

Zone: Medium *(20 ft.)* radius cylinder **Range**: Medium *(100 ft.)*

Effect: Fog blocks sight in the area, causing all creatures within or looking through the area to treat everything they see as if it had concealment *(+4 to physical defenses)*.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation] **Lists**: Arcane, Nature, Water

Notes: Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* spell, only disperses the fog where it overlaps the fog. A fire spell burns away the fog in the area into which it deals damage. A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Sickening*: Creatures within the area are sickened *(moves at half speed)* for as long as they remain within the cloud, and for 1 round after they leave.

3 – *Solid*: All creatures in the area move at half speed and suffer penalties as if they were fighting underwater. Attacks entering or passing through the area are similarly penalized.

4 – *Acidic*: At the end of every round, everything in the fog takes 1d10 acid damage per four spellpower. This is a Acid effect.

Forcecage — 8th Level

Target: One creature or object (Large or smaller) **Range**: Medium *(100 ft.)*

Effect: An immobile, invisible prison appears around the target. The prison can be a perfect sphere, a perfect cube, or a barred cage. The cage bars are an inch wide, with one inch gaps between them.

Duration: 5 rounds

Evocation [Telekinesis] **Lists**: Arcane

Notes: The walls and ceiling can be destroyed. A 5-foot square of wall has hit points equal to five times your spellpower, and hardness equal to your spellpower.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Forget — 1st Level

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

Attack: Spellpower vs. Mental

Success: The target forgets something simple for 1 hour. You can't make it forget something important, such as its name. You must know what you want it to forget. The spell does not prevent the target from learning the information again, and it can remember the information normally after the spell's duration.

Critical Success: As above, except that the effect is permanent.

Duration: Long *(1 hour)*

Enchantment [Delusion] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Empowered*: For the duration of the spell, if the target learns the information again, it immediately forgets at the end of the round.

3 – *Mass*: The spell can affect up to five targets. All targets must forget the same thing.

Freedom — 2nd Level

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

Effect: The target is immune to effects that restrict its mobility. It suffers no penalties for acting underwater. In addition, it gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Imbuement] **Lists**: Divine, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Fungal Growth — 3rd Level

You create fungus all over your foe's body.

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

Effect: The target becomes covered in living fungus. It is sickened *(moves at half speed)*, and after every 2 rounds it takes physical damage equal to your spellpower.

The fungus can be removed as a full-round action. The creature removing the fungus must make a Heal check against a DR equal to 10 + your spellpower. If it fails, the target takes additional physical damage equal to your spellpower.

If the target takes fire or cold damage equal to your spellpower, the fungus is destroyed.

Conjuration/Vivimancy [Creation, Flesh] **Lists**: Nature

Notes: Unlike most **Creation** spells, this spell allows **magic resistance**.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Sickening*: The target is sickened *(moves at half speed)* until the fungus is removed.

2 – *Deep Growth*: The DR to remove the fungus with a Heal check increases by 10.

2 – *Resilient*: The damage required to remove the fungus increases to five times your spellpower.

Gaseous Form — 3rd Level

The target and all its equipment becomes insubstantial, misty, and translucent.

Target: One willing corporeal creature **Range**: Touch

Effect: The target becomes a cloud of mist. All its equipment melds into its new form, though magical equipment retains its effects. Its Armor defense becomes 10, but it is immune to physical damage and critical hits.

As a cloud of mist, the target cannot take any physical actions other than movement. It has a fly speed of 10 feet, with perfect maneuverability. It can pass through holes and openings as narrow as one quarter inch, but cannot enter water or similar liquids.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Shaping] **Lists**: Arcane, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Accelerated*: The fly speed increases to 30 feet.

Gentle Descent — 1st Level

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

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

Effect: The target gains a 30 foot glide speed.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Air, Imbuement] **Lists**: Air, Nature

Notes: A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 10).

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Accelerated*: The glide speed increases to 60 feet.

3 – *Mass*: The spell can affect up to five targets.

Ghoul Touch — 4th Level

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

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

Attack: Spellpower vs. Fortitude

Success: The target is staggered *(unable to act in movement phase)* and impaired *(20% failure)* with attacks and checks.

Critical Success: The target is paralyzed *(helpless, unable to move)*.

Failure: The target is impaired *(20% failure)* with attacks and checks.

Duration: Brief *(2 rounds)*

Vivimancy [Flesh] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Glitterdust — 2nd Level

You create a flurry of glittering dust which reveals hidden foes and blinds creatures.

Burst: Small *(10 ft.)* radius **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Effect: A flurry of golden particles swarm around the target. This imposes a −20 penalty to Stealth checks, and negates invisibility, concealment, and similar effects. Illusory figments, such as those created by the *create image* spell, are not outlined, which may reveal their false nature. In addition, you make an attack.

Attack: Spellpower vs. Reflex

Success: The target is partially blinded *(impaired, lose special vision abilities)*.

Critical Success: The target is blinded *(unable to see, defenseless)*.

Duration: Brief *(2 rounds)*

Conjuration [Creation] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Golem Heart — 7th Level

Your skin becomes gray and metallic as you embody the power of golems.

Target: You

Effect: This spell grants you multiple resistances and immunities.

- You gain damage reduction against physical damage equal to your spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.
- You gain **magic resistance** equal to 10 + your spellpower.
- You become immune to poison and disease.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Transmutation [Enhancement, Shielding] **Lists**: Arcane, Earth, Strength

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Grease — 1st Level

You conjure a layer of slippery grease on the ground, tripping up your foes.

Zone: Small *(10 ft.)* radius **Range**: Close *(30 ft.)*

Effect: The ground in the area is covered in grease for 5 rounds, making it slippery. A DR 15 Acrobatics check is usually required to move on oily surfaces. See Balance, page 57, for more details.

Conjuration [Creation] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.

3 – *Slick*: The DR of the Acrobatics check is equal to 10 + your spellpower.

Gust of Wind — 1st Level

You create a severe blast of air that knocks your foes flying.

Burst: Large *(50 ft.)* line from you

Targets: Everything in the area

Attack: Spellpower vs. Fortitude Defense

Success: The target is affected by a shove attack, pushing it back by 5 feet + 5 feet per 5 points by which your attack exceeded its defense. If it is pushed outside the spell's area, it is not pushed farther.

Evocation [Air] **Lists**: Air, Nature

Notes: In addition to the effect noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can extinguish open flames, create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Persistent*: The gust of wind continues in the same area for 5 rounds. At the end of each round, its effect happens again.

Harm — 6th Level

You attack your foe's life force, weakening its body.

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

Attack:

Success:

The target takes 1d6 life damage per spellpower. If it takes damage in this way, it is impaired *(20% failure)* with attacks and checks for 2 rounds. All damage dealt in excess of the target's hit points is dealt as critical damage.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Vivimancy [Life] **Lists**: Arcane, Divine, Evil, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage and healing become 1d8 life damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 life damage per two spellpower.

Haste — 2nd Level

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

Effect: The target gains a +30 foot bonus to its speed in all its movement modes, up to a maximum of double its original speed.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Temporal] **Lists**: Arcane

Notes: As with any effect that increases your speed, this effect affects your ability to jump (see Jump, page 65).

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

4 – *Empowered*: Whenever the target takes a standard attack action, it may make an additional strike with a −5 penalty to accuracy. This does not stack with any other effects which grant extra strikes.

Heal — 6th Level

You fill an ally with a massive influx of life force, restoring its body to perfect health.

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

Effect: The target is healed for 1d8 damage per spellpower. For every point of healing granted by this spell, it can instead cure 1 point of critical damage.

Vivimancy [Life] **Lists**: Divine, Good, Life, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its healing becomes 1d8 damage per two spellpower.

4 – *Empowered*: The healing increases to 1d10 damage per spellpower. If the Mass augment is applied, the healing instead increases to 1d6 damage per spellpower.

Hold Person — 1st Level

Target: One humanoid creature **Range**: Close *(30 ft.)*
Effect: The target is immobilized *(Unable to leave its location)* for 2 rounds.

Enchantment [Compulsion, Mind] **Lists**: Arcane, Divine, Law
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Hold Monster*: The spell can affect creatures of any type.
3 – *Mass*: The spell can affect up to five targets.

Holy Avatar — 9th Level

You embody the essence of good, allowing you to smite your foes.

Target: You
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.
Duration: Long *(1 hour)*

Target: One nongood creature **Range**: Medium *(100 ft.)*
Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is dazed *(unable to act in movement phase)* for 2 rounds.

Channeling [Good] **Lists**: Divine, Good
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Holy Smite — 3rd Level

Target: One nongood creature **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Mental
Success: 1d6 divine damage per spellpower, and the target is dazed *(unable to act in movement phase)* for 2 rounds.
Critical Success: Double damage, and the target is stunned *(unable to take actions)* instead of dazed.
Failure: Half damage, and no additional effects.

Channeling [Good] **Lists**: Good
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 divine damage per two spellpower.
4 – *Empowered*: The damage increases to 1d8 divine damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 divine damage per two spellpower.

Holy Word — 5th Level

Burst: Large *(50 ft.)* radius centered on you
Targets: All nongood creatures in the area
Components: Verbal only
Attack: Spellpower vs. Mental
Success: 1d8 divine damage per two spellpower, and the target is dazed *(unable to act in movement phase)* for 2 rounds.
Critical Success: Double damage, and the target is stunned *(unable to take actions)* for 1 round instead of dazed.
Failure: Half damage, and no additional effects.

Channeling [Good] **Lists**: Good, Divine
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
4 – *Empowered*: The damage increases to 1d10 divine damage per two spellpower.

Horrid Wilting — 9th Level

You dessicate your foes from a great distance, shriveling their bodies.

Burst: Large *(50 ft.)* burst **Range**: Long *(300 ft.)*
Targets: All enemies in the area
Attack: Spellpower vs. Fortitude
Special: You gain a +5 bonus to accuracy against plants and creatures with the water subtype.
Success: 1d8 physical damage per two spellpower
Critical Success: Double damage.
Failure: Half damage.

Vivimancy [Flesh] **Lists**: Arcane, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Hypnotic Pattern — 4th Level

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

Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*

Effect: Lights appear in the area, illuminating the surroundings like a torch. When the lights first appear, you make a Spellpower vs. Mental attack against all creatures in the area. Success means a target is fascinated *(unable to act unless threatened)*by the lights. At the end of each round, you make the same attack against any creatures that entered the area that round.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Light, Mind, Visual]

Lists: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Mobile*: As a swift action, you can concentrate to move the lights up to 50 feet in any direction. Creatures fascinated by the lights will follow them to remain in the area to the best of their ability. If they are unable to remain in the area, they break free of their fascination at the end of the round.

Ice Spike — 5th Level

You create a shard of ice that unerringly seeks a foe, freezing it and slowing its movement.

Target: One creature or object **Range**: Extreme *(1,000 ft.)*

Attack: Spellpower vs. Fortitude

Success: 1d6 cold and piercing damage per spellpower, and the target moves at half speed for 2 rounds.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Conjuration/Evocation [Cold, Creation, Physical]

Lists: Arcane, Nature, Water

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Freezing*: If the attack succeeds, the target is immobilized *(Unable to leave its location)* instead of moving at half speed.

4 – *Empowered*: The damage increases to 1d8 cold damage per spellpower.

Ice Storm — 7th Level

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.

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

Effect: The ground in the area is covered in ice for 5 rounds, making it slippery. A DR 15 Acrobatics check is usually required to move on icy surfaces. See Balance, page 57, for more details.

Targets: Everything in the area

Effect: 1d6 cold and bludgeoning damage per two spellpower

Conjuration/Evocation [Cold, Creation]

Lists: Arcane, Destruction, Nature, Water

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Immolation — 7th Level

You completely consume a foe in fire, destroying it utterly.

Target: One creature or object **Range**: Extreme *(1,000 ft.)*

Attack: Spellpower vs. Reflex

Success: 1d6 fire damage per spellpower. If the target has no hit points remaining, it dies. Its body is completely immolated, leaving behind only a handful of ashes. Its equipment is unaffected.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Evocation [Fire] **Lists**: Arcane, Fire, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Complete*: If the target is completely immolated, its equipment also takes damage from the spell. Equipment destroyed in this way is also immolated. This has no effect on artifacts.

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 fire damage per two spellpower.

Implosion — 9th Level

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

Trigger: At the end of every round

Target: One creature **Range**: Long *(300 ft.)*

Special: You cannot target the same creature more than once per casting of this spell.

Duration: Focus (maximum 5 rounds)

Attack: Spellpower vs. Fortitude

Success: 1d6 bludgeoning damage per spellpower. In addition, the target is staggered *(unable to act in movement phase)* for 5 rounds.

Critical Success: The target dies.

Failure: Half damage, and no additional effects.

Evocation [Sonic] **Lists**: Divine

Notes: This spell has no effect on creatures in *gaseous form* or on incorporeal creatures.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Imprisonment — 8th Level

You teleport your foe deep beneath the earth, leaving it in stasis forever.

Target: One Large or smaller creature **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

Success: 1d6 physical damage per spellpower. In addition, the target is slowed *(unable to act in movement phase, move at half speed)* for 5 rounds.

Failure: As above, but half damage.

Critical Success: The target becomes permanently entombed in a state of suspended animation (as the effect of the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. It remains there until an *emancipation* spell is cast at the location where the imprisonment took place.

Conjuration/Transmutation [Teleportation, Temporal] **Lists**: Arcane, Earth, Law, Travel

Notes: If the target becomes imprisoned beneath the earth, it is very difficult to find. Magical search by a crystal ball, a *locate creature* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed.

On planes that have no earth to imprison the target, a critical success has the same effect as an ordinary success.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

Inertial Shield — 2nd Level

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

Target: One creature **Range**: Touch

Effect: The target gains damage reduction against all damage equal to your spellpower. Arcane damage ignores this damage reduction and negates it for 1 round.

Duration: Short *(Focus + 5 rounds)*

Abjuration [Shielding] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Retributive*: Damage resisted by this spell is reflected back to the attacker as life damage. If the attacker is beyond Medium *(100 ft.)* range of the target, this reflection fails. This is a Vivimancy [Life] effect.

Inferno — 6th Level

You are surrounded in a flaming inferno that damages your foes.

Area: Large *(50 ft.)* radius emanation from you

Targets: All enemies in the area

Effect: At the end of each round, the target takes fire damage equal to your spellpower.

Duration: 5 rounds

Evocation [Fire] **Lists**: Arcane, Fire, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Incendiary*: Targets that take damage from the spell are also ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 2 rounds.

Inflict Wounds — 1st Level

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

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower.

Critical Success: Double damage.

Failure: Half damage.

Vivimancy [Life] **Lists**: Arcane, Death, Divine, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Critical Wounds*: All damage dealt in excess of the target's hit points is dealt as critical damage.

3 – *Mass*: The spell can affect up to five targets. Its damage and healing become 1d8 damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 life damage per spellpower.

Invisibility — 3rd Level

Target: One creature or object (Large or smaller) **Range**: Close *(30 ft.)*

Effect: The target and its equipment become invisible. An invisible creature cannot be seen, even by darkvision. Invisible creatures can be detected with the Awareness skill (see Awareness, page 58).

If the target attacks any creature, such as by using any ability that affects an unwilling creature, it becomes visible.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer] **Lists**: Arcane, Trickery

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

1 – *Sensory*: The target becomes undetectable by an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.

3 – *Mass*: The spell can affect up to five targets.

3 – *Recharging*: At the end of every round, if the target did not attack a creature that round, it becomes invisible again.

Invulnerability 4th Level

You become nearly invulnerable to damage.

Target: You

Special: When you cast this spell, choose a type of **energy** (cold, electricity, fire, or sonic).

Effect: You gain damage reduction against all damage equal to your spellpower. Damage of the chosen energy type ignores this damage reduction and negates it for 1 round.

Duration: Long *(1 hour)*

Abjuration [Shielding] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Complete*: You do not need to choose an energy type when casting the spell, and the damage reduction cannot be overcome.

5 – *Spellshield*: You also gain **magic resistance** equal to 10 + your spellpower.

Irresistible Dance 9th Level

You fill your enemy with an overpowering urge to dance and caper in place. Against its will, it begins doing so, complete with foot shuffling and tapping.

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

Attack: Spellpower vs. Mental

Success: The target must spend a standard action each round to do nothing but dance.

Critical Success: As above, except that the effect lasts for one year.

Failure: The target must spend a move action each round to dance. In addition, the struggle to resist dancing makes it impaired *(20% failure)* with attacks and checks.

Duration: Brief *(2 rounds)* or one year

Enchantment [Compulsion, Mind] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Levitate 3rd Level

Range: Close *(30 ft.)*

Target: One unattended object or willing creature (Large or smaller)

Effect: As a swift action, you can mentally direct the target to move up or down as much as 30 feet each round. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its land speed).

Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

2 – *Flexible*: You can move the target in any direction, rather than just vertically.

3 – *Mass*: The spell can affect up to five targets.

Lifebound 8th Level

You bind the life force of one ally to another, preventing one from dying while the other lives.

Targets: Two willing creatures **Range**: Medium *(100 ft.)*

Special: When you cast this spell, you choose which target will be protected.

Effect: The protected creature cannot take critical damage. Any damage it takes while it has no hit points remaining, or critical damage it would take for other reasons, is simply ignored. It is still disabled *(at 0 hit points)* when it has no hit points remaining.

If the targets become farther than 100 feet from each other, or if the unprotected target takes critical damage, the spell immediately ends.

Duration: Short *(Focus + 5 rounds)*

Vivimancy [Life, Shielding] **Lists**: Arcane, Life, Nature

Notes: A creature affected by this spell cannot be affected by other *lifebound* spells.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Lifegiving Roots 6th Level

You raise roots from the ground that give their energy to a creature.

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

Success: The target is immobilized *(Unable to leave its location)*. In addition, it cannot be moved by any forced movement effects (such as shoving). At the end of every round, it heals hit points equal to twice your spellpower.

Duration: 5 rounds

Transmutation [Imbuement] **Lists**: Nature, Wild

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Lightning Bolt 3rd Level

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

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Success: 1d8 electricity damage per two spellpower

Critical Success: Double damage.

Failure: Half damage.

Evocation [Electricity] **Lists**: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Staggering*: A successful attack also makes a target staggered *(unable to act in movement phase)* for 2 rounds.

4 – *Empowered*: The damage increases to 1d10 electricity damage per two spellpower.

Living Missile — 4th Level

You telekinetically throw an ally at a distant foe with great force.

Target: One creature, object, or location **Range**: Medium *(100 ft.)*
Target: One willing ally **Range**: Touch

Effect: You throw a willing ally at the target. The ally gains damage reduction against physical damage equal to twice your spellpower for 2 rounds.

Attack: Spellpower vs. Reflex

Success: The target takes 1d6 bludgeoning damage per spellpower. The ally takes half this damage, reduced by the damage reduction as appropriate.

Critical Success: As above, but the target takes doubles damage. This does not increase the damage taken by the ally.

Failure: As above, but the target takes half damage. This does not reduce the damage taken by the ally.

Abjuration/Evocation **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Precise*: The ally takes no damage.

3 – *Mass*: The spell can affect up to five willing allies. All allies must be thrown at the same target. The target only takes damage once, not from each ally.

4 – *Empowered*: The damage increases to 1d10 bludgeoning damage per two spellpower. This also increases the damage taken by the ally.

Longeye — 2nd Level

You grant your ally the ability to see distant foes clearly, allowing her to strike them accurately.

Target: One willing creature **Range**: Close *(30 ft.)*
Casting Time: Swift action

Effect: The target reduces its **range increment** penalties by an amount equal to your spellpower until the end of the round.

Transmutation [Enhancement] **Lists**: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Mass*: The spell can affect up to five targets.

Longstrider — 1st Level

Target: You

Effect: You gain a +10 foot bonus to your speed in all your movement modes.

Duration: Long *(1 hour)*

Transmutation [Enhancement] **Lists**: Nature, Strength, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Empowered*: The speed bonus increases to 30 feet.

Mage Armor — 1st Level

You create an invisible but tangible field of force that shields you from attacks.

Target: You

Special: When you cast this spell, you choose whether to create body armor or a shield.

Effect: You gain invisible body armor or a shield of the chosen kind, formed from telekinetic force. Body armor grants a +4 defense bonus, while a shield grants a +2 defense bonus.

Unlike mundane armor, this armor has no **encumbrance penalty**, arcane spell failure chance, or encumbrance. If you create a shield, it floats in front of you, and does not need to be wielded actively to grant its bonus.

Duration: Long *(1 hour)*

Evocation [Telekinesis] **Lists**: Arcane

Notes: If you cast this spell twice, you can gain both body armor and a shield. The armor created by this spell is treated as a separate piece or armor from any other armor the creature is wearing, so it does not stack with any existing bonuses.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Dual*: You create both armor and a shield.

Telekinesis — 1st Level

Range: Close *(30 ft.)*

Effect: By concentrating as a swift action, you can move an object within range up to 10 feet per round.

Your effective Strength is −4, allowing you to hold and move objects up to 25 pounds. You cannot perform tasks requiring fine motor skills (with a DR higher than 0).

Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Knock*: As a standard action during the spell's duration, you can expend it to break open a locked or otherwise closed object within range. You make a Strength check to break it open, using your spellpower in place of your Strength.

2 – *Devices*: As a swift action, you can concentrate to allow you to make a Devices check within the range of the spell.

Magic Missile — 1st Level

Targets: See text **Range**: Medium *(100 ft.)*

Effect: You create a number of missiles equal to half your spellpower. Each missile strikes one target creature for 1d10 arcane damage. You can direct each missile to strike the same or different targets.

Evocation **Lists**: Arcane, Magic

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Lifeseeking*: Any missiles you do not explicitly target will automatically strike a living creature within range. The missiles are able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. You can direct the missiles to avoid specific targets, allowing you to strike a hidden foe among your allies.

4 – *Empowered*: Each missile deals 2d6 arcane damage.

Mark of Scrying — 4th Level

You create a mark that allows you to scry on your target.

Target: One creature or object **Range**: Medium *(100 ft.)*
Components: Somatic only

Effect: The target gains an invisible mark on its forehead (or similarly prominent feature). As long as the mark remains, you can focus on the mark (a standard action) to see and hear as if you were where the target is. However, this perception is limited, and you can only see and hear within a 20 foot radius of the target. Abilities which improve your senses, such as darkvision, do not apply when scrying through the mark.

While you are scrying through the mark, it becomes visible. A DR 10 Awareness check is sufficient to notice the mark once it is visible, though the target usually cannot see its own mark due to the mark's location.

Duration: Long *(1 hour)*

Divination [Scrying] **Lists**: Arcane, Divine, Law, Nature

Notes: The mark's shape is the Draconic word for "sight". Although it is invisible, the mark can be detected with *see invisibility* or a DR 30 Awareness check, if the mark is not covered by armor or other clothing.

The mark can be removed by scrubbing it away, which usually takes a minute of work, or by dispelling it with *dispel magic* or similar effects.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Hidden*: When you cast the spell, you can freely choose where the mark appears on the target's body.

2 – *Widened*: While scrying, you can see and hear within a 100 foot radius of the target.

3 – *Persistent*: The mark lasts for thirty days.

Mark of Tracking — 2nd Level

You create an invisible mark which allows you to follow your target anywhere.

Target: One creature or object **Range**: Medium *(100 ft.)*
Components: Somatic only

Effect: The target gains an invisible mark on its forehead (or similarly prominent feature). As long as the mark remains, you know the approximate direction and distance to the target. If the target is farther than 10 miles away from you, or is on another plane, you do not gain the benefits of this spell.

Duration: Long *(1 hour)*

Divination [Knowledge] **Lists**: Arcane, Divine, Nature

Notes: The mark's shape is the Draconic word for "tracking". It appears on the target's forehead or other similarly prominent body feature. Although it is invisible, the mark can be detected with *see invisibility* or a DR 30 Awareness check, if the mark is not covered by armor or other clothing.

The mark can be removed by scrubbing it away, which usually takes a minute of work, or by dispelling it with *dispel magic* or similar effects.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Hidden*: When you cast the spell, you can freely choose where the mark appears on the target's body.

3 – *Persistent*: The mark lasts for thirty days.

Martial Transformation — 5th Level

You grant an ally incredible combat prowess.

One willing creature; see text Close *(30 ft.)*

Effect: The target is proficient with all weapons, including improvised weapons. It may use your spellpower + 4 in place of its normal accuracy with all physical attacks. This replaces all other bonuses and penalties to accuracy.

If the target's level is lower than half your spellpower, it takes damage equal to your spellpower at the end of each round from the power of the transformation.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Augment] **Lists**: Arcane, War

Notes: This spell does not affect the damage the target deals with physical attacks.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Damaging Transformation*: The target may also use your spellpower in place of all other bonuses to physical damage. It still rolls damage with its weapon normally.

Martyr's Gift — 8th Level

You selflessly shield your allies from harm by sacrificing your own health.

Emanation: Large *(50 ft.)* emanation from you
Target: You

Effect: Whenever a creature in the area would lose hit points, you may choose to protect it. If you do, the protected creature instead loses half that many hit points (rounded down), and you lose the other half (rounded up). This effect applies after damage reduction and all other similar effects, and hit point loss caused by this effect cannot be reduced in any way. If you take damage in excess of your hit points in this way, the excess damage is dealt directly as critical damage.

Vivimancy [Life] **Lists**: Divine, Good, Protection

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Mask of the Deceiver — 1st Level

You create a trustworthy facade for your ally, making their words feel genuine and true.

Target: One willing creature **Range**: Close *(30 ft.)*
Components: Somatic only

Effect: Whenever the target makes Bluff and Persuasion checks, it rolls twice and takes the higher result.
Duration: Short *(Focus + 5 rounds)*

Illusion **Lists**: Arcane, Trickery

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Empowered*: The target also gains a +5 bonus to Bluff and Persuasion checks.

3 – *Persistent*: The spell's duration becomes Long *(1 hour)*. If you use this augment again during that time, the previous effect immediately ends.

Maze — 9th Level

Target: One Large or smaller creature **Range**: Long *(300 ft.)*

Attack: Spellpower vs. Mental

Success: The target is teleported into an extradimensional labyrinth of stone walls. Each round, as a full-round action, it may attempt a DR 20 Intelligence check to escape the labyrinth. If the target doesn't escape, the maze disappears after 5 minutes, forcing the target back to the location where it was originally banished.

Failure: As above, but the DR of the Intelligence check to escape is 10.

Conjuration [Planar, Teleportation]
Lists: Arcane, Trickery

Notes: Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs can escape the spell automatically.

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

In extraordinarily rare circumstances, it may be possible to meet other creatures trapped in the same maze.

You can only affect any individual creature with this spell once per 24 hours.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

Meld into Stone — 2nd Level

Target: One solid stone object of your size or larger

Effect: You and your equipment meld into the target block of stone. While in the stone, you can move, breathe, and speak as if the stone was air, but you cannot see or hear out of the stone unless you move your head out of the stone. In addition, you are unable to move farther than 5 feet from your original entrance point.

Minor physical damage to the stone does not harm you, but if its size is reduced to be smaller than yours, or if it is otherwise altered to be unsuitable for the spell (such as by *transmute flesh and stone*), you are expelled and take 5d6 points of damage.

If you leave the stone completely, the spell immediately ends.

Duration: Long *(1 hour)*

Transmutation [Earth, Shaping] **Lists**: Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Meld into Plants*: You can also meld into plants.

2 – *Compact*: You can meld into an object one size category smaller. This augment can be used multiple times.

Message — 1st Level

Targets: Up to five creatures **Range**: Medium *(100 ft.)*
Components: Somatic only

Effect: Whenever you whisper, you may cause any or all of the targets to hear the message as if you were whispering in their ears.
Duration: Short *(Focus + 5 rounds)*

Divination **Lists**: Arcane
Notes: This is not telepathic communication, and observers can still read your lips. Very close observers may also hear the message.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Mass*: The whispers of all targets can be shared in this way, rather than only yours.
3 – *Persistent*: The spell's duration becomes Long *(1 hour)*.

Meteor Swarm — 9th Level

You call a swarm of meteors that streak down from the heavens, leaving a fiery trail behind them. The meteors crash into your foes, driving flying creatures to the ground and knocking creatures off their feet.

Range: Medium *(100 ft.)*
Burst: Large *(50 ft.)* radius cylinder, 100 ft. high
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire damage per two spellpower. If the target is on the ground, it falls prone. If the target is in the air, and is Gargantuan or smaller, it is driven to the ground. It takes falling damage as appropriate for the distance descended.
Critical Success: As above, but double damage.
Failure: Half damage, and no additional effects.

Evocation [Fire] **Lists**: Arcane, Fire, Nature
Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable materials, such as dry wood and cloth.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Mighty Throw — 3rd Level

You momentarily become immensely strong, allowing you to throw your foe a great distance from you.

Target: One creature or object **Range**: Touch

Attack: Strength or Spellpower vs. Fortitude (shove)
Success: The target is thrown up to 20 feet per spellpower in any direction. You can throw it vertically, but it flies half as far vertically as it does horizontally. When the creature strikes a solid object, it suffers 1d6 bludgeoning damage per 20 feet of movement remaining.
This is a **Physical** effect, and does not allow **magic resistance**.
Critical Success: As above, but the target is thrown 40 feet per spellpower.
Failure: The target takes 1d6 bludgeoning damage per two spellpower as it resists the force of the throw.

Transmutation [Enhancement] **Lists**: Divine, Nature, Strength, Wild
Notes: The somatic components of this spell consist of throwing the target.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
4 – *Empowered*: The damage from striking a solid object increases to 1d8 bludgeoning damage per 20 feet of movement remaining.

Mind Blank — 4th Level

The target is protected from all effects that influence emotions or thoughts.

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

Effect: The target is immune to all Mind effects, even beneficial ones.
Duration: Short *(Focus + 5 rounds)*

Enchantment [Shielding] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.

Mirror Image — 3rd Level

You create illusory duplicates of yourself that mirror your every move, making it difficult for enemies to know which image to attack.

Target: You

Effect: You gain one image per two spellpower. As long as you have images remaining, targeted attacks against you have a 50% miss chance. Whenever an attack misses in this way, it strikes an image, destroying it. If you run out of images, the spell is expended.

Each image is considered a separate creature for the purpose of attacks and effects which can target multiple creatures. All images are considered to exist within your space for the purposes of targeting, though they visually drift into nearby spaces.

Duration: Short *(Focus + 5 rounds)* or until expended

Illusion [Figment, Visual] **Lists**: Arcane

Notes: This spell offers no defense against creatures unable to see you or your images.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Endless*: A new image is created whenever an image is destroyed, preventing you from running out of images. Attacks that target you and all existing images simultaneously will still hit you without a miss chance.

Missile Storm — 4th Level

You unleash a swarm of missiles which seek out and destroy your foes.

Targets: Up to five creatures **Range**: Medium *(100 ft.)*

Effect: 1d6 arcane damage per two spellpower

Evocation **Lists**: Arcane, Magic

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Myriad*: The spell targets any number of creatures within range.

4 – *Empowered*: The damage increases to 1d8 arcane damage per two spellpower.

Moment of Prescience — 3rd Level

You extend your mind a fraction of a second into the future, allowing you to succeed where you would have failed.

Target: You

Casting Time: Immediate action

Special: You can cast this spell any time you could use a legend point, even while casting another spell.

Effect: You gain a legend point.

Duration: Until the end of the round

Divination **Lists**: Divination

Notes: After using this spell, you cannot cast it again for 1 hour.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Order's Wrath — 3rd Level

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

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower, and the target is slowed *(unable to act in movement phase, move at half speed)* for 2 rounds.

Critical Success: Double damage, and the target is stunned *(unable to take actions)* for 1 round instead of slowed.

Failure: Half damage, and no additional effects.

Channeling [Lawful] **Lists**: Law

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 divine damage per two spellpower

4 – *Empowered*: The damage increases to 1d8 divine damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 divine damage per two spellpower.

Phantasmal Killer — 6th Level

You make your foe believe see you as if you were the most fearsome creature it can imagine.

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

Attack: Spellpower vs. Mental

Success: The target is panicked *(flees or cowers from its fear)* by you for 2 rounds.

Critical Success: If your attack result also beats the target's Fortitude defense, it dies. Otherwise, it is frightened into a catatonic state for 2 rounds. It is unable to take any actions, but is not helpless *(physical defenses are 10, vulnerable to coup de grace)*.

Failure: The target is frightened *(50% failure near its fear)* by you for 2 rounds.

Enchantment [Delusion, Mind] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Planar Disruption — 2nd Level

You disrupt a creature's body by partially thrusting it into another plane.

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

Attack: Spellpower vs. Mental

Success: 1d6 physical damage per spellpower.

Critical Success: Double damage, and if the creature is an **outsider** native to another plane, it is sent back to its home plane.

Failure: Half damage, and no additional effects.

Conjuration [Planar, Teleportation] **Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 physical damage per two spellpower

4 – *Empowered*: The damage increases to 1d8 physical damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 physical damage per two spellpower.

Poison — 4th Level

You create a deadly poison on your foe's skin.

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

Triggered Attack: At the end of every round, you make a Spellpower vs. Fortitude against the target.

Success: If this is the first successful attack, the target is sickened *(moves at half speed)*. If this is the second successful attack, the target is nauseated *(unable to act in action phase, move at half speed)*. If this is the third successful attack, the target is paralyzed *(helpless, unable to move)*.

Failure: If this is the third failed attack, the target resists the poison. No further attacks are made, though the effects of any previous attacks linger until the end of the spell.

Duration: 5 minutes

Conjuration [Creation] **Lists**: Destruction, Divine, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Polar Ray — 6th Level

You fire a blue-white ray of frigid air and ice, freezing your foe in place.

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

Attack: Spellpower vs. Reflex

Success: 1d6 cold damage per spellpower. In addition, the target is slowed *(unable to act in movement phase, move at half speed)* for 2 rounds.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Evocation [Cold] **Lists**: Arcane, Nature, Water

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 cold damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 cold damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 cold damage per two spellpower.

Power Word Blind — 6th Level

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

Components: Verbal only

Attack: Spellpower vs. Fortitude

Success: The target is blinded *(unable to see, defenseless)* for 2 rounds.

Critical Success: The target is blinded *(unable to see, defenseless)* for one year.

Failure: The target is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Duration: Brief *(2 rounds)* or one year

Vivimancy [Flesh] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Stagger — 1st Level

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

Components: Verbal only

Attack: Spellpower vs. Fortitude

Success: The target is staggered *(unable to act in movement phase)* for 2 rounds.

Critical Success: The target is staggered *(unable to act in movement phase)* for one year.

Duration: Brief *(2 rounds)* or one year.

Vivimancy [Flesh] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Precognition — 1st Level

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

Effect: The target gains a legend point.

Duration: Short *(Focus + 5 rounds)*

Divination **Lists**: Divination

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The target gains an additional legend point. This augment can be used multiple times.

Prismatic Beam — 3rd Level

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

Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 174). The damaging effects deal 1d6 damage per spellpower.

Universal [Light] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

4 – *Empowered*: The damage of the damaging effects increases to 1d8 damage per spellpower.

Prismatic Storm — 9th Level

Burst: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Special

Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 174). The damaging effects deal 1d8 damage per two spellpower.

Universal [Light] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Table 10.1: Prismatic Effects

1d8	Color of Beam	Defense	Success[1]	Critical Success	Failure
1	Red	Reflex	Fire damage and ignited for 2 rounds	Double damage, ignited	Half damage, ignited
2	Orange	Mental	Frightened by you for 2 rounds	Panicked by you for 2 rounds	Shaken by you for 2 rounds
3	Yellow	Reflex	Electricity damage and partially blinded for 2 rounds	Double damage, blinded for 2 rounds	Half damage, partially blinded
4	Green	—	Staggered for 2 rounds	Staggered for 5 minutes	—
5	Blue	Fortitude	Cold damage and slowed for 2 rounds	Double damage, slowed	Half damage, not slowed
6	Indigo	—	Disoriented for 2 rounds	Confused for 2 rounds	—
7	Violet	None	Damage of all **energy** types	Double damage	—
8	Octarine	—	Struck by two beams; roll twice more, ignoring any "8" results.		

1 See Conditions, page 224 for a summary of the conditions imposed.

Prismatic Spray — 6th Level

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand.

Burst: Large *(50 ft.)* cone
Targets: All creatures in the area

Attack: Spellpower vs. Special
Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 174). The damaging effects deal 1d8 damage per two spellpower.

Universal [Light] **Lists**: Arcane, Chaos
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Prismatic Wall — 5th Level

Zone: Huge *(100 ft.)* wall, 20 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates a shimmering, multicolored plane of light that blocks all sight.
Duration: Short *(Focus + 5 rounds)*

Trigger: A creature passes through the wall **Target**: Triggering creature

Attack: Spellpower vs. Reflex
Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 174). The damaging effects deal 1d8 damage per two spellpower.

Universal [Light] **Lists**: Arcane, Protection
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Prohibition — 6th Level

Emanation: Large *(50 ft.)* radius fromyou

Effect: You loudly declare a prohibition on a single, specific action which creatures must not take, such as "Do not use ranged weapons" or "Do not lie". You may choose any action that must be taken intentionally, but not involuntary actions or states of being, such as breathing or wearing armor. If the rule is too complicated, the spell fails. You also choose a type of **energy damage**.

Whenever a creature breaks the rule, that creature takes 1d8 damage per two spellpower of the chosen energy type. You know a creature broke the rule, but not which creature.

The spell grants all creatures that enter the area an understanding of the prohibition, even if they were unable to understand the rule as originally stated. If you break the rule, the spell ends – after you suffer the consequences.

Duration: Short *(Focus + 5 rounds)*

Divination/Evocation
Lists: Arcane, Law
Notes: Mindless creatures are given no special insight into the rule. Any individual creature can only take damage for breaking the rule once per round.

When cast, this spell has the tag appropriate to the energy type chosen.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
4 – *Empowered*: The damage increases to 1d10 damage per two spellpower of the chosen energy type.

Protection from Alignment — 1st Level

Target: One creature **Range**: Close *(30 ft.)*
Special: Choose an alignment other than neutral (chaotic, good, evil, lawful).
Effect: The target gains damage reduction equal to your spellpower against effects that have the chosen alignment, and physical attacks made by creatures with the chosen alignment.
Duration: Short *(Focus + 5 rounds)*

Abjuration [Shielding] **Lists**: Arcane, Chaos, Divine, Evil, Good, Law
Notes: This spell has the subtype of the alignment opposed to the chosen alignment.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.
3 – *Protection from Spells*: The target gains **magic resistance** against abilities with the chosen alignment, and abilities used by creatures with the chosen alignment.
4 – *Retribution*: Whenever a creature with the chosen alignment makes a physical melee attack against the target, you make a Spellpower vs. Mental attack against the attacking creature. Success means the creature takes 1d8 divine damage per two spellpower.

Rapid Reversal — 3rd Level

Target: One Large or smaller creature **Range**: Long *(300 ft.)*
Casting Time: Swift action
Attack: Spellpower vs. Mental
Success: The target teleports back to the location it occupied at the beginning of the round. If that location is out of range, or is currently occupied, this spell automatically fails.
Special: After casting this spell, you cannot cast it again for 5 rounds.

Conjuration [Teleportation] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

Read Mind — 2nd Level

Target: One creature **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Mental
Success: You can read the target's surface thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against a creature whose mind you are reading.
Duration: Focus

Divination [Mind] **Lists**: Divination
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Certain*: The spell takes effect automatically, without an attack.
3 – *Mass*: The spell can affect up to five targets.

Regeneration — 1st Level

You grant an ally's body the ability to heal itself rapidly.

Target: One living creature **Range**: Touch
Effect: At the end of every round, the target heals hit points equal to your spellpower.
Duration: 5 rounds

Transmutation [Imbuement] **Lists**: Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – *Critical Wounds*: At the end of every round, you can heal the target for one critical damage per two spellpower instead of the normal healing.
3 – *Regrowth*: Instead of the normal effect, you can regrow lost portions of the target's body and reattach severed limbs or body parts. Both you and the target must do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the spell's duration.

Repulsion — 6th Level

An invisible, mobile field surrounds you and prevents creatures from approaching you.

Emanation: Huge *(100 ft.)* radius from you
Whenever a creature within the area tries to move towards you, you can make a Spellpower vs. Mental attack against it.
Success: The creature is unable to move towards you for the remainder of the spell. It can stand still, or alter the direction of its movement to move parallel towards you or away from you.
Critical Success: The creature's movement is cancelled, and it is shoved backwards to the edge of the area. If it encounters an obstacle, it stops moving. It cannot move towards you for the remainder of the spell.
Failure: The creature's movement is unimpeded, and it is immune to the spell for the rest of its duration.
Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis] **Lists**: Arcane
Notes: If you move towards a creature held at bay by the barrier, the spell continues to prevent that creature from approaching you, but the creature suffers no other ill effect.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Resist Energy — 1st Level

Target: One creature **Range**: Close *(30 ft.)*
Effect: The target gains damage reduction against **energy damage** equal to your spellpower.
Duration: Short *(Focus + 5 rounds)*

Abjuration [Shielding] **Lists**: Arcane, Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – *Empowered*: The damage reduction increases to twice your spellpower.

Resist Magic — 3rd Level

Target: One creature **Range**: Close *(30 ft.)*
Effect: The target gains **magic resistance** equal to 10 + your spellpower.
Duration: Short *(Focus + 5 rounds)*
Special: This spell cannot be dispelled.

Abjuration [Shielding] **Lists**: Arcane, Protection
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.
4 – *Reflective*: Targeted spells resisted by this spell are reflected back at their original caster.

Resist Poison — 1st Level

Target: One creature **Range**: Close *(30 ft.)*
Casting Time: Swift action
Effect: The target becomes temporarily unaffected by poisons. Poisons it is exposed to do not make attacks against it. This effect does not prevent the target from becoming poisoned, and any poisons in the target's system when the spell ends will continue their effects normally.
Duration: Short *(Focus + 5 rounds)*

Vivimancy [Flesh] **Lists**: Divine, Nature
Notes: This spell does not cure any damage that poison may have already done.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Immunizing*: The target is also immune to being poisoned.
3 – *Mass*: The spell can affect up to five targets.

Restoration — 3rd Level

You remove negative conditions from an ally, restoring them to health.

Target: One willing creature **Range**: Close *(30 ft.)*
Effect: The target is cured of all simple conditions afflicting it. Special effects with unique properties and some unusual conditions cannot be removed in this way.

Vivimancy [Flesh] **Lists**: Divine, Life, Nature
Notes: The following conditions are considered simple conditions: blinded, confused, dazed, dazzled, deafened, goaded, exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, stunned, and taunted.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Retrieve Object — 1st Level

You teleport an object into your hand.

Target: One Medium or smaller unattended object **Range**: Medium *(100 ft.)*
Effect: The target teleports into your hands.

Conjuration [Teleportation] **Lists**: Arcane
Notes: This spell has no effect on attended objects or intelligent items.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.
3 – *Forced*: If you make a successful Spellpower vs. Mental attack, you can also retrieve attended objects.

Revelation — 9th Level

You grant the target a powerful vision of a possible future.

Target: One creature **Range**: Medium *(100 ft.)*
Special: This spell has three versions. Its effects depend on which version is chosen.
Effect [*Revelation of Destruction*]: You inflict a vision of a terrible future upon the target. It is severely impaired *(50% failure)* with attacks and checks as it struggles to avoid the certainty of its own doom.
Effect [*Revelation of Prowess*]: You show the target a vision of its success in the combat to come. It gains the benefits of a *precognition* spell, except that the target gains three legend points instead of one.
Effect [*Revelation of Truth*]: You show the target the truth of the world around it. It gains the benefits of a *true seeing* spell.
Duration: Short *(Focus + 5 rounds)*

Divination **Lists**: Arcane, Knowledge
Notes: Creatures without an Intelligence are not affected by this spell.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Reverse Gravity — 8th Level

You reverse gravity an area, causing everything within it to fall upwards.

Zone: Medium *(20 ft.)* radius cylinder, 50 ft. high **Range**: Medium *(100 ft.)*
Targets: Everything in the area
Effect: Gravity in the area is reversed for the target. It falls upwards, reaching the top of the area within 1 round. If it strikes a solid object, such as a ceiling, it is affected in the same way as it would be during a normal fall. Otherwise, it floats at the top of the area, oscillating slightly.
Duration: Short *(Focus + 5 rounds)*

Transmutation **Lists**: Arcane, Air, Chaos
Notes: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting. When the spell ends, everything still floating falls, potentially taking damage for the fall.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Revivify — 5th Level

You reconnect a corpse's soul with its body before the soul has completely passed on.

Target: One dead creature **Range**: Touch
Components: Verbal, Somatic, and Material

Effect: If the target has been dead for no longer than 5 rounds, it is restored to life, as the *resurrection* ritual.

Vivimancy [Life] **Lists**: Divine, Life
Material Components: Diamonds worth at least 500 gp.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Extended*: You can affect a target that has been dead for up to one round per spellpower.

Rock Blast — 2nd Level

You create a blast of rocks that damages everything in its path.

Burst: Medium *(20 ft.)* line, 10 ft. wide
Targets: Everything in the area

Attack: Spellpower vs. Fortitude
Success: 1d8 bludgeoning damage per two spellpower.
Critical Success: Double damage.
Failure: Half damage.

Conjuration [Creation, Earth] **Lists**: Nature, Wild
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Precise*: The spell only targets enemies in the area.
2 – *Widened*: The spell's area becomes a Large *(50 ft.)* line, 10 ft. wide.
4 – *Empowered*: The damage increases to 1d10 bludgeoning damage per two spellpower.

Rotburst — 3rd Level

You rot the flesh of nearby creatures.

Burst: Small *(10 ft.)* radius **Range**: Medium *(100 ft.)*
Targets: Everything in the area

Attack: Spellpower vs. Fortitude
Success: For the next 5 rounds, the target takes physical damage equal to your spellpower at the end of each round. This damage ignores the hardness of non-metallic objects.
Critical Success: As above, but the target takes double damage each round.

Vivimancy [Flesh] **Lists**: Destruction, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.

Rotting Grasp — 1st Level

You rot your foe's flesh with a touch.

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude
Success: For the next 5 rounds, the target takes physical damage equal to your spellpower at the end of each round. This damage ignores the hardness of non-metallic objects.
Critical Success: As above, but the target takes double damage each round.
Failure: As above, except that the effect lasts for 2 rounds.

Vivimancy [Flesh] **Lists**: Destruction, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Sanctuary — 1st Level

Target: One creature **Range**: Touch

Effect: The target is protected from attacks. If it takes any actions other than movement, this spell immediately ends.
Duration: Short *(Focus + 5 rounds)*

Trigger: A creature attacks the target
Target: The attacking creature

Attack: Spellpower vs. Mental
Success: The target's attack fails, and it is unable to attack the protected creature for the next 5 rounds.

Enchantment [Compulsion, Mind, Shielding] **Lists**: Arcane, Divine, Protection
Notes: This is considered a **Mind** effect on any creature that attempts to attack the target. Creatures immune to Mind effects can attack the target freely.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – *Mass*: The spell can affect up to five targets. Each target is protected individually. If a target attacks, it loses its protection, but other targets do not.

Scorching Ray — 4th Level

You blast your foe with a fiery ray.

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Reflex

Success: 1d6 fire damage per spellpower. In addition, the target is ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* for 2 rounds.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Evocation [Fire] **Lists**: Arcane, Destruction, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 fire damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 fire damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 fire damage per two spellpower.

Scrybolt — 7th Level

You attack your foe's life force from a great distance, beyond risk of reprisal.

Target: One creature **Range**: One mile (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.

Attack: Spellpower vs. Mental

Success: 1d6 life damage per spellpower.

Critical Success: Double damage.

Failure: Half damage.

Divination/Vivimancy [Life, Scrying] **Lists**: Arcane, Knowledge

Notes: This is a Scrying spell, and effects that block or inhibit scrying can also prevent this spell from dealing damage.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Distant*: The spell's range increases to 10 miles.

Searing Light — 2nd Level

You fire a blast of light that strikes your foe.

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

Attack: Spellpower vs. Reflex

Special: You gain a +5 bonus to accuracy against creatures vulnerable to sunlight.

Success: 1d6 solar damage per spellpower. In addition, the target is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Critical Success: Double damage, and the target is blinded *(unable to see, defenseless)* instead of partially blinded.

Failure: Half damage, and no additional effects.

Illusion [Figment, Light] **Lists**: Arcane, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 solar damage per two spellpower.

4 – *Empowered*: The damage increases to 1d8 solar damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 solar damage per two spellpower.

See Invisibility — 1st Level

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

Effect: The target can see any creature or objects that are invisible within its range of vision as if they were normally visible. They are visible as translucent shapes, allowing the target to easily distinguish between visible and invisible creatures and objects.

Duration: Short *(Focus + 5 rounds)*

Divination [Imbuement] **Lists**: Arcane

Notes: The spell does not reveal the method used to obtain invisibility. It does not reveal illusions other than invisibility. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Mass*: The spell can affect up to five targets.

Seismic Slam — 6th Level

You slam your opponent into the ground with a mighty surge of strength, trapping them in the earth.

Target: One creature or object on solid ground **Range**: Touch

Attack: Strength or Spellpower vs. Fortitude (shove)

Success: 1d6 bludgeoning damage per spellpower, and the target is immobilized *(Unable to leave its location)* for 2 rounds. This is a **Physical** effect, and does not allow **magic resistance**.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Transmutation [Enhancement] **Lists**: Strength

Notes: The somatic components of this spell consist of slamming the target into the ground. The ground beneath the target also takes damage from the spell, which may cause weak ground (such as a building floor) to break.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d8 bludgeoning damage per spellpower.

Sever Magic — 8th Level

You disconnect your foe from the power of magic, preventing any magic from affecting it.

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

Success: All other magical abilities and magic items fail to function on the target for 2 rounds. The target cannot activate them or be affected by them, and any existing abilities the target has and and effects on the target are suppressed.

Critical Success: As above, except that you can choose to allow your magical effects to affect the target normally.

Failure: The target has a 20% chance to fail when using magical abilities and magic items for 2 rounds. It is otherwise affected normally by magic.

Abjuration [Thaumaturgy] **Lists**: Arcane, Magic

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Shadow Duplicate — 8th Level

Range: Medium *(100 ft.)*

Components: Somatic only

Effect: You create an illusory duplicate of yourself, as the effect of the *create image* spell. The duplicate looks, sounds, and smells like you, but is intangible. Normally, it mimics your actions perfectly, including speech.

As a swift action, you can attune to the projected image. This has several effects.

- You see and hear from the image's location, rather from where your body is.
- You can control the image's actions independently from your own actions. Each round, it can move up to 100 feet in any direction, including vertically.
- If you have line of effect to the image, you may have any spells you cast originate from the image instead of from you. This causes you to measure range, line of effect, and so on from the image's location, rather than from your location.

As a free action, you can stop attuning to the projected image, restoring your perceptions and spells to your original body.

Duration: Long *(1 hour)*

Divination/Illusion [Figment, Scrying] **Lists**: Arcane

Notes: Since the image is not a creature, it is difficult to disrupt, and many spells have no effect on it. However, the image is treated as a scrying sensor for the purpose of abilities that affect scrying sensors.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Shadow Wall — 6th Level

You create a wall that blocks your foes and allows your allies through.

Area: Large *(50 ft.)* solid wall, 10 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates an image of a wall or similar physical barricade. In the same position, this spell creates a barrier of telekinetic force that blocks the passage of most objects and creatures. However, your allies and their equipment can pass through the barrier unimpeded. The wall blocks all spell effects, including those of your allies.

When you cast this spell, you make a check with a bonus equal to your spellpower + 10. Creatures can recognize the wall is created by illusory magic by making an Awareness check against a DR equal to your check result when casting the spell. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the figment, but which are missing.

Duration: Short *(Focus + 5 rounds)*

Evocation/Illusion [Figment, Telekinesis] **Lists**: Arcane, Trickery

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Shadowbolt — 2nd Level

You fire an invisible bolt of energy at your foe.

Target: One creature or object **Range**: Medium *(100 ft.)*
Components: Somatic only

Effect: 1d10 cold damage per two spellpower.

Evocation/Illusion [Energy, Subtle] **Lists**: Arcane

Notes: Subtle spells have no obvious effects. A creature affected by a subtle spell is usually unaware that it is under magical influence. The DR to identify a subtle spell with the Spellcraft skill is 10 higher than normal (see Spellcraft, page 70).

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d6 cold damage per two spellpower.

4 – *Empowered*: The damage increases to 1d6 cold damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d8 cold damage per two spellpower.

Shadowshield — 9th Level

You shield your ally with an invisible force that negates attacks without alerting foes to its presence.

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

Effect: All attacks that would affect the creature, including magical attacks, have a 50% chance to fail. The shield is selective, and does not inhibit beneficial effects.

Whenever the shield negates an attack, it alters the creature's appearance (including smell, sound, and other senses, as appropriate) with a glamer. This causes the creature to seem as if were affected by the attack. Outside observers have no way of knowing which attacks were absorbed by the umbra unless they can recognize the illusion. The spell does not attempt to mimic the effects of extraordinary attacks which cannot be disguised, such as attacks which would destroy the creature's body.

When you cast this spell, you make a check with a bonus equal to your spellpower + 10. Creatures can recognize the attack effects are created by illusory magic by interacting with the target physically, or by making an Awareness check against a DR equal to your check result when casting the spell.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Illusion [Glamer, Shielding, Subtle]
Lists: Arcane, Protection, Trickery

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Shadowstep — 5th Level

Target: You

Effect: This spell has three simultaneous effects. First, you become invisible for 5 rounds, as the effect of the *invisibility* spell. Second, you teleport up to 100 feet, as the effect of the *dimension slide* spell. Third, an illusory duplicate of you appears in your original location for 5 rounds, as the effect of the *create image* spell. The image appears superimposed over your original position, preventing onlookers from noticing your disappearance.

You can control the image of yourself as you would control any other figment with *create image*. If not directed, it remains stationary.

Conjuration/Illusion [Figment, Glamer, Teleportation]
Lists: Arcane, Travel, Trickery

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Sensory*: The duplicate affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.

2 – *Scripted*: When you cast the spell, you set a simple script for your duplicate to follow. It follows that script automatically. As a swift action, you can concentrate to change the script for the remainder of the spell.

Shadowstorm — 7th Level

You create an invisible storm of energy that damages your foes.

Area: Medium *(20 ft.)* radius zone **Range**: Medium *(100 ft.)*
Components: Somatic only

Effect: At the end of every round, all enemies in the area take 1d10 cold damage per four spellpower.
Duration: 5 rounds

Evocation/Illusion [Energy, Subtle] **Lists**: Arcane, Trickery

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Share Pain — 2nd Level

Targets: Two willing creatures **Range**: Touch

Special: When you cast this spell, you choose which target will be protected.

Effect: As long as both targets are within Medium *(100 ft.)* range of each other, they share damage that would be dealt to the protected creature. When the protected creature would lose hit points, it instead loses half that many hit points (rounded down), and the other target loses hit points equal to the other half (rounded up). This effect applies after damage reduction and all other similar effects, and hit point loss caused by this effect cannot be reduced in any way. If the protecting target takes damage in excess of its hit points in this way, the excess damage is dealt directly as critical damage.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Vivimancy **Lists**: Arcane, Good, Divine, Life, Protection [Life, Shielding]

Notes: The loss of hit points caused by this spell is not damage, and is not affected by damage reduction or other abilities which affect damage.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Flexible*: As a swift action, you can suppress or resume the spell's effects without dismissing the spell.

2 – *Lifebound*: The targets also share healing in the same way that they share damage.

3 – *Distant*: The targets are considered to be within range of each other as long as they are on the same plane, regardless of their distance from each other.

Shining Beacon — 3rd Level

You become a beacon of light, illuminating your surroundings and blinding your foes.

Effect: You radiate bright light up to a 500 foot radius, and dim light an additional 500 feet beyond that. In addition, whenever a creature within Close *(30 ft.)* range of you attacks you, it is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Light, Visual] **Lists**: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Aura*: Allies within a Medium *(100 ft.)* radius emanation from you also partially blind foes that attack them.

2 – *Distant*: The range of partial blinding is extended to include the entire radius of bright light.

3 – *Widened*: The radius of bright light is extended to 1 mile, with dim light for an additional 1 mile beyond that.

Shocking Grasp — 1st Level

You deliver a powerful electrical shock to your foe.

Target: One creature or object **Range**: 5 ft.

Attack: Spellpower vs. Reflex

Special: You gain a +5 bonus to accuracy if the target is wearing metal armor or otherwise has a significant quantity of metal.

Success: 1d6 electricity damage per spellpower.

Critical Success: Double damage.

Failure: Half damage.

Evocation [Electricity] **Lists**: Arcane, Destruction, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage increases to 1d8 electricity damage per spellpower.

Shout — 4th Level

You emit an ear-splitting yell that deafens and damages creatures in its path.

Burst: Medium *(20 ft.)* cone

Targets: Everything in the area

Components: Verbal only

Attack: Spellpower vs. Fortitude

Special: You gain a +5 bonus to accuracy against brittle or crystalline objects and creatures.

Success: 1d8 sonic damage per two spellpower. In addition, the target is deafened *(unable to hear)* for 5 rounds.

Failure: Half damage, and no additional effects.

Evocation [Sonic] **Lists**: Arcane, Destruction, Strength

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Widened*: The spell's area becomes a Large *(50 ft.)* cone.

4 – *Empowered*: The damage increases to 1d10 sonic damage per two spellpower.

Shrink — 1st Level

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

Attack: Spellpower vs. Fortitude

Success: The target and its equipment instantly shrinks, halving its height and dividing its weight by 8. This changes the creature's size category to the next smaller one. This has several effects.

- −2 penalty to Fortitude defense.
- +2 bonus to Reflex defense.
- +4 bonus to Stealth.
- Weapons decrease damage die size (see Table **??**: Weapon Damage and Creature Size (page **??**)).
- If the target's new size is Medium or larger, it takes a −10 ft. penalty to movement speed. Otherwise, it takes a −5 ft. penalty to movement speed.

Equipment that leaves the target's possession returns to its original size.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Shaping, Sizing] **Lists**: Arcane, Nature

Notes: A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack).

Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Tiny*: The spell can affect a target one size category smaller. This augment can be used multiple times.

3 – *Mass*: The spell can affect up to five targets.

Shrink Item — 3rd Level

Target: One nonmagical object (Medium or smaller) **Range**: Close *(30 ft.)*

Special: As you cast this spell, choose a command word.

Attack: Spellpower vs. Mental

Success: The target shrinks to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces its size by four size categories. If the target is physically unable to shrink, such as a ring on a finger, it shrinks as much as it can without causing harm to itself or the physical impediment.

As a standard action, any creature can speak the command word to return the target to its original size. It must be resting on a stable surface. If the command word is spoken while the target is not stable, such as while it is in the air, it returns to its original size as soon as it finds a resting point. Restoring the target to its normal size ends the spell.

Duration: Extreme *(12 hours)* or until discharged

Transmutation [Shaping, Sizing] **Lists**: Arcane

Notes: If you recast this spell each day on an object, you can keep it at its small size indefinitely.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object shrinks again.

Silence — 2nd Level

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

Success: The target becomes unable to make noise. Extraordinarily loud noises, such as the yell of a giant, are merely muffled by the spell rather than completely silenced. The DR to hear such sounds produced by the target is increased by 40. Sonic attacks function normally.

Spellcasters can still cast spells with verbal components while silenced, but suffer a 20% chance of spell failure.

Critical Success: As above, except that the silence is absolute. Even extraordinarily loud noises are utterly silenced, and spellcasters are unable to cast spells with verbal components.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer] **Lists**: Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Subtle*: The target can still hear itself normally, potentially causing it to be unaware of the effect of the spell. In addition, the spell becomes a Subtle effect.

3 – *Mass*: The spell can affect up to five targets.

Sleep — 1st Level

Target: One creature **Range**: Medium *(100 ft.)*
Components: Somatic only

Attack: Spellpower vs. Mental
Success: The target is fatigued *(move at half speed, unable to sprint or charge)* and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awakening a creature put to sleep by this spell is difficult, and requires a standard action.
Critical Success: As above, except that the target is exhausted *(move at half speed, unable to sprint or charge, impaired)*instead of fatigued *(move at half speed, unable to sprint or charge)*. In addition, if the creature goes to sleep, it cannot be awoken by nonmagical means during the spell's duration.
Duration: Medium *(5 minutes)*

Enchantment [Delusion, Mind, Sleep] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.

Slow — 3rd Level

You decelerate your enemy's motions, causing it to move and act more slowly than normal.

Target: One creature **Range**: Close *(30 ft.)*
Effect: The target is slowed *(unable to act in movement phase, move at half speed)*.
Duration: Brief *(2 rounds)*

Transmutation [Temporal] **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – *Mass*: The spell can affect up to five targets.

Sound Burst — 2nd Level

You create a cacophony of sound.

Burst: Small *(10 ft.)* radius **Range**: Close *(30 ft.)*
Targets: Everything in the area

Attack: Spellpower vs. Fortitude
Success: 1d8 sonic damage per two spellpower.
Critical Success: Double damage.
Failure: Half damage.

Evocation [Sonic] **Lists**: Arcane, Destruction
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Widened*: The spell's area becomes a Medium *(20 ft.)* radius.
3 – *Deafening*: Affected targets are also deafened *(unable to hear)* for 2 rounds.
4 – *Empowered*: The damage increases to 1d10 sonic damage per two spellpower.

Spellsight — 6th Level

You gain the ability to see magic perfectly.

Target: You
Effect: You gain the ability to see and understand magic within 300 feet of you. This has three effects.
- You can automatically identify any active spells and spells cast as if you succeeded on a Spellcraft check. (See Spellcraft, page 70, for details.)
- You can "see" any creatures or objects affected by spells perfectly, regardless of concealment or invisibility.
- If you concentrate as a standard action, you can identify all properties of a magic item you touch, as the *identify* ritual.

Duration: Long *(1 hour)*

schools **Lists**: lists
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.
2 – *Penetrating*: The sight is not blocked by physical obstacles other than lead.
3 – *Distant*: The sight extends to a range of 1 mile.

Spider Climb — 2nd Level

You grant your ally the ability to climb on walls and ceilings as well as a spider does.

Target: One creature **Range**: Touch
Effect: The target gains a **climb speed** of 20 feet. It must use at least one hand to climb in this manner.
Duration: Medium *(5 minutes)*

Transmutation [Imbuement] **Lists**: Arcane, Nature
Notes: See Climb, page 60, for details about how to climb.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Accelerated*: The climb speed increases to 40 feet.
3 – *Mass*: The spell can affect up to five targets.
2 – *Sticky*: When climbing, the target treats all surfaces as if they had handholds, which can lower the difficulty of climbing on surfaces. In addition, it does not need to use free hands to climb with this spell.

Storm of Vengeance — 9th Level

Zone: 500 ft. radius cylinder **Range**: Long *(300 ft.)*

Effect: An enormous storm cloud occupies the top 200 feet of the area, as the effect of the *fog cloud* spell. Within the area, lightning strikes and thunder rolls. Sunlight is blocked by the dark cloud. This may cause the area to have shadowy illumination, granting everything in it concealment *(+4 to physical defenses)*.

At the end of every round, the storm has an additional effect, as shown on Table 10.2: Storm of Vengeance Effects (page 185). Damaging effects deal 1d8 damage per two spellpower.

Duration: Focus (maximum 10 rounds)

Conjuration/Evocation [Acid, Creation, Electricity]

Lists: Air, Divine, Nature, Water

Notes: When the storm has multiple effects in the same round, roll a single attack and compare the result to all relevant defenses.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Stormlord — 5th Level

You surround yourself in a whirlwind which deflects ranged attacks and batters your foes.

Target: You

Effect: Physical ranged attacks against you have a 50% miss chance. Other attacks that simply work at a distance are not affected.

In addition, whenever a creature within Long *(300 ft.)* range of you makes a physical attack against you, the attacking creature takes 1d6 bludgeoning damage per two spellpower. A creature can only be dealt damage by this spell once per round.

Duration: Short *(Focus + 5 rounds)*

Evocation [Air, Electricity, Shielding] **Lists**: Air, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

4 – *Empowered*: The damage against creatures that attack you increases to 1d8 bludgeoning damage per two spellpower.

Strip the Flesh — 7th Level

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

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

Attack: Spellpower vs. Fortitude

Success: 1d6 slashing damage per spellpower. In addition, all damage the target takes is doubled for 2 rounds. This does not apply to the initial damage dealt by this spell.

Critical Success: As above, except that the doubling of damage lasts for thirty days, and applies to the initial damage dealt by this spell. Effects which accelerate natural healing, such as the Heal skill, also reduce the duration of this effect.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh] **Lists**: Arcane, Death, Evil, Nature

Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Suggestion — 4th Level

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

Components: Verbal only. The only verbal component is the stated suggestion.

Attack: Spellpower vs. Mental

Special: You suggest a course of action that the target could take. The suggestion must not be longer than a couple of sentences. It must be worded in a way that makes the activity sound reasonable. Asking the creature to do some obviously harmful act makes the spell fail automatically.

You take a −5 penalty to accuracy if the target thinks it is threatened. A very reasonable suggestion can grant a +2 or greater bonus to accuracy.

Success: For 5 rounds, the target is compelled to obey your suggestion. If the suggested activity is completed during that time, the spell's effect ends.

Critical Success: As above, except that the target will obey the suggestion indefinitely, until it completes its task.

Enchantment [Auditory, Delusion, Mind, Speech, Subtle]

Lists: Arcane You can only affect any individual creature with this spell once per 24 hours.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. All targets must receive the same suggestion.

Table 10.2: Storm of Vengeance Effects

Rounds	Effect	Defense	Success	Failure
Odd (1, 3, 5, 7, 9)	Lightning	Reflex	Electricity damage (enemies only)	Half damage
Even (2, 4, 6, 8, 10)	Thunder	None	Deafened for 5 rounds	—
2, 6, 10	Hail	Fortitude	Bludgeoning damage	Half damage
4, 8	Acid rain	None	Acid damage	—

Summon Monster — 1st Level

Target: Location **Range**: Close *(30 ft.)*

Effect: This spell summons a facsimile of an extraplanar creature. The creature appears at the target location and acts during the next round.

At the start of each round, you must spend a swift action to control the summoned creature. If you do, you control the creature's actions that round. You can mentally command it to attack your enemies, follow you, or stay in place. Alternately, if you can communicate with the creature using other means, you can give it more complex commands. If you do not control the creature, it acts according to its nature. Most creatures will flee combat or attack indiscriminately.

Special: When you learn this spell, you choose two creatures from the 1st-level list on Table 10.3: Summon Monster List (page 186). You can only summon those creatures with this spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, lawful, or water creature, it is a spell of that type.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text] **Lists**: Arcane, Divine

Notes: You can learn this spell multiple times. Each time, you learn how to summon two additional creatures. The creatures must be chosen from a list with a maximum level equal to the highest level of spells you know how to cast.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Empowered*: You summon creatures from a higher level list. You can use this augment multiple times.

1 – *Multiple*: You summon 1d3 creatures of the same kind, rather than one creature.

Summon Nature's Ally — 1st Level

Range: Close *(30 ft.)*

Effect: This spell summons a natural creature. It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose two creatures from the 1st-level list on Table 10.4: Summon Nature's Ally List (page 187). You can summon those creatures with this or any other *summon nature's ally* spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

All the creatures on the table are neutral unless otherwise noted.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning] **Lists**: Nature

Notes: You can learn this spell multiple times. Each time, you learn how to summon two additional creatures. The creatures must be chosen from a list with a maximum level equal to the highest level of spells you know how to cast.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Empowered*: You summon creatures from a higher level list. You can use this augment multiple times.

1 – *Multiple*: You summon 1d3 creatures of the same kind, rather than one creature.

Table 10.3: Summon Monster List

1st Level		**4th Level**		Fiendish monstrous spider, Huge	CE
Celestial dog	LG	Archon, lantern	LG	Fiendish snake, giant constrictor	CE
Celestial owl	LG	Celestial giant owl	LG		
Celestial giant fire beetle	NG	Celestial giant eagle	CG	**7th Level**	
Celestial porpoise[1]	NG	Celestial lion	CG	Celestial elephant	LG
Celestial badger	CG	Mephit (any)[2]	N	Avoral (guardinal)	NG
Celestial monkey	CG	Fiendish dire wolf	LE	Celestial baleen whale[1]	NG
Fiendish dire rat	LE	Fiendish giant wasp	LE	Djinni (genie)	CG
Fiendish raven	LE	Fiendish giant praying mantis	NE	Elemental, Huge (any)[2]	N
Fiendish monstrous centipede, Medium	NE	Fiendish shark, Large[1]	NE	Invisible stalker	N
Fiendish monstrous scorpion, Small	NE	Yeth hound	NE	Devil, bone	LE
Fiendish hawk	CE	Fiendish monstrous spider, Large	CE	Fiendish megaraptor	LE
Fiendish monstrous spider, Small	CE	Fiendish snake, Huge viper	CE	Fiendish monstrous scorpion, Huge	
NE Fiendish octopus[1]	CE	Howler	CE	Babau (demon)	CE
Fiendish snake, Small viper	CE			Fiendish giant octopus[1]	CE
		5th Level		Fiendish girallon	CE
2nd Level		Archon, hound	K		
Celestial giant bee	LG	Celestial brown bear	LG		
Celestial giant bombardier beetle	NG	Celestial giant stag beetle	LG	**8th Level**	
Celestial riding dog	NG	Celestial sea cat[1]	NG	Celestial dire bear	LG
Celestial eagle	CG	Celestial griffon	NG	Celestial cachalot whale[1]	NG
Lemure (devil)	LE	Elemental, Medium (any)[2]	CG	Celestial triceratops	NG
Fiendish squid[1]	LE	Achaierai	N	Lillend	CG
Fiendish wolf	LE	Devil, bearded	LE	Elemental, greater (any)[2]	N
Fiendish monstrous centipede, Large	NE	Fiendish deinonychus	LE	Fiendish giant squid[1]	LE
Fiendish monstrous scorpion, Medium	NE	Fiendish dire ape	LE	Hellcat	LE
Fiendish shark, Medium[1]	NE	Fiendish dire boar	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous spider, Medium	CE	Fiendish shark, Huge	NE	Fiendish dire tiger	CE
Fiendish snake, Medium viper	CE	Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Gargantuan	CE
		Shadow mastiff	NE	Fiendish tyrannosaurus	CE
3rd Level		Fiendish dire wolverine	NE	Vrock (demon)	CE
Celestial black bear	LG	Fiendish giant crocodile	CE		
Celestial bison	NG	Fiendish tiger	CE		
Celestial dire badger	CG			**9th Level**	
Celestial hippogriff	CG	**6th Level**		Couatl	LG
Elemental, Small (any)[2]	N	Celestial polar bear	LG	Leonal (guardinal)	NG
Fiendish ape	LE	Celestial orca whale[1]	NG	Celestial roc	CG
Fiendish dire weasel	LE	Bralani (eladrin)	CG	Elemental, elder (any)[2]	N
Hell hound	LE	Celestial dire lion	CG	Devil, barbed	LE
Fiendish snake, constrictor	LE	Elemental, Large (any)[2]	N	Fiendish dire shark[1]	NE
Fiendish boar	NE	Janni (genie)	N	Fiendish monstrous scorpion, Gargantuan	NE
Fiendish dire bat	NE	Chaos beast	CN	Night hag	NE
Fiendish monstrous centipede, Huge	NE	Devil, chain	LE	Bebilith (demon)	CE
Fiendish crocodile	CE	Xill	LE	Fiendish monstrous spider, Colossal	CE
Dretch (demon)	CE	Fiendish monstrous centipede, Gargantuan	NE	Hezrou (demon)	CE
Fiendish snake, Large viper	CE	Fiendish rhinoceros	NE		
Fiendish wolverine	CE	Fiendish elasmosaurus[1]	CE		

1 May be summoned only into an aquatic or watery environment.
2 Each variety must be learned individually.

Sunbeam — 4th Level

You evoke a dazzling beam of intense light, blinding your foes with the power of the sun itself.

Burst: Large *(50 ft.)* line, 10 ft. wide
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Special: You gain a +5 bonus to accuracy against creatures vulnerable to sunlight.
Success: 1d8 solar damage per two spellpower. In addition, the target is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Sunburst — 7th Level

You cause a globe of searing radiance to explode silently from a point you select.

Burst: Large *(50 ft.)* radius
Targets: All enemies in the area

Attack: Spellpower vs. Reflex
Special: You gain a +5 bonus to accuracy against creatures vulnerable to sunlight.
Success: 1d8 solar damage per two spellpower. In addition, the target is partially blinded *(impaired, lose special vision abilities)* for 2 rounds.

Table 10.4: Summon Nature's Ally List

1st Level	Eagle, giant [NG]	**5th Level**	**7th Level**
Dire rat	Lion	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Owl, giant [NG]	Bear, polar (animal)	Dire tiger
Monkey (animal)	Satyr [CN; without pipes]	Dire lion	Elemental, greater (any)[2]
Octopus[1] (animal)	Shark, Large[1] (animal)	Elasmosaurus[1] (dinosaur)	Djinni (genie) [NG]
Owl (animal)	Snake, constrictor (animal)	Elemental, Large (any)[2]	Invisible stalker
Porpoise[1] (animal)	Snake, Large viper (animal)	Griffon	Pixie[3] (sprite) [NG; with sleep arrows]
Snake, Small viper (animal)	Thoqqua	Janni (genie)	Squid, giant[1] (animal)
Wolf (animal)		Rhinoceros (animal)	Triceratops (dinosaur)
	4th Level	Satyr [CN; with pipes]	Tyrannosaurus (dinosaur)
2nd Level	Arrowhawk, juvenile	Snake, giant constrictor (animal)	Whale, cachalot[1] (animal)
Bear, black (animal)	Bear, brown (animal)	Nixie (sprite)	Xorn, elder
Crocodile (animal)	Crocodile, giant (animal)	Tojanida, adult[1]	
Dire badger	Deinonychus (dinosaur)	Whale, orca[1] (animal)	**8th Level**
Dire bat	Dire ape		Dire shark[1]
Elemental, Small (any)[2]	Dire boar	**6th Level**	Roc
Hippogriff	Dire wolverine	Dire bear	Salamander, noble [NE]
Shark, Medium[1] (animal)	Elemental, Medium (any)[2]	Elemental, Huge (any)[2]	Tojanida, elder
Snake, Medium viper (animal)	Salamander, flamebrother [NE]	Elephant (animal)	
Squid[1] (animal)	Sea cat[1]	Girallon	**9th Level**
Wolverine (animal)	Shark, Huge[1] (animal)	Megaraptor (dinosaur)	Elemental, elder
	Snake, Huge viper (animalo)	Octopus, giant[1] (animal)	Grig [NG; with fiddle] (sprite)
3rd Level	Tiger (animal)	Pixie[3] (sprite) [NG; no special arrows]	Pixie[4] (sprite) [NG; with sleep and memory loss arrows]
Ape (animal)	Tojanida, juvenile[1]	Salamander, average [NE]	Unicorn, celestial charger
Dire weasel	Unicorn [CG]	Whale, baleen[1]	
Dire wolf	Xorn, minor	Xorn, average	

1 May be summoned only into an aquatic or watery environment.
2 Each variety must be learned individually.
3 Can't cast irresistible dance
4 Can cast irresistible dance

Swarm of Bats — 2nd Level

You summon a swarm of bats that attack the eyes of your foes.

Burst: Medium *(20 ft.)* cone
Targets: All enemies in the area

Effect: The target is impaired *(20% failure)* with vision-related attacks and checks for 2 rounds.

Conjuration [Summoning] **Lists**: Arcane, Chaos, Nature

Notes: The bats disappear after 2 rounds.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – *Widened*: The spell's area becomes a Large *(50 ft.)* cone.

Telekinetic Blast — 5th Level

You blast your foes away from you.

Burst: Medium *(20 ft.)* radius
Targets: All enemies in the area

Attack: Spellpower vs. Mental
Success: 1d8 bludgeoning damage per two spellpower. In addition, the target is forcibly moved away from you to the edge of the area. If it encounters an occupied space or other obstacle, it stops at the obstacle.
Critical Success: As above, but double damage.
Failure: Half damage.

Evocation [Telekinesis] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – *Widened*: The spell's area becomes a Large *(50 ft.)* radius.
4 – *Empowered*: The damage increases to 1d10 bludgeoning damage per two spellpower.

Telekinetic Shove — 2nd Level

You push and pull your foes around the battlefield with your mind.

Target: You

Effect: When you cast this spell, you can make a shove attack against a creature within Close *(30 ft.)* range. This functions like a normal shove attack, except that your accuracy is equal to your spellpower, and you do not need to move with the target to move it. However, you cannot move it beyond Close *(30 ft.)* range.

At the beginning of each round, you may spend a swift action to focus your mind. If you do, you can use this spell to shove a target during the action phase. You can shove the same target, or a different target, as you choose.

Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis] **Lists**: Arcane

Notes: You can shove yourself with this spell.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Telepathy — 5th Level

Target: You

Effect: You gain telepathy out to a range of 100 feet. This allows you to send mental messages to any creature within range that has a language. Non-telepathic creatures can reply mentally to your messages, but they cannot initiate a telepathic conversation with you.

You can address multiple creatures at once with telepathy, but maintaining separate mental conversations is just as difficult as simultaneously speaking and listening to multiple creatures at the same time.

Duration: Long *(1 hour)*

Divination **Lists**: Divination

Notes: You can use telepathy to communicate with creatures you cannot see. However, you must be aware of the existence and approximate location of a creature to communicate with it. Telepathy is blocked by any physical obstacle that blocks line of effect.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Distant*: The telepathy has a range of 1,000 feet.

2 – *Penetrating*: The telepathy is not blocked by physical obstacles other than lead.

Temporal Stasis — 6th Level

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

Attack: Spellpower vs. Mental

Success: The target is placed in a state of suspended animation for 5 rounds. Time ceases to flow for it, and it cannot be altered or moved by any effect.

Critical Success: As above, except that the effect is permanent.

Failure: The targes moves at one-quarter speed for 5 rounds.

Transmutation [Temporal] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Third Eye — 8th Level

You gain a mystic third eye, allowing you to see beyond the limitations of your mortal senses.

Target: You

Effect: You gain **blindsight** out to a 100 foot range, allowing you to see perfectly without any light, regardless of concealment or invisibility. In addition, you can foresee events an instant before they occur, preventing you from being unaware *(critically hit on every attack)*.

Duration: Long *(1 hour)*

Divination/Transmutation [Imbuement, Knowledge]

Lists: Arcane, Knowledge

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Persistent*: The spell's duration becomes Extreme *(12 hours)*.

Time Stop — 9th Level

This spell seems to make time cease to flow for everyone but you. In fact, you step into an alternate timestream, causing you to speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

Effect: You can take 1d3+1 rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be moved or altered by any effect. You can still affect yourself and create areas or new effects, such with *fog cloud* or *summon monster*.

You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.

Transmutation [Temporal] **Lists**: Arcane

Notes: Spells active on you have their normal effects, including decreasing their remaining duration as appropriate, but spells active on other creatures have no effects and do not decrease in remaining duration.

You cannot enter an area protected by an *antimagic field* while under the effect of this spell.

Most spellcasters use the additional time to improve their defenses or flee from combat.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Transmute Any Object — 9th Level

Range: Medium *(100 ft.)*

Special: This spell can be used to duplicate the effects of *fabricate*, *passwall*, *shape metal*, *shape stone*, *shape wood*, or *transmute flesh and stone*. The object or creature to be transformed must meet any requirements of the spell being duplicated, other than range.

Transmutation [Shaping] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Transmute Flesh and Stone — 5th Level

Special: This spell has two versions: transmuting flesh into stone, and transmuting stone into flesh. Its effects depend on which version is chosen.

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

Special: If the target is not made of flesh (such as a golem), it is unaffected.

Attack: Spellpower vs. Fortitude

Success: 1d6 physical damage per spellpower. For the next 5 rounds, if the target has no hit points remaining at the end of the round, it becomes petrified *(turned to stone)* along with its equipment.

Critical Success: Double damage, and the target is immediately petrified *(turned to stone)* along with its equipment.

Failure: Half damage, and no additional effects.

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

Effect: The target is restored to its normal state, including its equipment. Stone which was not originally a petrified creature is unaffected.

Transmutation [Shaping] **Lists**: Arcane, Earth, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Giant*: The spell can affect a target one size category larger. This augment can be used multiple times.

3 – *Mass*: The spell can affect up to five targets. The same version must be used for all targets.

4 – *Empowered*: The damage dealt by the damaging version of this spell increases to 1d8 physical damage per spellpower.

Tree Shape — 2nd Level

Target: You

Effect: You transform into a Large tree, shrub, or dead tree trunk. In this form, you are effectively paralyzed *(helpless, unable to move)*, but you can see around you in any direction as if you were in your normal form.

Duration: Extreme *(12 hours)*

Transmutation [Shaping] **Lists**: Nature

Notes: You can sleep comfortably in this form.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Tremorsense — 1st Level

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

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

Duration: Short *(Focus + 5 rounds)*

Transmutation [Imbuement] **Lists**: Nature

Notes: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Distant*: The tremorsense ability has a range of 200 feet.

3 – *Mass*: The spell can affect up to five targets.

True Seeing — 6th Level

You grant your ally the ability to see all things as they actually are.

Target: One creature **Range**: Touch

Effect: The target sees through normal and magical darkness, sees the truth behind visual figments and glamers, and sees the true form of creatures and objects affected by **Shaping** abilities. This effect extends out to 50 foot range.

Duration: Short *(Focus + 5 rounds)*

Divination [Imbuement] **Lists**: Arcane, Divine, Knowledge

Notes: This spell does not negate mundane **concealment**, and it does not reveal the truth behind nonmagical disguises (see Disguise, page 63). In addition, the spell's effects cannot be further enhanced with known magic, so its benefits do not apply when seeing through **Scrying** effects.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The effect extends out to a 100 foot range.

3 – *Mass*: The spell can affect up to five targets.

True Strike — 1st Level

You grant your ally a temporary, intuitive insight into the immediate future.

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

Effect: The target gains an offensive **legend point**. It is automatically lost at the end of the spell's duration if not used.

Duration: Short *(Focus + 5 rounds)*

Divination [Knowledge] **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets.

Unholy Avatar — 9th Level

You embody the essence of evil, allowing you to smite your foes.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.

Duration: Long *(1 hour)*

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

Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is staggered *(unable to act in movement phase)* for 2 rounds.

Channeling [Evil] **Lists**: Divine, Evil

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Unholy Blight — 3rd Level

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

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower, and the target is staggered *(unable to act in movement phase)* for 2 rounds.

Critical Success: Double damage, and the target is nauseated *(unable to act in action phase, move at half speed)* for 1 round instead of staggered.

Failure: Half damage, and no additional effects.

Channeling [Evil] **Lists**: Evil

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass*: The spell can affect up to five targets. Its damage becomes 1d8 divine damage per two spellpower

4 – *Empowered*: The damage increases to 1d8 divine damage per spellpower. If the Mass augment is applied, the damage instead increases to 1d10 divine damage per two spellpower.

Unliving Eyes — 4th Level

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

Effect: The target gains the ability to "see" any living creatures and their equipment within 30 feet perfectly, regardless of lighting conditions, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

If the target is undead, the range of the vision is increased to 50 feet.

Duration: Short *(Focus + 5 rounds)*

Vivimancy [Life] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Distant*: The range of the vision increases to 200 feet.

2 – *Penetrating*: The vision is not blocked by physical obstacles other than lead.

Unliving Heart — 1st Level

You harness the power of unlife to grant yourself a limited ability to avoid death.

Target: You

Effect: You gain temporary hit points equal to twice your spellpower. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

In addition, you are treated as being undead for the purpose of spells or abilities which affect undead. This can cause some unintelligent undead, such as skeletons and zombies, to avoid attacking you.

Duration: Long *(1 hour)*

Vivimancy [Life] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Regenerating*: If you lose temporary hit points, you regain the lost hit points 5 minutes later.

4 – *Empowered*: The temporary hit points granted by this spell increase to three times your spellpower.

Ventriloquism — 1st Level

Range: Medium *(100 ft.)*

Components: Somatic only

Effect: Your voice (or any sound that you can normally make vocally) originates from another location within range. As a swift action, you can concentrate to change the apparent origin of your voice. If you move out of range of your designated location, the sound of your voice comes from your own mouth as normal.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment] **Lists**: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Wail of the Banshee — 9th Level

You emit a terrible scream that kills anyone that hears it.

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

Targets: Everything in the area

Components: Verbal only

Attack: Spellpower vs. Fortitude

Success: 1d8 sonic damage per two spellpower. If the target is living and has no hit points remaining, it dies.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Vivimancy [Auditory, Death] **Lists**: Arcane, Death

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Wall of Antimagic — 4th Level

You create a shimmering field that hangs in the air, blocking the magical abilities of your foes.

Zone: 50 ft. wall, 10 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates a translucent wall that selectively blocks abilities. The wall blocks line of effect for all **magical** abilities, except for abilities that you allow to pass through the wall. Any creature may attempt to use abilities through the wall. If you block an ability, it fails if its range would be beyond the wall, and any effects of the ability stop at the edge of the wall. If you allow an ability through the wall, it functions normally.

Deciding whether to allow an ability through the wall does not take an action, but you must be aware of the use of an ability to make that decision. Each round, you may choose whether the wall blocks abilities that you are not aware of or allows them through the wall.

Abjuration [Thaumaturgy] **Lists**: Arcane

Notes: You cannot partially block an ability, such as by allowing a *fireball* spell to be cast through the wall, but blocking its effect at the edge of the well. An ability can either pass through the wall entirely or is blocked completely.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened*: The wall appears in a 100 ft. line or a 20 ft. radius.

Wall of Fire — 2nd Level

Zone: 20 ft. wall, 10 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates a wall made of fire. When the spell is cast, you choose which sides of the wall radiate heat. At the end of each round, all creatures within 10 feet of a side radiating heat take 1d10 fire damage per four spellpower.

In addition, whenever a creature passes through the wall, make a spellpower vs. Reflex attack against it. Success deals 1d8 fire damage per two spellpower to the creature. Failure deals half damage.

Duration: Short *(Focus + 5 rounds)*

Evocation [Fire] **Lists**: Arcane, Fire, Nature

Notes: Any part of the wall takes cold damage in excess of your spellpower in a single round is extinguished.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Dual*: Two parallel walls appear, five feet apart. This augment can only be used if the wall is created in a line.

2 – *Widened*: The wall appears in a 50 ft. line or a 20 ft. radius.

4 – *Empowered*: The damage dealt to creatures near a side of the wall radiating heat increases to 1d6 fire damage per two spellpower. In addition, the damage dealt to creatures passing through the wall increases to 1d10 fire damage per two spellpower.

Wall of Force — 5th Level

Zone: 100 ft. solid wall, 10 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates an invisible wall made of telekinetic force. Nothing can pass through the wall.

Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis] **Lists**: Arcane

Notes: The wall can be destroyed. A 5-foot square of wall has hit points equal to five times your spellpower, and hardness equal to your spellpower.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Wall of Thorns — 2nd Level

Zone: 50 ft. line, 5 ft. wide, 5 ft. high **Range**: Medium *(100 ft.)*

Effect: This spell creates a thicket of thorns in the area. Moving out of a square with thorns in it costs 20 feet of movement. The wall can be created where creatures are.

The wall provides total cover against attacks through the wall. A creature in the wall has cover from attacks on either side of the wall.

Duration: Short *(Focus + 5 rounds)*

Trigger: A creature exits a square in the area **Target**: The moving creature

Effect: The target takes piercing damage equal to your spellpower.

Conjuration [Creation] **Lists**: Nature

Notes: A *wall of thorns* can be destroyed. A 5-foot cube of wall has hit points equal to twice your spellpower, is vulnerable to fire damage, and ignores piercing damage. Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Shapeable*: The wall becomes can be shaped (see Shapeable, page 125).

3 – *Widened*: The wall appears in a 100 ft. line.

Water Walk — 1st Level

Target: One creature or object **Range**: Medium *(100 ft.)*

Effect: The target threats the surface of any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the target's feet hover an inch or two above the surface.

If the target is below the surface of a liquid, it rises toward the surface at 60 feet per round. Thick liquids, such as mud and lava, may cause the target to rise more slowly.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Imbuement, Water] **Lists**: Nature, Water

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Persistent*: The spell's duration becomes Long *(1 hour)*.

3 – *Mass*: The spell can affect up to five targets.

Waves of Fatigue — 3rd Level

Burst: Large *(50 ft.)* cone
Targets: All creatures in the area
Effect: The target is fatigued *(move at half speed, unable to sprint or charge)* for 2 rounds.

Vivimancy [Flesh] **Lists**: Arcane, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
1 – *Selective*: The spell only targets enemies in the area.
3 – *Exhaustion*: The targets are exhausted *(move at half speed, unable to sprint or charge, impaired)*instead of fatigued.

Web — 5th Level

You create a many-layered mass of strong, stricky strands that trap creatures caught within them. The strands are similar to spider webs, but larger and tougher.

Zone: 40 foot cube **Range**: Medium *(100 ft.)*
Special: The area must border two solid objects on opposing sides. For example, this spell can be cast between two opposing walls, or between a floor and a ceiling, but not in empty space.
Effect: The area is filled with webs, making it difficult terrain. The webs are thick and strong, but too widely spaced to significantly obscure sight.
Duration: Short *(Focus + 5 rounds)*
Targets: Everything in the area
Attack: Spellpower vs. Reflex
Success: The target is immobilized *(Unable to leave its location)*. It can escape by destroying the webs in its space, or with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.

Conjuration [Creation] **Lists**: Arcane, Nature
Notes: The webs can be destroyed. A 5-foot cube of webs has hit points equal to twice your spellpower, is vulnerable to fire damage, and ignores piercing damage. Any fire can set the webs alight and burn away 5 square feet over the course of 2 rounds. All creatures within flaming webs are ignited *(1d6 damage/round, 20% failure, Dex DR 15 to extinguish)* by the flames.
Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Windstrike — 2nd Level

You command the air to bludgeon the target, sending it flying.

Target: One creature or object **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Fortitude defense (shove)
Success [Fortitude]: 1d6 bludgeoning damage per spellpower. In addition, you shove the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.
Failure [Fortitude]: Half damage.

Evocation [Air] **Lists**: Air, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – *Distant*: The spell's range becomes Extreme *(1,000 ft.)*.
2 – *Forceful*: You gain a +10 bonus to accuracy on the shove attack.
4 – *Empowered*: The damage increases to 1d8 bludgeoning damage per spellpower.

Word of Recall — 6th Level

Target: You **Range**: Unlimited (Unrestricted)
Components: Verbal only
Effect: This spell teleports you instantly back to your sanctuary. You must designate the sanctuary when you ready the spell for the day, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. Exceeding this limit causes the spell to fail.

Conjuration [Teleportation] **Lists**: Divine, Travel
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Zephyr Blade 2nd Level

You imbue a weapon with the power of the wind, allowing it to strike opponents with nothing but the air itself.

Target: One melee weapon **Range**: Close *(30 ft.)*

Effect: The target weapon gains an additional five feet of reach, extending the wielder's threatened area.

In addition, the weapon can also be used to attack as a ranged weapon by expelling blasts of wind. This functions like attacking with the weapon normally, using the wielder's normal attack and damage bonuses, except that the attack is a ranged attack against any creature within Close *(30 ft.)* range. All damage dealt when attacking in this way is bludgeoning damage instead of the attack's normal damage types. This effect does not increase the wielder's threatened area.

Duration: Short *(Focus + 5 rounds)*

Evocation/Transmutation [Air, Imbuement] **Lists**: Nature

Notes: Despite the name of the spell, it can affect melee weapons of any type, even reach weapons. The weapon's extended reach is visible, and opponents can defend themselves normally against the attacks.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Empowered*: The target gains ten feet of reach, rather than five.

3 – *Mass*: The spell can affect up to five targets.

10.5 Cantrip Descriptions

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe.

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

Attack: Spellpower vs. Reflex

Success: The target takes 1d8 acid damage + 1 per spellpower. If your spellpower is at least 6, this instead deals 1d10 acid damage per two spellpower.

Critical Success: Double damage.

Failure: Half damage.

Conjuration [Acid, Creation, Physical]

Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Augment Attack

You imbue an ally with magical energy, making its next attack more powerful.

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

Effect: The next time the target makes a physical **strike**, the attack deals 1d6 + 1 per spellpower bonus damage if it hits. If your spellpower is at least 6, this instead increases the damage by 1d10 damage per two spellpower.

Duration: 1 round.

Transmutation [Augment]

Notes: The creature struck by the enhanced attack can apply **magic resistance** to avoid taking the bonus damage.

Combat Telekinesis

You telekinetically control a weapon and use it to attack.

Target: One unattended weapon (Tiny or smaller)

Range: Close *(30 ft.)*

Casting Time: Swift action

Effect: You can use the target weapon to attack from its location. This functions as if you were attacking with the weapon in your hands, except that you must use your spellpower in place of your attributes and **combat prowess** to determine your accuracy and damage bonus. This does not prevent any other modifiers from applying, such as a proficiency bonus (if you are proficient with the weapon). In addition, you cannot use any activated magical properties of the weapon.

You contribute to **overwhelm penalties** and threaten enemies from both your location and the weapon's location. If you take a **standard attack** action, you can attack with your own hands, with the weapon, or both, as you choose. The weapon's physical defenses are equal to 10 + half your spellpower.

During the movement phase, you can move the weapon up to 30 feet in any direction, including vertically. If the weapon goes outside of the spell's range, you lose control of it and it falls to the ground.

Duration: Focus. Unlike most spells, you can focus on this spell as a **swift action**.

Evocation [Telekinesis]

Confusion, Lesser

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

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

Attack: Spellpower vs. Mental

Success: The target is disoriented *(moves randomly)*.

Critical Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)*.

Duration: 1 round.

Enchantment [Compulsion, Mind]

Notes: You can only affect any individual creature with this spell once per 24 hours.

Conjure Projectile

You create a small arrow and fire it at your foe.

Target: One creature or object **Range**: Medium *(100 ft.)*

Attack: Spellpower + 4 vs. Armor defense

Success: The target takes 1d10 piercing damage + 1 per spellpower. If your spellpower is at least 6, this instead deals 1d6 piercing damage per spellpower.

Critical Success: Double damage.

Conjuration [Creation, Physical]

Notes: At the end of the spell's duration, the projectile conjured disappears without a trace.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Displacement, Lesser

You briefly shift your ally's image, causing it to appear to be about 1 foot away from its true location.

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

Effect: Targeted physical attacks against the target have a 20% miss chance. Spells and other special attacks suffer no miss chance.

Duration: 1 round

Illusion [Glamer] **Lists**: Arcane

Draining Touch

Target: One living creature **Range**: 5 ft.

Effect: The target takes 1d6 life damage + 1 per spellpower. If your spellpower is at least 6, this instead deals 1d8 life damage per two spellpower. You gain **temporary hit points** equal to half the damage you deal. You can't gain more hit points than the target had.

The temporary hit points disappear after 5 rounds. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Vivimancy [Life]

Exhaustion

You momentarily weaken your foe's body.

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

Attack: Spellpower vs. Fortitude
- **Success**: The target is fatigued *(move at half speed, unable to sprint or charge)* for 5 rounds.
- **Critical Success**: The target is exhausted *(move at half speed, unable to sprint or charge, impaired)*for 5 rounds.

Vivimancy [Flesh]

Fear, Lesser

You terrify your foe.

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

Attack: Spellpower vs. Mental
- **Critical Success**: The target is frightened *(50% failure near its fear)* by you.
- **Success**: The target is shaken *(20% failure near its fear)* by you.

Duration: Short *(Focus + 5 rounds)*

Enchantment [Mind] **Lists**: Arcane

Flare

You create a burst of bright light in a foe's eyes, impairing its vision.

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

Attack: Spellpower vs. Reflex
- **Success**: The target's vision is impaired *(20% failure)* for 5 rounds. This affects all sight-related actions, including physical attacks and targeted spells.

Illusion [Light]

Glimpse the Future 1st Level

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

Effect: The target gains an offensive **legend point**. It can only spend this legend point on attacks.

Duration: 1 round.

Divination

Magic Ray

You fire a ray of magical energy at your foe.

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

Attack: Spellpower vs. Reflex
- **Success**: The target takes 1d6 arcane damage + 1 per spellpower. If your spellpower is at least 6, this instead deals 1d10 arcane damage per two spellpower.
- **Critical Success**: Double damage.
- **Failure**: Half damage.

Evocation [Force]

Notes: Force spells also affect the Ethereal Plane.

Resist Damage

You surround an ally with a faint yellow barrier that partially shields it from incoming damage.

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

Special: Choose a physical damage type: slashing, piercing, or bludgeoning.

Effect: The target gains damage reduction against the chosen type of physical damage equal to your spellpower. Physical damage of other types ignores this damage reduction and negates it for 1 round.

Duration: 1 round.

Abjuration [Shielding]

Slow, Lesser

You briefly decelerate your enemy's motions, causing it to move and act more slowly than normal.

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

Attack: Spellpower vs. Mental
- **Success**: The target is slowed *(unable to act in movement phase, move at half speed)*.
- **Failure**: The target moves at half speed.

Duration: 1 round.

Transmutation [Temporal] **Lists**: Arcane

Twist Fate

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

Attack: Spellpower vs. Mental
- **Success**: You know what the subject is most likely going to do during the next round.
- **Critical Success**: As above, but after gaining that knowledge, you can impose a −4 penalty to the target's accuracy, defenses, or checks for 1 round.

Divination **Lists**: Arcane

10.6 Rituals

Alarm — 1st Level

Casting Time: 1 minute
Zone: Large *(50 ft.)* radius **Range**: Close *(30 ft.)*

Effect: The area is warded with an alarm. When you perform this ritual, you choose whether to create an audible or mental alarm. If a creature or object of Tiny size or larger moves in the area, the alarm triggers.

An audible alarm creates the sound of a hand bell ringing. It is typically clearly identifiable up to 100 feet away, and audible up to 500 feet away.

A mental alarm causes you to receive a single mental "ping" if you are within 1 mile of the area. This awakens you from normal sleep but does not otherwise disturb concentration. If you have multiple alarms active, you do not know which alarm was triggered.

Duration: Extreme *(12 hours)*

Divination [Trap] **Lists**: Arcane, Divine

Notes: A *silence* spell or similar effect can prevent an audible alarm from being heard.

Magic resistance cannot prevent creatures or objects from being detected by the alarm.

Material Components: 5 gp in ritual components.

Augments:

1 – *Sized*: You can increase or decrease the size category of creatures and objects detected by the alarm by 1. This augment can be used multiple times.

1 – *Password*: When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.

2 – *Widened*: The ritual's area becomes a Huge *(100 ft.)* radius.

3 – *Permanent*: The ritual's duration becomes permanent.

Alter Magic Aura — 2nd Level

Target: One magical object (Large or smaller) **Range**: Touch
Casting Time: 1 minute

Attack: Spellpower vs. Mental

Success: One of the target's magic auras is altered (see Spellcraft, page 70). You can change the school and descriptors of the aura. In addition, you can decrease the spellpower of the aura by up to half your spellpower, or increase the spellpower of the aura up to a maximum of your spellpower.

Duration: Thirty days

Illusion [Glamer] **Lists**: Arcane

Notes: If the target is examined with *identify* or a similar effect, the true aura is revealed.

This ritual has no effect on artifacts.

Material Components: 20 gp in ritual components.

Augments:

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

1 – *Persistent*: The ritual's duration becomes one year.

2 – *Permanent*: The ritual's duration becomes permanent.

Alter Self — 2nd Level

Target: You **Range**:
Casting Time: 1 minute

Effect: When you perform this ritual, you make a Disguise check to disguise yourself. You gain a +10 bonus on the check, and you take no penalties for emulating a different gender or race.

Duration: Extreme *(12 hours)*

Transmutation [Shaping] **Lists**: Arcane

Material Components: 20 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Animate Dead — 3rd Level

You bind a fragment of a dead creature's soul to its corpse, reanimating it as an undead skeleton or zombie.

Target: One or more corpses **Range**: Touch
Casting Time: 1 minute

Special: The combined levels of all targets cannot exceed your spellpower.

Effect: The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.

Duration: Thirty days

Vivimancy [Evil, Negative, Soul] **Lists**: Arcane, Divine

Notes: No matter how many times you use this ritual, you can control only 4 levels worth of undead creatures per spellpower. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released.

Once destroyed, an undead creature never be animated again, even if the corpse is intact. This does not prevent the corpse from being used to resurrect the creature.

Material Components: 50 gp in black onyx gems.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

Animal Messenger — 2nd Level

You compel a Tiny animal to go to a spot you designate.

Target: One Tiny animal **Range**:
Casting Time: 1 minute; see text
Range: Long *(300 ft.)*

Special: After the first round spent performing the ritual, the target approaches you and awaits your bidding. While performing the ritual, you can attach some small item or note to the target.

Effect: You can mentally impress on the target a certain place well known to you or an obvious landmark. The directions must be simple, because an animal's intelligence is limited, though more intelligent animals may understand more complex instructions.

When the ritual is complete, the animal goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Duration: One week

Enchantment [Compulsion, Mind] **Lists**: Arcane, Nature

Notes: The most common use for this ritual is to get an animal to carry a message to your allies.

If the target animal is tamed or trained by someone else, this ritual automatically fails unless the animal's trainer instructs it to obey you.

Focus: Food desirable to the animal

Material Components: 20 gp in ritual components.

Augments:

1 – *Persistent*: The ritual's duration becomes thirty days.

Antipathy — 9th Level

You fill nearby creatures of a particular kind with an overpowering revulsion, compelling them to leave the area.

Casting Time: 1 hour
Zone: Large *(50 ft.)* radius centered on you

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.

Effect: When a creature of the chosen type enters the area, you make an attack against it, as described below.

Attack: Spellpower vs. Mental

Success: The target is frightened *(50% failure near its fear)* by the area.

Critical Success: The target is panicked *(flees or cowers from its fear)* by the area.

Failure: The target is shaken *(20% failure near its fear)* by the area.

Duration: One week

Enchantment [Delusion, Mind] **Lists**: Arcane, Nature

Notes: An affected target is not sure about the area causes its reaction, but it knows that it must leave the area.

Material Components: 7,500 gp in ritual components.

Augments:

4 – *Widened*: The spell's area becomes a 1 mile radius.

Appraisal — 1st Level

Target: One object **Range**: Touch
Casting Time: 10 minutes

Effect: When you perform this ritual, you make a Craft, Knowledge, or Profession check to appraise the target's value. You gain a +10 bonus on the check.

Divination [Knowledge] **Lists**: Arcane, Divine

Notes: You can use this ritual to appraise an item you have tried to appraise before.

Material Components: 5 gp in ritual components.

Augments:

1 – *Rapid*: The ritual's casting time becomes 1 minute.

2 – *Empowered*: You appraise the item's value perfectly, without needing a check.

Arcane Eye — 4th Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*

Effect: This ritual creates a magic sensor. As a standard action, you can concentrate to see through the sensor as if you were in its location. While concentrating, you can move the sensor up to 30 feet per round in any direction.

You can freely control and see through the sensor even if it moves beyond the spell's range, or out of your line of effect.

Duration: Long *(1 hour)*

Divination [Scrying] **Lists**: Arcane

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.

Material Components: 125 gp in ritual components.

Augments:

1 – *Auditory*: You can also hear through the sensor.

2 – *Accelerated*: The eye moves up to 100 feet per round.

Arcane Lock — 2nd Level

Casting Time: 1 minute
Target: One closable object, such as a door or box (Large or smaller)
Range: Touch

Effect: The target object is magically locked. It can be unlocked with a Devices check against a DR equal to 30 + your spellpower. The DR to break it open forcibly increases by 10.

You can freely pass your own *arcane lock*, as if the object were not locked.

Duration: Thirty days

Transmutation [Imbuement] **Lists**: Arcane

Notes: A *knock* spell suppresses the effect for 10 minutes, but does not dispel the *arcane lock*.

Material Components: 20 gp in ritual components.

Augments:

1 – *Password*: When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.

2 – *Permanent*: The ritual's duration becomes permanent.

2 – *Solid*: The DR to break the object open forcibly increases by an additional 10.

Arcane Mark — 1st Level

You inscribe your personal sigil on a creature or object.

Target: One creature or object **Range**:
Casting Time: 1 minute
Range: Touch

Special: When you learn this ritual, choose a personal rune or mark. It can consist of no more than six characters, and must fit within one square foot.

Effect: Your personal rune or mark is written on the target, as if with black ink. The target is not harmed by the writing.

Duration: Thirty days

Universal **Lists**: Arcane

Notes: The arcane marks of spellcasters of at least 11th level can be learned with a Knowledge (arcana or local) check. The DR is equal to 40 − twice the level of the spellcaster.

Material Components: 5 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

3 – *Hidden*: The mark is invisible, rather than visible. Effects such as the *see invisibility* spell can reveal the mark.

Atonement — 5th Level

Casting Time: 1 hour
Target: One creature **Range**: Touch

Effect: If the target has been punished for a significant transgression against its alignment, deity, or organization, this ritual can undo that punishment. The exact effects of this atonement depend on the nature of the punishment the creature is suffering.

The cost of the ritual depends on the circumstances of the act that provoked the punishment. If the creature's act was unintentional, or under magical influence, no material components are required. If the creature's act was intentional, but the creature seeks atonement intentionally, the normal cost must be paid. If the creature's act was intentional, and the creature does not seek atonement willingly, the material component cost is doubled.

Channeling **Lists**: Divine, Nature

Material Components: 300 gp in ritual components.

Augury — 2nd Level

Casting Time: 1 minute

Special: When you perform this ritual, you state an action that a creature (or group of creatures) could take.

Effect: You learn whether the stated action is likely to bring good or bad results for you in the immediate future. The ritual provides one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- No response (for actions that don't have especially good or bad results).

This ritual does not describe the future with certainty. It describes which result is most probable. The more unambiguous the action's effects, the more likely the ritual is to be correct.

Divination [Knowledge] **Lists**: Divine

Notes: This ritual can only foresee events roughly half an hour into the future. Thus, the result might not take into account the long-term consequences of an action.

Material Components: 20 gp in ritual components.

Augments:

2 – *Empowered*: The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.

3 – *Precise*: The ritual also indicates the second most probable outcome, allowing more precision in understanding ambiguous actions.

Awaken — 7th Level

Target: One animal **Range**: Touch
Casting Time: 24 hours

Effect: The target becomes sentient. Its Intelligence becomes 1d6 − 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know.

Transmutation [Imbuement] **Lists**: Nature

Material Components: 1,500 gp in ritual components.

Binding — 3rd Level

You create an invisible cage designed to hold a creature inside.

Target: The entering creature **Range**:
Casting Time: 1 hour
Zone: Small *(10 ft.)* radius **Range**: Close *(30 ft.)*

Effect: This ritual inscribes a magic circle of ritual components on the ground, denoting the edges of the area. If the circle is broken, the ritual's effects end immediately. If a creature enters the area, it is bound, as described below.

Attack: Spellpower vs. Mental

Success: The target is unable to escape the area physically, alter the circle in any way, or use abilities that have effects which extend outside the area. If it uses any spells or abilities, the effects stop at the edge of the area, as if the edge of the area was an impassable barrier.

Failure: The target can leave the area, break the circle, and otherwise act normally.

Duration: Extreme *(12 hours)*

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine

Notes: You can perform this ritual on an existing *binding* to reset its remaining duration to 24 hours, rather than to create a new *binding*. You must make a new attack against all creatures in the area each time you reset the duration in this way.

The magic circle is obvious, but a DR 26 Spellcraft check is required to identify that the circle belongs to a *binding* ritual. Alternately, the magic of the trap can be identified with a DR 26 Perception check.

Material Components: 50 gp in ritual components.

Augments:

2 – *Anchoring*: The target is also affected by a *dimensional anchor*, preventing it from escaping the area with teleportation or similar abilities.

2 – *Carved*: The magic circle is inscribed into the ground, rather than originating from materials on the ground. Disrupting the circle is much more difficult, and requires breaking the ground.

3 – *Permanent*: The ritual's duration becomes permanent.

Bless Water — 1st Level

You imbue water with holy power.

Target: One pint of water **Range**: Touch
Casting Time: 1 minute

Effect: The target becomes holy water.

Transmutation **Lists**: Divine

Notes: Large bodies of water can be made holy by performing this ritual multiple times. Holy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck undead creature or an evil outsider.

Material Components: 5 gp in ritual components.

Break Enchantment — 5th Level

Target: One creature or object **Range**: Close *(30 ft.)*
Casting Time: 1 minute

Effect: This ritual functions like *dispel magic*, except that it can also remove magical effects that are immune to *dispel magic*, such as curses, if they are 5th level or lower. This effect cannot remove non-magical lingering effects, such as poisons and diseases.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Abjuration **Lists**: Arcane, Divine

Material Components: 300 gp in ritual components.

Augments:

2 – *Empowered*: The ritual can remove magical effects of any level.

4 – *Disjoining*: The ritual automatically removes all magical effects, with no roll required.

Clone — 7th Level

Casting Time: 24 hours
Range: Touch

Effect: This ritual creates an inert duplicate of a creature. The duplicate body is identical to the creature's original body, but it has no soul, and rots if not preserved. It can be used in place of the creature's original body for the purpose of spells and effects which animate or resurrect the dead, such as the *animate dead* or *resurrection* rituals (see Resurrecting the Dead, page 123).

Conjuration [Creation] **Lists**: Arcane

Material Components: 1,500 gp in ritual components, and a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting.

Commune — 5th Level

Casting Time: 10 minutes

Effect: You contact your deity, or agents thereof, and ask questions that can be answered by a simple yes or no. You are allowed up to five questions. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

Duration: Medium *(5 minutes)* or until expended

Divination [Planar] **Lists**: Divine

Notes: A cleric without a deity contacts a philosophically aligned deity.

Material Components: 300 gp in ritual components.

Commune with Nature — 5th Level

You become one with nature, attaining knowledge of the surrounding territory.

Casting Time: 10 minutes
Range: 10 miles or 1,000 feet; see text

Effect: You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the ritual operates in a 10 mile radius. In natural underground settings – caves, caverns, and the like – the radius is limited to 1,000 feet.

Divination [Knowledge] **Lists**: Nature

Notes: The ritual does not function where nature has been replaced by construction or settlement, such as in towns and constructed dungeons.

Material Components: 300 gp in ritual components.

Comprehend Languages — 2nd Level

You grant a creature the ability to understand any language.

Casting Time: 1 minute
Target: One willing creature **Range**: Touch

Effect: The target can understand spoken words and writing in any language. This does not grant it the ability to speak or write in additional languages.

Duration: Long *(1 hour)*

Divination [Communication] **Lists**: Arcane, Divine, Nature

Notes: This ritual can be foiled by certain obscuring magic (such as the *secret page* ritual). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.

Material Components: 20 gp in ritual components.

Augments:

4 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Contact Other Plane — 5th Level

Casting Time: 10 minutes

Effect: You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. You are allowed up to five questions. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because even powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity's interests, a short phrase (five words or less) may be given as an answer instead.

Duration: Medium *(5 minutes)* or until expended

Divination [Knowledge, Planar] **Lists**: Arcane

Material Components: 300 gp in ritual components.

Contagion — 3rd Level

You infect your foe with a contagious disease.

Casting Time: 10 minutes
Target: One creature **Range**: 1 mile (Unrestricted)
Special: You can target any creature you are familiar with within range, regardless of intervening obstacles.

Attack: Spellpower vs. Fortitude

Success: The target contracts a disease selected from the table below, which strikes immediately (no incubation period). The disease's accuracy for the initial and subsequent incubation periods is equal to your spellpower.

Vivimancy [Flesh] **Lists**: Arcane, Divine, Nature

Material Components: 50 gp in ritual components, and one ounce of fresh flesh or blood that belongs to the target. In general, blood is not considered "fresh" after one hour, while flesh takes up between a day and a week to decay, depending on the conditions.

Disease	Damage
Blinding sickness	1d4 Str[1]
Cackle fever	1d6 Per
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d6 Int
Red ache	1d6 Str
Shakes	1d6 Dex
Slimy doom	1d6 Con

1 Each time a victim takes 3 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Control Weather — 7th Level

Casting Time: 10 minutes; see text
Zone: 2 mile radius cylinder centered on you

Effect: This ritual changes the weather in the area. The weather begins to form as you perform the ritual. You can call forth weather appropriate to the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if the season is winter or you are in a desert.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously.

Duration: Extreme *(12 hours)*

Evocation [Air] **Lists**: Arcane, Divine, Nature

Notes: *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

If multiple rituals are being used to control the weather in an area, both effects happen if possible. If the weather patterns are mutually exclusive, both casters make opposed spellpower checks, and the winner determines the weather.

Material Components: 1,500 gp in ritual components.

Create Magic Aura — 1st Level

Casting Time: 1 minute
Target: One location or nonmagical object (Large or smaller) **Range**: Touch

Effect: The target gains a magical aura (see Spellcraft, page 70). You can choose the school and descriptors of the aura. You can also choose the spellpower, up to a maximum of your spellpower.
Duration: Thirty days

Illusion [Glamer] **Lists**: Arcane
Notes: If the target is examined with *identify* or a similar effect, the false nature of the aura is revealed.
Material Components: 5 gp in ritual components.

Augments:
2 – *Permanent*: The ritual's duration becomes permanent.

Create Object — 3rd Level

Casting Time: 1 minute
Range: Close *(30 ft.)*

Effect: When you perform this ritual, you make a Craft check to craft an object. The object appears out of thin air, without any raw materials. The object must be made of nonliving, vegetable matter, such as wood or cloth. The the object created must be Small size or smaller.
Duration: Extreme *(12 hours)*

Conjuration [Creation] **Lists**: Arcane
Notes: This ritual cannot create poisons, alchemical substances, and other reactive items. When its duration ends, the created object disappears without a trace.

An object created in this way is magical, and can be recognized as such with an appropriate Spellcraft check (see Spellcraft, page 70).
Material Components: 50 gp in ritual components.

Augments:
1 – *Giant*: The spell can create an object one size category larger. This augment can be used multiple times.

2 – *Mineral*: The ritual can also be used to create mineral-based objects, such as stone or metal. The duration of the created item varies with its relative hardness and rarity, as indicated on Table 10.5: Created Object Duration.

2 – *Persistent*: The created item lasts ten times as long before disappearing.

Table 10.5: Created Object Duration

Hardness and Rarity Examples	Duration
Vegetable matter	12 hours
Stone, crystal, base metals	One hour
Precious metals	5 minutes
Gems	5 minutes
Rare metal[1]	5 rounds

1 Such as adamantine or mithral. You can't create a cold iron item magically.

Create Sustenance — 2nd Level

Casting Time: 10 minutes
Range: Close *(30 ft.)*

Effect: This ritual creates food and drink. The food is sufficient to sustain three Medium creatures per spellpower for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. You can create food suitable to sustain any kind of creature, if you know what it eats.

Food created by this ritual decays and becomes inedible within 24 hours. The water created by this ritual is just like clean rain water, and does not go bad as the food does.

Conjuration [Creation] **Lists**: Arcane, Divine, Nature
Notes: The food can be kept fresh for another 24 hours by performing a *purify sustenance* ritual on it.
Material Components: 20 gp in ritual components.

Create Water — 1st Level

You create water to ease the thirst of you and your companions.

Casting Time: 1 minute
Range: Close *(30 ft.)*

Effect: This ritual creates wholesome, drinkable water. It creates up to 5 gallons of water. The water can be created at multiple locations within the ritual's range, allowing you to fill multiple small water containers.

Conjuration [Creation, Water] **Lists**: Arcane, Divine, Nature
Notes: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon.
Material Components: 5 gp in ritual components.

Curse Water — 1st Level

Target: One pint of water **Range**: Touch
Casting Time: 1 minute

Effect: The target becomes unholy water.

Transmutation **Lists**: Divine
Notes: Large bodies of water can be made unholy by performing this ritual multiple times. Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider.
Material Components: 5 gp in ritual components.

Darkness — 2nd Level

You create a dark aura around an object of your choosing, preventing light from approaching it.

Casting Time: 1 minute
Target: One object (Small or smaller) **Range**: Touch
Emanation: Medium *(20 ft.)* radius from the target

Effect: Light within or passing through the area is dimmed to be no brighter than shadowy illumination.
Duration: Long *(1 hour)*

Illusion [Glamer, Light] **Lists**: Arcane, Divine
Notes: Any effect or object which blocks light also blocks this spell's emanation.
Material Components: 20 gp in ritual components.

Augments:
1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
2 – *Widened*: The spell's area becomes a Large *(50 ft.)* radius.

Detect Scrying — 3rd Level

Casting Time: 1 minute
Emanation: Large *(50 ft.)* radius from you

Effect: You automatically locate all magical sensors within the area, and immediately become aware of any attempt to observe you by means of a Scrying spell or effect.
Duration: Extreme *(12 hours)*

Divination [Awareness] **Lists**: Arcane
Material Components: 125 gp in ritual components.

Augments:
2 – *Tracing*: When you detect a scrying attempt, you make an opposed spellpower check against the scrying creature (d20 + spellpower). If you win, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.
3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Discern Location — 8th Level

Casting Time: 10 minutes
Target: One creature or object **Range**: Unlimited (Unrestricted)
Special: You can target any creature or object you are familiar with, regardless of its location. To find a creature, you must have seen it once or have an item which once belonged to it. To find an object, you must have seen it once.

Effect: You learn the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane of existence where the target lies.

Divination [Knowledge] **Lists**: Arcane, Divine, Nature
Material Components: 3,000 gp in ritual components.

Dimensional Lock — 5th Level

You create a shimmering emerald field that completely blocks extradimensional travel.

Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*

Effect: Extradimensional travel into or out of the spell's area is impossible. All Planar, Summoning, and Translocation effects are prohibited.
Duration: Thirty days

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine
Notes: This ritual does not interfere with the movement of creatures already in on other planes when the ritual is finished. Also, this not prevent summoned creatures from disappearing at the end of a summoning spell.
Material Components: 300 gp in ritual components.

Divination — 4th Level

Casting Time: 10 minutes

Effect: When you perform this ritual, you ask a question concerning a specific goal, event, or activity that is to occur within one week. You receive a useful piece of advice in reply to your question. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

This ritual does not describe the future with certainty. It provides advice which is likely to be correct. The more unambiguous the question, the more likely the ritual is to be correct.

Divination [Knowledge] **Lists**: Divine
Notes: This ritual can only foresee events roughly a week into the future. Thus, the advice might not take into account the long-term consequences of an action.
Material Components: 125 gp in ritual components.

Augments:
2 – *Empowered*: The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.

Dream — 5th Level

Target: One creature **Range**: Unlimited (Unrestricted)
Casting Time: 10 minutes
Special: You can target any creature that you can unambiguously identify, regardless of its location.

Effect: You send the target a dream that it experiences the next time it falls asleep. The dream can be of any length, and the target remembers it perfectly after waking. If the dream lasts longer than 10 minutes, you must extend the duration of the ritual to match the length of the dream. If the target wakes up before the dream message is complete, it will continue dreaming of the remainder of the message the next time it falls asleep.

Divination/Illusion [Communication, Mind]
Lists: Arcane, Divine, Nature
Notes: This communication is entirely one-way. You learn nothing about the target's dreams, and it is unable to ask questions of you in its dream.

While the target is awake, before the dream is delivered, the magical aura from this effect can be detected and dispelled on the target.
Material Components: 300 gp in ritual components.

Emancipation — 8th Level

Target: One creature **Range**: Medium *(100 ft.)*; see text
Casting Time: 1 minute

Effect: The target is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, nausea, paralysis, petrification, pinning, sleep, slow, stun, *temporal stasis*, and *web*.

You can also use this ritual to free a creature from the effects of the *imprisonment* or *maze* spells. To do so, you must know its name and background, and you must perform this ritual where it was entombed or banished into the maze.

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine

Material Components: 3,000 gp in ritual components.

Endure Elements — 1st Level

Target: One creature or object **Range**: Touch
Casting Time: 1 minute

Effect: The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between −50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected.

Duration: Extreme *(12 hours)*

Abjuration [Shielding] **Lists**: Arcane, Divine, Nature

Notes: This ritual does not protect the target from fire or cold damage.

Material Components: 5 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Enhance Armor — 2nd Level

Casting Time: 1 hour
Target: One shield or suit of body armor **Range**: Touch

Effect: If your spellpower is high enough, the target's enhancement bonus increases by 1. Minimum spellpower are described in Table 10.6: Minimum Spellpower for Item Enhancements (page 203).

Transmutation [Imbuement] **Lists**: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the armor's new enhancement bonus, as described in Table D.2: Magic Armor Prices (page 232).

Enhance Component — 2nd Level

Target: One object
Casting Time: 1 hour
Range: Touch

Effect: The target object becomes inherently magical. It glows like a torch, but otherwise has no special effects immediately. If the target is used to craft a weapon, shield, or suit of armor, the crafted item gains a +1 enhancement bonus.

The target can only be used to craft one such magical item. If it is split apart and used to create multiple items, only one item will be magical – or none, if the object is split poorly. However, if created item is deconstructed and returned to the its original state, the magic is retained, allowing a different item to be created.

This ritual can be performed multiple times on the same object. If your spellpower is high enough, the enhancement bonus of items created from the target increases by 1. The minimum spellpower to accomplish this is desribed in Table 10.6: Minimum Spellpower for Item Enhancements (page 203).

Transmutation [Imbuement] **Lists**: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the material's new enhancement bonus, as described in Table D.8: Magic Weapon Prices (page 244).

Enhance Weapon — 2nd Level

Casting Time: 1 hour
Target: One weapon **Range**: Touch

Effect: If your spellpower is high enough, the target's enhancement bonus increases by 1. Minimum spellpower are described in Table 10.6: Minimum Spellpower for Item Enhancements (page 203).

Transmutation [Imbuement] **Lists**: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the weapon's new enhancement bonus, as described in Table D.8: Magic Weapon Prices (page 244).

Table 10.6: Minimum Spellpower for Item Enhancements

Enhancement Bonus	Minimum Spellpower
+1	4
+2	8
+3	12
+4	16
+5	20

Erase — 1st Level

Target: One scroll, page, parchment, or other text with writing in ink **Range**:
Casting Time: 1 minute
Range: Touch

Effect: You erase writing on the target, leaving it as if it had never been written on. You can choose to erase all of the writing, or only specific words.

To erase magical writing, you must succeed on a spellpower check against a DR equal to 10 + the spellpower of the magic.

Transmutation [Shaping] **Lists**: Arcane
Notes: It is possible to perform this ritual without reading the writing to be erased, though the ritual grants no special protection against activating such traps.
Material Components: 5 gp in ritual components.

Explosive Runes — 3rd Level

You trace mystic runes that explode when read.

Casting Time: 1 minute
Target: One object with writing on it (Small or smaller)
Range: Touch

Effect: If a creature reads the target object, it explodes, as described below. When the object explodes, the ritual is discharged.
Duration: Thirty days or until discharged

Burst: Medium *(20 ft.)* radius centered on the affected object
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Special: The attack automatically succeeds against the exploding object.
Success: 1d8 arcane damage per two spellpower.
Failure: Half damage.

Evocation [Trap] **Lists**: Arcane
Notes: If the target object is destroyed or rendered illegible, the ritual ends without exploding.

Magic traps such as *explosive runes* can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *explosive runes*.
Material Components: 50 gp in ritual components.

Augments:
1 – *Password*: When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.
1 – *Protective*: The target object is not damaged by the explosion.
2 – *Permanent*: The ritual's duration becomes permanent.
2 – *Repeatable*: After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

Fabricate — 5th Level

Casting Time: 10 minutes
Targets: One or more nonmagical objects; see text
Range: Medium *(100 ft.)*

Effect: When you perform this ritual, you make a Craft check to transform the targets into a new item (or items) made of the same materials. You gain a +10 bonus on the check, and you require none of the tools or time expenditure that would normally be necessary.

The total size of all targets combined must be Large size or smaller.

Transmutation [Shaping] **Lists**: Arcane, Nature
Material Components: 300 gp in ritual components, and the original objects to be transformed.

Augments:
1 – *Giant*: The ritual can affect targets with a combined size one size category larger. This augment can be used multiple times.
1 – *Rapid*: The ritual's casting time becomes 1 minute.

False Vision — 4th Level

Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius **Range**: Close *(30 ft.)*

Effect: Any Scrying effect used to view anything within the area instead views a figment of your design, as a *create image* that affects all senses. As a standard action, you can concentrate to alter the image within the area.
Duration: Extreme *(12 hours)*

Illusion [Glamer] **Lists**: Arcane
Notes: Creatures can identify the illusion, as the *create image* spell.
Material Components: 300 gp in ritual components.

Augments:
3 – *Permanent*: The ritual's duration becomes permanent.

Fertility/Infertility — 3rd Level

Casting Time: 1 hour

Zone: 1 mile radius centered on you
Special: This spell has two versions. Its effects depend on which version is chosen.
Fertility: Normal plants within the area are twice as productive.
Infertility: Normal plants within the area are half as productive.
Duration: One year

Transmutation [Imbuement] **Lists**: Divine
Notes: You may freely designate locations within the area that are not affected.
Material Components: 50 gp in ritual components.

Augments:
1 – *Square*: The spell's area becomes a square measuring one mile on each side.
2 – *Permanent*: The ritual's duration becomes permanent.
3 – *Empowered Fertility*: Plants within the area are instead four times as productive.
3 – *Empowered Infertility*: Plants within the area do not grow at all.

Find the Path — 6th Level

Casting Time: 1 minute
Target: One creature **Range**: Touch
Range: Touch

Effect: When you perform this ritual, you unambiguously specify a location. The target knows exactly what direction it must travel to reach that destination by the most direct physical route. It is not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, the ritual will direct the target around the obstacle, rather than through it.

The guidance provided by this ritual adjusts to match whatever the target's current physical capabilities are, including flight and other unusual movement modes. It does not see into the future, and changing circumstances may cause the most direct path to change over time. The guidance does not consider hostile creatures, traps, and other passable dangers which may impede progress.

When the destination is reached, the ritual's effect is discharged.

Duration: Extreme *(12 hours)* or until discharged

Divination [Knowledge] **Lists**: Arcane, Divine, Nature

Notes: If this ritual is performed inside a *maze*, it allows the target to immediately leave the maze.

Material Components: 750 gp in ritual components.

Find Traps — 2nd Level

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Casting Time: 1 minute
Target: One creature **Range**: Touch

Effect: The target gains a bonus on Perception checks made to find traps equal to one-half your spellpower. In addition, as a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps with the Awareness skill (see Awareness, page 58). If she detects a trap partway through her movement, she may immediately stop moving.

Duration: Short *(Focus + 5 rounds)*

Divination [Knowledge] **Lists**: Arcana, Divine, Nature

Notes: This ritual does not grant any ability to disable any traps found. See Devices, page 63.

Material Components: 20 gp in ritual components.

Augments:

3 – *Persistent*: The ritual's duration becomes Long *(1 hour)*.

Fire Trap — 3rd Level

You create a trap that erupts in a fiery explosion when an intruder opens the item that the trap protects.

Casting Time: 1 minute
Target: One openable object (Large or smaller)
Range: Touch

Effect: If a creature opens the target object, it explodes, as described below. When the object explodes, the ritual is discharged.

Duration: Thirty days or until discharged

Burst: Medium *(20 ft.)* radius centered on the affected object
Targets: Everything in the area

Attack: Spellpower vs. Reflex

Special: The attack automatically succeeds against the exploding object.

Success: 1d8 fire damage per two spellpower.

Failure: Half damage.

Evocation [Fire, Trap] **Lists**: Arcane, Nature

Notes: If the target object is destroyed or rendered unopenable, the ritual ends without exploding.

Magic traps such as the *fire trap* ritual can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *fire trap*.

Material Components: 50 gp in ritual components.

Augments:

1 – *Password*: When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.

1 – *Protective*: The target object is not damaged by the explosion.

2 – *Permanent*: The ritual's duration becomes permanent.

2 – *Repeatable*: After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

Floating Disk — 1st Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*

Effect: This ritual creates a slightly concave, circular plane of telekinetic force that can carry loads for you. The disk floats 3 feet above the ground at all times and remains level. It is 4 feet in diameter and 1 inch deep at its center. It can hold up to 500 pounds of weight.

As a swift action, you can command the disk to move up to 50 feet. If you move farther than 30 feet from the disk, it automatically follows you as if you had commanded it. If it remains farther than 30 feet from you for two consecutive rounds, it the disk disappears, dropping its contents.

Duration: Extreme *(12 hours)*

Evocation [Force] **Lists**: Arcane

Notes: The disk can hold up to two gallons of liquid.

Material Components: 5 gp in ritual components.

Augments:

2 – *Empowered*: The disk can hold twice as much weight. This augment can be used multiple times.

Gate — 9th Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*

Effect: This ritual creates an interdimensional connection between your plane of existence and a different plane you specify, allowing travel between those two planes in either direction.

The gate itself is a circular disk between 5 and 20 feet in diameter, oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

The *gate* has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire.

Duration: Concentration (up to 5 rounds).

Conjuration [Creation, Planar, Teleportation] **Lists**: Arcane, Divine
Material Components: 7,500 gp in ritual components.

Augments:

1 – *Intraplanar*: You can open the gate to another location within your current plane.

2 – *Directional*: The gate can only be entered from one end, which you choose when you perform the ritual. Walking through the gate from the other end has no effet and offers no resistance, as if there was nothing there.ww

4 – *Persistent*: The gate can be held open for up to 5 minutes.

Geas/Quest — 6th Level

Target: One creature **Range**:
Casting Time: 10 minutes
Range: Medium *(100 ft.)*

Effect: When you perform this ritual, you specify a task the target must perform, or an activity the target must refrain from. The target is compelled to obey your command.

If the target is charged to perform a task, it is still able to eat, sleep, and otherwise function normally without performing the task at all times. In general, it should spend at least 12 hours a day performing the task. It cannot use its free time to directly prevent the completion of the task. If the task is completed, the effect is discharged.

If the target is prevented from obeying the command for 24 hours, it takes a −2 penalty to all attacks, checks, and defenses. Each day, another −2 penalty accumulates, up to a total of −10. All penalties are removed 24 hours after the subject resumes obeying the command.

Duration: Thirty days, or until discharged

Enchantment [Auditory, Compulsion, Mind, Speech] **Lists**: Arcane, Divine
Notes: The target is able to follow the literal meaning of the command rather than its intended meaning, potentially allowing it to subvert poorly worded instructions.

This ritual cannot be dispelled with *dispel magic*. A *remove curse* spell only ends the effect if its spellpower is higher than this ritual's spellpower.

Sorcerers and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Material Components: 750 gp in ritual components.

Gentle Repose — 2nd Level

You preserve the remains of a dead creature so that they do not decay.

Casting Time: 10 minutes
Target: One nonmagical object **Range**: Touch

Effect: Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit on raising that creature from the dead (see *resurrection*) and similar effects that require a fresh body. Additionally, this can make transporting a fallen comrade more pleasant.

Duration: Thirty days

Transmutation [Temporal] **Lists**: Arcane, Divine, Nature
Material Components: 20 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

Hallucinatory Terrain — 4th Level

Casting Time: 10 minutes
Zone: One mile radius centered on you

Effect: You make natural terrain in the area look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Duration: Extreme *(12 hours)*

Illusion [Glamer] **Lists**: Arcane
Notes: Creatures can identify the illusion, as the *create image* spell.
Material Components: 125 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent.

Identify — 1st Level

Casting Time: 10 minutes
Target: One object **Range**: Touch

Effect: You learn all of the target's magic properties, including how to activate any functions it has.

Divination [Knowledge] **Lists**: Arcane, Divine
Notes: If used on a cursed item, this ritual only reveals the properties the item appears to have, not the properties of the curse. This ritual does not function when used on an artifact.
Material Components: 5 gp in ritual components.

Augments:

1 – *Rapid*: The ritual's casting time becomes 1 minute.

4 – *Empowered*: The ritual can correctly and completely identify the properties of cursed items and artifacts. The ritual's casting time becomes 1 hour. This augment cannot be used with the Rapid augment.

Illusory Guise — 1st Level

Casting Time: 1 minute
Target: One creature **Range**: Close *(30 ft.)*

Effect: When you perform this ritual, you make a Disguise check to disguise the target. You gain a +10 bonus on the check, and you can freely alter the appearance of the target's clothes and equipment, regardless of their original form. However, the glamer does not include sound, smell, texture, or temperature.

When you finish this ritual, you make a check with a bonus equal to your spellpower + 10. Creatures can recognize the disguise is created by illusory magic by interacting with it physically, or by making an Awareness check against a DR equal to your check result when finishing the ritual. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the glamer, but which are missing.

Duration: Long *(1 hour)*

Illusion [Glamer] **Lists**: Arcane
Material Components: 5 gp in ritual components.

Augments:

1 – *Sensory*: The illusion affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.

3 – *Malleable*: As a standard action, if the target is within range of you, you can concentrate to alter the target's appearance, just as if you had performed this ritual again.

3 – *Mass*: The spell can affect up to five targets.

3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Instant Refuge — 7th Level

Casting Time: 10 minutes
Target: One object **Range**: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: As a standard action, a creature holding the target object can speak the command word. This teleports the creature and its equipment to your current location, and discharges the ritual.

Duration: One year or until discharged

Conjuration/Transmutation [Imbuement, Teleportation] **Lists**: Arcane, Divine
Notes: If you are on another plane, speaking the command word has no effect and does not discharge the ritual.
Material Components: 1,500 gp in ritual components.

Augments:

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can teleport a creature to you again.

Instant Retrieval — 7th Level

Target: One object (Medium or smaller) **Range**:
Casting Time: 10 minutes
Range: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: As a standard action, you can speak the command word to teleport the target object into your hand. The object returns to you regardless of its location. If the object is attended, it is not transported, but you know who has the object and roughly where that creature was located when the summons occurred.

Duration: One year or until discharged

Conjuration/Transmutation [Imbuement, Teleportation] **Lists**: Arcane
Notes: The command word has no effect if said by any other creature. If the object is on another plane, speaking the command word has no effect and does not discharge the ritual.
Material Components: 1,500 gp in ritual components.

Augments:

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can be teleported to you again.

Invisibility Purge — 3rd Level

You surround the touched object or creature with a mobile sphere of power that reveals invisible objects and creatures.

Casting Time: 1 minute
Target: One object or creature **Range**: Close *(30 ft.)*
Emanation: Large *(50 ft.)* radius from the target

Effect: All forms of invisibility are suppressed in the area, causing everything invisible to become visible.

Duration: Long *(1 hour)*

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine
Material Components: 50 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Ironwood — 3rd Level

Casting Time: 1 hour
Target: One wooden object weighing up to 50 pounds **Range**: Touch

Effect: The target is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

Transmutation [Shaping] **Lists**: Nature
Notes: Ironwood armor and weapons created through this spell are as durable as their normal steel counterparts, and are freely usable by druids.
Material Components: 50 gp in ritual components.

Augments:

1 – *Empowered*: The ritual can affect an object that is twice as heavy. This augment can be used multiple times.

Legend Lore — 5th Level

Casting Time: 10 minutes

Effect: When you perform this ritual, you make a Knowledge check. You may use your spellpower in place of your Knowledge skill modifier for this check. You learn information appropriate for the check's result, even if you would never have had an opportunity to learn that information. This can include learning accurate information about current events, such as the current location of a mighty foe. This can also include information that has been actively concealed or hidden from the general population, such as the secrets of an obscure cult.

There are limitations to the information that can be gained by this ritual. First, it only reveals information about matters of legendary importance. Second, it can only reveal information known by at least one living creature on your current plane. Third, it cannot reveal information about subjects which have been warded with effects that block Divination magic.

Divination [Knowledge] **Lists**: Arcane

Notes: In general, creatures who are 11th level and higher are "legendary", as are the sorts of foes they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Components: 300 gp in ritual components.

Lifebound Spell — 6th Level

Casting Time: 10 minutes

Target: One spell or ritual effect you cast **Range**: Medium *(100 ft.)*

Effect: As long as you live, the target effect cannot be dispelled. If it would be successfully dispelled, it is instead suppressed for 5 minutes. If you die, the effect is immediately dispelled.

Vivimancy [Life] **Lists**: Arcane

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Light — 1st Level

Casting Time: 1 minute

Target: One creature or object (Medium or smaller) **Range**: Touch

Effect: The target glows like a torch, shedding bright light in a Medium *(20 ft.)* radius (and dim light for an additional 20 feet).

As a swift action, you can suppress or intensify the light, preventing the object from shedding light or causing it to shed light in up to a Large *(50 ft.)* radius (and dim light for an additional 50 feet). Either effect lasts until you take another swift action to cancel the effect or change the light's behavior.

Duration: Extreme *(12 hours)*

Illusion [Figment, Light] **Lists**: Arcane, Divine, Nature

Material Components: 5 gp in ritual components.

Augments:

1 – *Empowered*: The radius of the light doubles. This augment can be used multiple times.

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

2 – *Permanent*: The ritual's duration becomes permanent.

Liveoak — 5th Level

Casting Time: 10 minutes

Target: One tree (Huge or smaller) **Range**: Touch

Special: When you perform this ritual, you must specify an action and a triggering condition. The condition must be something that a typical human in the target's place could detect.

Effect: If the triggering condition occurs, the target tree animates for 5 minutes, functioning as a treant. The treant takes whatever action was specified. The actions it can take are limited, and are usually restricted to attacking foes.

At the end of the 5 minutes, the treant tries to return to its original location and take root again. If unable to do so, it takes root where it is. Animating the tree in this way discharges the ritual.

Duration: Thirty days or until discharged

Transmutation [Imbuement] **Lists**: Divine

Material Components: 300 gp in ritual components.

Augments:

2 – *Repeatable*: After animating the tree, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the tree can animate again (if it remains intact).

3 – *Permanent*: The ritual's duration becomes permanent.

Magic Mouth — 1st Level

Casting Time: 1 standard action

Range: Close *(30 ft.)*

Target: One creature or object

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human in the target's place could detect. You must also specify a message of twenty-five words or less.

Effect: When the triggering condition occurs, the target appears to grow an enchanted mouth, and it speaks the chosen message aloud.

Duration: Thirty days or until discharged

Illusion [Figment] **Lists**: Arcane

Notes: The mouth's pronunciation is too inexact to activate effects that require command words. This ritual can be made permanent with a *permanency* ritual.

Material Components: 5 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent.

Magnificent Mansion — 7th Level

Casting Time: 10 minutes
Zone: Up to ten 10-foot cubes **Range**: Close *(30 ft.)*

Special: When you perform this ritual, you may designate any number of creatures you can see.

Effect: This ritual creates an extradimensional dwelling that has a single entrance on the plane from which the ritual was performed. The entry point looks like a faint shimmering in the air that is 5 feet wide and 10 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per spellpower. A staff of twenty o near-transparent servants, liveried and obedient, wait upon all who enter. The servants function as the servant created by the *unseen servant* ritual, except that they obey any designated creature, are visible, and can go anywhere in the mansion.

Duration: Extreme *(12 hours)*

Conjuration [Creation, Planar] **Lists**: Sor/Wiz

Notes: Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

This ritual can be used to extend the duration of an existing mansion you created by 12 hours, rather than creating an entirely new mansion.

Material Components: 1,500 gp in ritual components.

Augments:

4 – *Permanent*: The ritual's duration becomes permanent.

Mending — 1st Level

Casting Time: 1 minute
Target: One object **Range**: Touch

Effect: The target is healed for 1d6 damage per spellpower.

Transmutation [Shaping] **Lists**: Arcane, Divine, Nature

Notes: This ritual has no effect on broken or destroyed items.

Material Components: 5 gp in ritual components.

Augments:

2 – *Empowered*: For every 5 points of healing granted by this ritual, it can instead heal 1 point of critical damage. This can restore broken items, but has no effect on destroyed items.

Mount — 1st Level

Casting Time: 1 minute
Range: Close *(30 ft.)*

Effect: You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Duration: Extreme *(12 hours)*

Conjuration [Summoning] **Lists**: Arcane

Material Components: 5 gp in ritual components.

Move Earth — 6th Level

Casting Time: Ten minutes per cube
Range: Long *(300 ft.)*

Zone: Up to ten 10-foot cubes, none more than 10 feet below the ground

Effect: This ritual moves dirt, clay, loam, and sand in the area. This can collapse embankments, move hillocks, shift dunes, and so forth. However, it cannot move rock formations.

This ritual does not violently break the surface of the ground. The terrain begins moving as soon as the ritual is started, and finishes moving when the ritual is complete. It moves in wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

Transmutation [Earth, Shaping] **Lists**: Arcane, Nature

Notes: This ritual cannot be used for tunneling, and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. It has no effect on earth creatures.

Material Components: 750 gp in ritual components.

Nondetection — 3rd Level

You protect your ally from detection by divination spells.

Target: One creature or object **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target gains **magic resistance** against Awareness and Scrying abilities equal to 10 + your spellpower. In addition, spells that do not directly affect the target simply treat the target as if it did not exist. If you are the target, the magic resistance granted is equal to 15 + your spellpower.

Duration: Extreme *(12 hours)*

Abjuration [Shielding] **Lists**: Arcane, Divine

Material Components: 50 gp in ritual components.

Overland Flight — 6th Level

Casting Time: 10 minutes
Target: One creature **Range**: Touch

Effect: As a standard action, the target can concentrate to gain a 30 foot fly speed for 1 round. While it has a fly speed and is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, it can fly (see Flying, page 10). When not concentrating, the target falls at only 60 feet per round, preventing it from taking any damage from landing.

The target can use this spell for long-distance movement, concentrating to fly each round. However, it cannot take a forced march. This means it can typically cover 30 miles in an ten-hour period of flight.

Duration: Extreme *(12 hours)*

Transmutation [Imbuement] **Lists**: Arcane

Notes: An unencumbered *(not carrying a heavy load or wearing medium or heavy armor)* creature with a fly speed can fly through the air. See Flying, page 10, for more details.

Material Components: 750 gp in ritual components.

Augments:

2 – *Accelerated*: The fly speed increases to 60 feet.
1 – *Maneuverable*: The fly speed has good maneuverability.
3 – *Mass*: The spell can affect up to five targets.
2 – *Reinforced*: The target can still fly with this effect while encumbered.

Pass Without Trace — 2nd Level

Casting Time: 1 minute
Target: One touched creature **Range**: Touch

Effect: The target can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DR is increased by 20.

Duration: Long *(1 hour)*

Transmutation **Lists**: Nature

Material Components: 20 gp in ritual components.

Augments:

3 – *Mass*: The ritual can affect up to five targets.
5 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Passwall — 5th Level

Casting Time: 10 minutes
Zone: Up to five 5-foot cubes **Range**: Touch

Effect: This ritual creates a passage through nonmagical wooden, plaster, or stone walls, but not through other materials. The material within the area is transported to the Astral plane for the duration of the spell. If the wall's thickness is more than the depth of the passage created, then a single *passwall* makes a niche or short tunnel. Several *passwall* rituals can then form a continuing passage to breach very thick walls. When the effect ends, the material returns and creatures within the passage are ejected out the nearest exit.

Duration: Extreme *(12 hours)*

Conjuration [Planar] **Lists**: Arcane, Divine, Nature

Notes: If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out of the closest exit. If the *passwall* encounters an impassable barrier, such as a metal wall, it stops at that point and the rest of the area is ignored.

Material Components: 300 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent.

Persistent Image — 6th Level

Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*

Effect: A figment of your design appears within the area, as the *create image* spell.

Duration: Thirty days

Illusion [Figment] **Lists**: Arcane

Notes: Creatures can identify the illusion, as the *create image* spell.

Material Components: 750 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

Plane Shift — 6th Level

Casting Time: 1 minute
Target: Up to five willing creatures **Range**: Touch

Effect: The targets teleport to a destination on another plane connected to your current plane. Precise accuracy is nigh impossible, and the actual destination is usually 1d100 miles away from the intended destination.

Conjuration [Planar, Teleportation] **Lists**: Arcane, Divine

Notes: The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

Material Components: 1,500 gp in ritual components.

Private Sanctum — 5th Level

Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius **Range**: Close *(30 ft.)*

Effect: Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (Awareness) and Divination (Scrying) spells cannot perceive anything within the area. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent magical communication.

Duration: Extreme *(12 hours)*

Abjuration **Lists**: Arcane
Notes: This ritual does not prevent creatures or objects from moving into and out of the area.
Material Components: 300 gp in ritual components.

Augments:
4 – *Permanent*: The ritual's duration becomes permanent.

Programmed Image — 7th Level

Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human could detect within the area. In addition, you specify a script for your figment to follow.

Effect: When the triggering condition occurs within the area, a figment of your design appears within the area, as a *create image* that affects all senses. The image persists for 5 minutes, and follows your script during that time.

Duration: Thirty days or until triggered, then Medium *(5 minutes)*

Illusion [Figment] **Lists**: Arcane
Notes: Creatures can identify the illusion, as the *create image* spell.
Material Components: 1,500 gp in ritual components.

Purify Sustenance — 1st Level

Casting Time: 1 minute
5 cubic feet Touch

Effect: Spoiled, rotten, poisonous, or otherwise contaminated food and water in the area becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoilage.

Transmutation [Shaping] **Lists**: Arcane, Divine, Nature
Notes: This has no effect on alchemical substances, magical liquids such as holy water, or creatures of any kind.
Material Components: 5 gp in ritual components.

Read Magic — 1st Level

Target: You

Effect: You gain the ability to decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed item. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.

This effect allows you to identify magical abilities which create writing as part of their effect.

Duration: Long *(1 hour)*

Divination [Knowledge] **Lists**: Arcane, Divine
Material Components: 5 gp in ritual components.

Augments:
4 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Reincarnate — 5th Level

Casting Time: 24 hours
Target: The remains of one dead creature **Range**: Touch

Effect: The target returns to life in a new body. It must have been dead for no more than one year, and it must not have died due to old age.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the target portion must have been part of the creature's body at the time of death.

This ritual creates an entirely new body for the creature's soul to inhabit from the natural elements at hand. During the ritual, the body ages to match the age of the original creature at the time it died. The reincarnated creature has 0 hit points, and all negative effects are removed, even curses and missing body parts.

A reincarnated creature is identical to the original creature in all respects, except for its race. It loses all attribute modifiers and abilities from its old race. It gains the attribute modifiers and abilities of its new race. However, its racial bonus feat and languages are unchanged.

If the target is a humanoid creature, its new race should be determined with Table 10.7: Humanoid Reincarnations (page 212). If not, a similar table for creatures of the same type should be used.

Coming back from the dead is an ordeal. All of the target's spell slots and other daily abilities are expended until it rests. In addition, the target gains a negative level *(−1 to accuracy, defenses, and checks, −5 hit points)*. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts as long as the creature remains in its new body. This penalty can be removed by returning to the creature's proper body, as with the *resurrection* ritual.

Conjuration/Vivimancy [Creation, Life, Soul] **Lists**: Nature
Notes: As the *resurrection* ritual.
Material Components: 1,000 gp in ritual components

Table 10.7: Humanoid Reincarnations

d%	Incarnation
01	Bugbear
02–13	Dwarf
14–25	Elf
26	Gnoll
27–38	Gnome
39–42	Goblin
43–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–89	Human
90–93	Kobold
94	Lizardfolk
95–99	Orc
100	Other

Remote Senses — 3rd Level

Casting Time: 1 minute
Range: Extreme *(1,000 ft.)* (Unrestricted)

Effect: This ritual creates a magic sensor. You don't need line of sight or line of effect to create the sensor, but the destination must be known – a place familiar to you or an obvious one. As a standard action, you can concentrate to see and hear through the sensor as if you were in its location. While concentrating, you can rotate the sensor to see and hear in any direction.

Duration: Short *(Focus + 5 rounds)*

Divination [Scrying] **Lists**: Arcane, Divine

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Material Components: 50 gp in ritual components.

Augments:

2 – *Apparition*: A figment of you appears with the sensor, as the *create image* spell. While concentrating on the sensor, you can speak through the figment and be heard. This is an Illusion [Figment] effect.

3 – *Persistent*: The ritual's duration becomes Extreme *(12 hours)*.

Remove Curse — 4th Level

Casting Time: 1 minute
Target: One creature or object **Range**: Touch

Effect: All curses affecting the target are removed. This ritual cannot remove a curse that is part of an item's magical effects, but it allows a creature using a cursed item to remove and discard the item.

Abjuration [Thaumaturgy] **Lists**: Arcane, Divine, Nature

Material Components: 125 gp in ritual components.

Remove Disease — 3rd Level

Casting Time: 1 minute
Target: One creature **Range**: Touch

Effect: All diseases affecting the target are removed. This also removes parasites, such as green slime.

Vivimancy [Flesh] **Lists**: Divine, Nature

Material Components: 50 gp in ritual components.

Resilient Spell — 3rd Level

You bind a spell or ritual's power to yourself, allowing it to resist attempts at dispelling.

Casting Time: 10 minutes
Target: One spell or ritual effect affecting you.

Effect: The DR to dispel the target effect is increased by 5. If it would be successfully dispelled, it is instead merely suppressed for 5 minutes. Preventing the effect from being dispelled in this way expends this ritual.

Duration: Permanent, or until expended

Universal **Lists**: Arcane, Divine, Nature

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Restore Senses — 3rd Level

Casting Time: 1 minute
Target: One creature **Range**: Touch

Effect: One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and physical conditions, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

Vivimancy [Flesh] **Lists**: Divine, Nature

Material Components: 50 gp in ritual components.

Augments:

1 – *Complete*: The ritual heals all missing senses, rather than one.

3 – *Regenerating*: The ritual can restore missing body parts required for a sense to function. It cannot restore additional body parts, such as a missing head.

Resurrection — 5th Level

Casting Time: 1 hour
Target: The remains of one dead creature **Range**: Touch

Effect: The target returns to life. It must have been dead for no more than thirty days, and it must not have died due to a **Death** effect or old age.

The resurrected creature has 0 hit points. All critical damage and nonmagical poisons and diseases are cured. Magical effects, including magical poisons and diseases, are not removed. If the target's body is not whole, any missing parts are still missing when it is brought back to life.

Coming back from the dead is an ordeal. All of the target's spell slots and other daily abilities are expended until it rests. In addition, the target gains a negative level *(−1 to accuracy, defenses, and checks, −5 hit points)*. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for thirty days, or until the target gains a level.

Vivimancy [Life, Soul] **Lists**: Divine

Notes: The target's soul must be free and willing to return. If not, this ritual has no effect, and the material components are no consumed.

This ritual has no effect on creatures killed by death effects, or whose bodies have been turned into undead, such as by *animate dead*. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: 1,000 gp in diamonds or diamond dust.

Augments:

2 – *Ancient*: The ritual can resurrect a target that has been dead for up to fifty years. This augment can be used multiple times, increasing the time limit by fifty years each time.

2 – *Complete*: The remains do not need to be intact. The target portion must be at least Fine size, and must have been part of the creature's body at the time of death. When the creature is resurrected, its body is restored to full health, including any missing body parts. The cost for the ritual becomes 5,000 gp.

Scrying — 5th Level

Casting Time: 1 hour
Target: One creature **Range**: Unlimited (Unrestricted)
Special: You can target any creature that you can unambiguously identify, regardless of its location.

Attack: Spellpower vs. Mental

Special: Your accuracy with this attack is modified based on how well you know the subject and what sort of physical connection (if any) you have to that creature, as shown on Table 10.8: Scrying Modifiers (page 213).

Success: A scrying sensor appears in the target's space, allowing you to see as if you were in its location. The sensor moves with the target at a speed of up to 150 feet. If the sensor is separated from the target, the sensor disappears.

Failure: No scrying sensor appears, and the target is immune to any further attempts you make for 24 hours.

Duration: Medium *(5 minutes)*

Divination [Scrying] **Lists**: Arcane, Divine, Nature

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Notes: If you use a reflective surface as you perform this ritual, such as a crystal ball or mirror, you can show other creatures the view through the sensor. Some magic items have special abilities if used in this way.

Material Components: 300 gp in ritual components.

Augments:

1 – *Persistent*: The ritual's duration becomes Long *(1 hour)*.

2 – *Rapid*: The ritual's casting time becomes 1 minute.

Table 10.8: Scrying Modifiers

Knowledge	**Accuracy Modifier**
None[1]	−10
Secondhand (you have heard of the subject)	−5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	+5
Connection	**Accuracy Modifier**
Likeness or picture	+2
Possession or garment	+4
Body part, lock of hair, bit of nail, etc.	+10
Location	**Accuracy Modifier**
Same plane	+0
Connected or overlapping planes[2]	−5
Disconnected planes[3]	−10

1 You must have some sort of connection to a creature you have no knowledge of. 2 Such as the Astral Plane and any other plane. 3 Such as the Material Plane and Celestia.

Secret Page — 3rd Level

Casting Time: 10 minutes
Target: One object with writing on it (Small or smaller) **Range**: Touch
Special: When you perform this ritual, you must specify a command word.
Effect: The writing on the target is transformed into completely different text. Even magical writing can be transformed in this way.

As a standard action, any creature can speak the command word to tranform the text back into its original form. This discharges the ritual.
Duration: Thirty days or until discharged

Transmutation [Shaping] **Lists**: Arcane
Material Components: 50 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the text is hidden again.

Sending — 4th Level

Casting Time: 10 minutes
Target: One creature **Range**: Unlimited (Unrestricted)
Special: You can target any creature with whom you are familiar, regardless of its location. You must have seen the creature at least once.
Effect: You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.

After receiving the message, the target has five rounds to reply with a similarly restricted message. After that time, the sending is complete.

Divination [Communication] **Lists**: Arcane, Divine
Material Components: 125 gp in ritual components.

Augments:

2 – *Extraplanar*: The target can be on any plane, not just the plane you are currently on. This is a Planar effect.

4 – *Demanding*: You also make a Spellpower vs. Mental attack against the target. A successful attack means the target is compelled to obey the message, as the *suggestion* spell. This is an Enchantment [Delusion, Mind, Speech, Subtle] effect.

Sensor Swarm — 5th Level

Casting Time: 10 minutes
Effect: This ritual creates a number of magic sensors equal to your spellpower. The sensors originally appear within your square, but they can travel within one mile of you (regardless of intervening obstacles). When you perform this ritual, you specify instructions that the sensors will obey. The instructions must be no more than twenty-five words long.

In order to report its findings, a sensor must return to your hand. You can command a sensor you are holding to replay in your mind all it has seen during its existence. This requires one full-round action per hour of information. This process destroys the sensor.

If a sensor ever gets farther from one mile from you, it is destroyed.
Duration: Extreme *(12 hours)* or until expended

Divination **Lists**: Arcane
Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.
Material Components: 300 gp in ritual components.

Augments:

1 – *Darksight*: The sensors benefit from the *darkvision* spell.

2 – *Invisibility Piercing*: The sensors benefit from the *see invisibility* spell.

Sequester — 7th Level

Casting Time: 10 minutes
Target: One willing creature or object (Large or smaller) **Range**: Touch
Effect: The target is placed in a state of suspended animation, as the critical effect of the *temporal stasis* spell. In addition, it is invisible.
Duration: One year

Illusion/Transmutation [Glamer, Temporal] **Lists**: Arcane
Material Components: 1,500 gp in ritual components.

Augments:

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

2 – *Permanent*: The ritual's duration becomes permanent.

Shape Metal — 4th Level

Special: This ritual functions like *shape wood*, except that you make a Craft (metal) check, and you shape metal instead of wood.

Transmutation [Shaping] **Lists**: Arcane, Divine, Nature
Material Components: 125 gp in ritual components.

Shape Stone — 3rd Level

Special: This ritual functions like *shape wood*, except that you make a Craft (stone) check, and you shape stone instead of wood.

Transmutation [Earth, Shaping] **Lists**: Arcane, Divine, Nature
Material Components: 50 gp in ritual components.

Shape Weapon — 2nd Level

Target: One weapon **Range**:
Casting Time: 10 minutes
Range: Touch

Effect: The target transforms into any other weapon from the same weapon group.

Transmutation [Shaping] **Lists**: Arcane
Notes: This spell has no effect on natural attacks or unarmed strikes.
Material Components: 20 gp in ritual components.

Augments:
2 – *Empowered*: The target transforms into any other manufactured weapon (but not an improvised weapon).

Shaping — 2nd Level

Casting Time: 10 minutes
Target: One nonmagical object (Small or smaller) **Range**: Touch

Effect: When you perform this ritual, you make a Craft check to change the target's shape. The Craft check made is appropriate to the material. You gain a +10 bonus on the check, and you need no additional tools. This ritual can only affect a target object with a hardness of 5 or less.

Transmutation [Shaping] **Lists**: Arcane, Divine, Nature
Notes: Large wooden objects can be crafted by performing this ritual multiple times.
Material Components: 20 gp in ritual components.

Augments:
1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
1 – *Hardened*: The maximum hardness of the target object is increased by 5. This augment can be used multiple times.

Soul Bind — 9th Level

Casting Time: 1 minute
Target: The corpse of one dead creature **Range**: Close *(30 ft.)*

Effect: The target's soul is imprisoned in a black sapphire gem. This prevents the target from being resurrected or turned into an undead as long as the gem is intact. A creature holding the gem is able to resurrect or animate the creature.
Duration: Thirty days

Vivimancy [Soul] **Lists**: Arcane, Divine
Notes: The black sapphire gem used to hold the target's soul must be worth at least 5,000 gp.
Material Components: 7,500 gp in ritual components.

Augments:
2 – *Permanent*: The ritual's duration becomes permanent.

Speak with Dead — 3rd Level

Casting Time: 10 minutes
Target: The corpse of one dead creature **Range**: Close *(30 ft.)*

Effect: The target gains the semblance of life and intellect, allowing it to answer several questions that you put to it. You may ask up to five questions. Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). A perfectly fresh, intact corpse knows almost as much as the creature did, though it speaks cryptically. The more damaged or decayed the corpse is, the more brief, repetitive, or vague its answers are. In general, a corpse's answers become useless after a week of decay. If the corpse's mouth is destroyed (or if it has no mouth), it cannot speak at all.
Duration: 10 minutes

Divination/Vivimancy [Communication, Flesh] **Lists**: Arcane, Divine
Notes: This ritual has no effect if the target has been subject to *speak with dead* within the past week, or has been turned into an undead creature.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The corpse is unable to learn new information, or even remember any previous questions asked of it.
Material Components: 50 gp in ritual components.

Sympathy — 9th Level

You fill nearby creatures of a particular kind with an overpowering attraction, compelling them to come to an area.

Casting Time: 1 hour
Zone: 1 mile radius (outer), 50 ft. radius (inner)
Range: Close *(30 ft.)*

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.
Effect: When a creature of the chosen type enters the outer area, you make an attack against it, as described below. When a creature of the chosen type enters the inner area, it is fascinated *(unable to act unless threatened)*, and will not willingly leave the area until the fascination is broken.
Attack: Spellpower vs. Mental
Success: The target feels a strong desire to enter the inner area. It is severely impaired *(50% failure)* with attacks and checks, except on actions it takes to reach the inner area.
Critical Success: The target is compelled to enter the inner area as soon as physically possible, using any means necessary.
Failure: The target feels a desire to enter the inner area. It is impaired *(20% failure)* with attacks and checks, except on actions it takes to reach the inner area.
Duration: One week

Enchantment [Delusion, Mind] **Lists**: Arcane, Nature
Material Components: 7,500 gp in ritual components.

Augments:
4 – *Widened*: The spell's outer becomes a 10 mile radius.

Telepathic Bond — 3rd Level

You forge a mental link binding two allies together.

Casting Time: 10 minutes
Target: Two willing creatures **Range**: Close *(30 ft.)*

Effect: The targets can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

Duration: Extreme *(12 hours)*

Divination/Transmutation [Imbuement] **Lists**: Arcane

Notes: No special influence is established as a result of the bond.

Material Components: 50 gp in ritual components.

Augments:

3 – *Mass*: The spell can affect up to five targets. Each target can communicate with any number of other targets simultaneously.

4 – *Interplanar*: The targets can communicate across adjacent or overlapping planes. This is a Planar effect.

Teleport — 6th Level

Casting Time: 1 minute
Target: Up to five willing creatures (Medium or smaller) **Range**: Touch

Effect: When you perform this ritual, you specify a destination up to 100 miles away on your current plane, and make an Intelligence check. The DR of the check depends on your familiarity with the destination, as shown on Table 10.9: Teleport DRs (page 216).

Success means the targets teleport to the intended destination. Failure means the targets arrive a random distance away from the intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that they would have traveled to the intended destination. Failure by 10 or more means the targets arrive in a completely different area within range that is visually or thematically similar to the intended destination. If no such area exists within the spell's range, the ritual simply fails instead.

After teleporting, the targets cannot act during the following round.

Conjuration [Teleportation] **Lists**: Arcane

Notes: Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. This ritual is incapable of interplanar travel.

Material Components: 750 gp in ritual components.

Augments:

2 – *Giant*: The ritual can affect targets one size category larger. This augment can be used multiple times.

2 – *Mass*: The ritual can affect up to five additional targets. This augment can be used multiple times.

3 – *Safe*: The teleportation always succeeds if possible, with no check required.

Table 10.9: Teleport DRs

Familiarity	Destination Description	DR
Very familiar	You have been there very often, and feel at home.	5
Studied carefully	You know it well, either because you can currently see it, you've been there often, or you have studied it for at least one hour.	10
Seen casually	You have seen it more than once.	15
Viewed once	You have seen it once.	20
False Destination	It does not exist, or has changed beyond recognition.	— [1]

1 You are automatically treated as if you had failed by 10 or more.

Teleport Object — 6th Level

Casting Time: 1 minute
Target: One touched object (Medium or smaller) **Range**: Touch

Effect: The target is teleported to a distant desination you specify, as the *teleport* ritual.

Conjuration [Teleportation] **Lists**: Arcane

Material Components: 1,500 gp in ritual components.

Augments:

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

3 – *Mass*: The ritual can affect up to five targets.

3 – *Safe*: The teleportation always succeeds if possible, with no check required.

Tiny Hut — 3rd Level

Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius centered on you

Effect: The area is surrounded by an opaque sphere which blocks rain, dust, snow, and similar small objects. Wind speed within the area is reduced by 25 mph. The temperature is raised by up to 50 degrees, or lowered by up to 25 degrees, until it reaches 70°F.

Duration: Extreme *(12 hours)*

Evocation **Lists**: Arcane

Notes: Most creatures, objects, and spell effects can pass through the hut without affecting it.

Material Components: 50 gp in ritual components.

Augments:

3 – *Permanent*: The ritual's duration becomes permanent.

Tongues — 4th Level

Casting Time: 1 minute
Target: Creature touched **Range**: Touch
Effect: The target can speak and understand all langages, including dialects. It can speak only one language at a time, although it can understand all languages.
Duration: Long *(1 hour)*
Divination [Communication] **Lists**: Arcane, Divine, Nature
Notes: This ritual does not grant the ability to communicate with creatures that do not have a language. It may be unable to translate dead or extremely obscure languages.
Material Components: 125 gp in ritual components.

4 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Transfer Imbuement — 2nd Level

You transfer the magic from one object into another, preserving its nature and strength.

Casting Time: 10 minutes
Target: Two objects (Medium or smaller) **Range**: Close *(30 ft.)*
Effect: You transfer any single magical property from one targeted object to the other. You must be aware of a property to transfer it in this way. The base item power of both objects must be less than your spellpower.

Curses, intelligence, and similar unusual properties cannot be altered or transferred by this spell.

Transmutation [Enhancement] **Lists**: Arcane, Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.
Augments:

2 – *Giant*: The ritual can affect targets one size category larger. This augment can be used multiple times.

Transport via Plants — 6th Level

Casting Time: 1 minute
Target: Up to five willing creatures (Medium or smaller) **Range**: Touch
Effect: This ritual functions like *teleport*, except that both the starting and ending points must be living, Medium or larger plants.
Conjuration [Teleportation] **Lists**: Nature
Material Components: 750 gp in ritual components.
Augments:

2 – *Giant*: The ritual can affect targets one size category larger. This augment can be used multiple times.

2 – *Mass*: The ritual can affect up to five additional targets. This augment can be used multiple times.

3 – *Safe*: The teleportation always succeeds if possible, with no check required.

Tree Stride — 5th Level

Casting Time: 1 minute
Target: You
Special: This ritual functions like *teleport*, except that it only affects you, and both the starting and ending points must be Large or larger trees.
Conjuration [Teleportation] **Lists**: Nature
Material Components: 300 gp in ritual components.

Undetectable Alignment — 2nd Level

Casting Time: 1 minute
Target: One creature or object **Range**: Close *(30 ft.)*
Effect: The target's alignment cannot be identified by detection spells and similar effects which reveal alignment, such as a paladin's discernment. Spells and abilities which have different effects depending on the target's alignment, such as a paladin's smite, function normally.
Duration: Extreme *(12 hours)*
Abjuration [Shielding] **Lists**: Arcane
Material Components: 20 gp in ritual components.
Augments:

3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Unseen Servant — 1st Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*
Effect: This ritual creates an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of −6 (so it can lift 12 pounds or drag 60 pounds). It can trigger traps and similar devices, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DR higher than 10 or that requires a check using a skill that can't be used untrained. It hovers just off the ground, and moves at a speed of 15 feet.

The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. It has no defenses, and all special attacks automatically succeed against it. If the servant gets out of range of you, it ceases to exist.
Duration: Long *(1 hour)*
Conjuration/Transmutation [Animation, Creation] **Lists**: Arcane
Material Components: 5 gp in ritual components.

Water Breathing — 2nd Level

Casting Time: 10 minutes
Target: One willing creature **Range**: Touch

Effect: The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.
Duration: Extreme *(12 hours)*

Transmutation **Lists**: Arcane, Divine, Nature
Notes: The ritual does not prevent the target from being able to breathe air.
Material Components: 20 gp in ritual components.

Augments:
2 – *Mass*: The spell can affect up to five targets.
3 – *Permanent*: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Zone of Truth — 2nd Level

Casting Time: 1 minute
Zone: Medium *(20 ft.)* radius **Range**: Medium *(100 ft.)*
Targets: All creatures in the area

Attack: Spellpower vs. Mental
Success: The target is unable to speak any deliberate and intentional lies in the area. It is aware of this limitation, and can choose to change its answers to avoid speaking lies.
Failure: The target is able to lie freely in the area.
Duration: Long *(1 hour)*

Enchantment [Compulsion, Mind] **Lists**: Arcane, Divine
Notes: Creatures are affected as soon as they enter the area. Leaving and re-entering the area does not cause a new attack to be made; only the result of the original attack is used.
Material Components: 20 gp in ritual components.

Appendix A

Glossary

ability: An ability is a generic term for any special action a creature can perform or effect that a creature or object can cause. Spells, feats, and class abilities can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 126.

acid: A type of damage. Acid damage is very effective against most objects. For the Acid spell tag, see Ability Tags, page 126.

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

accuracy: The bonus added to a **attack roll**.

Air: See Ability Tags, page 126.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **physical** attacks and **magical** attacks.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d20 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

Auditory: See Ability Tags, page 126.

augment: Many spells have augments. Each augment on a spell has a level and an effect. When casting a spell, you add the augment's level to the spell's level. This affects the spell slot required to cast the spell, and similar effects. If you do, the spell gains the effect of the augment. You can apply any number of augments to a spell in this way, increasing the spell's level for each augment.

Barrier: See Ability Tags, page 126.

base bonus: A base bonus is the value of a bonus before any temporary modifiers or effects. For example, your base Fortitude defense bonus is equal to the Fortitude defense bonus granted by your class.

base class: Every character has one base class. You may choose any class you have at least one level in as a base class. Whenever you gain a level, you can change your base class to a different class you have. Your choice of base class affects your **combat prowess**, **defenses**, **skill points**, and **class skills**. In addition, every class grants you special abilities if you choose that class as a base class, as given in the class description.

blindsense: A creature with blindsense can sense its surroundings without any light, regardless of concealment or invisiblity. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It still needs line of effect to see its surroundings. Blindsense always has a range, and grants no benefits beyond that range.

blindsight: A creature with blindsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It still needs line of effect to see its surroundings. Blindsight always has a range, and grants no benefits beyond that range.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure. Both magical and mundane objects can be repaired for a cost equal to 10% of their value. You must be able to craft the item originally to repair it.

An object that reaches 0 hit points is broken. If an object takes additional damage equal to its maximum hit points, it is destroyed. A destroyed object cannot be repaired by any means.

burst: A burst is a type of area that an ability can have (see Area Types, page 125). A burst ability has an immediate effect on all valid targets within an area.

charge: Charging is a combat action that consists of running directly at a foe to attack it. It is described at Charge, page 11.

Charm: See Ability Tags, page 126.

chaotic: Relating to chaos, one of the four **alignment** components. For the Chaotic spell tag, see Ability Tags, page 126.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your "level", without specifying a particular kind of level, it means your character level.

class skill: A class skill is a skill which you can train with using **skill points** from your class. For details, see Skill Training, page 55.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are described at Climb Speed, page 60.

cold: A kind of **energy**. For the Cold spell tag, see Ability Tags, page 126.

combat maneuver: A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Most combat maneuvers are made in place of a **strike**.

combat prowess: Your combat prowess represents how skilled you are in physical combat. You can add your combat prowess to your accuracy and damage with physical attacks (see Physical Accuracy, page **??**, and Physical Damage, page **??**). You can also add your combat prowess to your physical defenses (see Defense Values, page 15). In addition, your combat prowess may grant you

additional **strikes** during a round (see Multiple Attacks, page **??**).

common language: Common languages are languages that are widely spoken. They are described in Table 6.4: Common Languages (page 99).

Compulsion: See Ability Tags, page 126.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. You take a −4 penalty to accuracy with physical attacks against creatures and objects that have concealment from you.

coup de grace: A coup de grace is a powerful attack that you can use on helpless *(physical defenses are 10, vulnerable to coup de grace)* creatures. It requires a full-round action, but can instantly kill the target. For details, see Coup de Grace, page 17.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. There are three kinds of cover: **active cover**, **passive cover**, and **total cover**. For details, see Cover, page 16.

Creation: See Ability Tags, page 126.

Curse: See Ability Tags, page 126.

critical damage penalties: If you have **critical damage**, you take a penalty to accuracy, checks, and defenses equal to the amount of critical damage you have.

critical multiplier: Your critical multiplier is the multiplier you add to your damage when you score a critical hit. Your critical multiplier is normally 2, which means your critical hits deal double damage.

critical range: Your critical range is the number of die rolls that you can score a critical hit on. Your critical range is normally 1, which means you score a critical hit by rolling a 20.

critical failure: Critical failure on a check or attack means your result failed to beat the DR by 10 or more. Some skills and abilities have special effects on critical failures.

critical success: Critical success on a check or attack means your result beat the DR by 10 or more. Some skills and abilities have special effects on critical successes.

damage reduction: Damage reduction allows you to ignore a certain amount of incoming damage. Each **round**, you ignore the first points of damage you would take. Damage reduction always specifies an amount of damage it reduces. Once it reduces that much damage, it stops functioning until the end of the round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against physical damage. If an attack deals multiple types of damage, you must have damage reduction against every type of damage dealt. For example, damage reduction against piercing damage would not help if you are struck by a morningstar, since it deals both bludgeoning and piercing damage.

Many sources of damage reduction can be ignored and negated by a specific type of attack. For example, the *barkskin* spell grants damage reduction that can be ignored and negated by fire and slashing damage. If you are hit an attack that negates your damage reduction, you cannot apply your damage reduction against any other attacks that round. This includes other attacks that resolve simultaneously, but not attacks that resolved earlier in the round. For example, if you had the *barkskin* spell active, and you were hit by a club (bludgeoning damage) and a longsword (slashing damage), you would take full damage both attacks. However, if you were instead hit by a club and a *fireball* spell (fire damage), you would reduce the damage from the club, because the spell resolves later in the round.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Beyond that, it can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until 1 round after the creature leaves the brightly lit area.

Death: See Ability Tags, page 126.

defense: A defense is a static number which represents how difficult you are to affect with attacks. See **attack rolls**.

Delusion: See Ability Tags, page 126.

Detection: See Ability Tags, page 126.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 10.

Difficulty Rating: The Difficulty Rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat Difficulty Ratings.

dirty trick: A dirty trick is a light **combat maneuver** that allows you to impair a foe with your environment. For details, see Dirty Trick, page 11.

disarm: A disarm is a light **combat maneuver** that allows you to strike items held or worn by a creature. For details, see Disarm, page 12.

disease: An affliction of the body, causing a steady deterioration over time. For the Disease spell tag, see Ability Tags, page 126.

Earth: See Ability Tags, page 126.

effect: The result of using an **ability**.

electricity: A kind of **energy**. For the Electricity spell tag, see Ability Tags, page 126.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 125). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

encumbrance penalty: A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character can acquire an encumbrance penalty by wearing armor or by carrying an excessive weight (see Table 8.1: Weight Limits (page 111)).

energy: There are four types of energy: cold, electricity, fire, and sonic. Energy effects often deal damage.

Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are **Mind** spells, and many of them are **Subtle** as well.

enhancement bonus: Magic armor and weapons can have enhancement bonuses. Each +1 of enhancement bonus on magic armor grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day.

You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon's enhancement bonus. In addition, each +1 of enhancement bonus on a weapon grants you an additional offensive legend point each day.

See Armor Enhancement Bonuses, page 232 and Weapon Enhancement Bonuses, page 244 for details.

evil: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 126.

falling damage: For every 10 feet you fall, you take 1d6 blud-

geoning damage, to a maximum of 20d6 damage. If you control your fall with a successful Acrobatics or Jump check, you can reduce the falling damage you take (see Acrobatics, page 57, and Jump, page 65).

fast healing: A creature with fast healing automatically heals hit points at the end of every round. Like other healing, this healing offsets damage taken during the round for the purposes of taking

critical damage: and becoming disabled *(at 0 hit points)*.

feint: A feint is a light **combat maneuver** that allows you to trick a creature into lowering its defenses. For details, see Feint, page 12.

fire: A kind of **energy**. For the Fire spell tag, see Ability Tags, page 126.

Figment: See Ability Tags, page 126.

Flesh: See Ability Tags, page 126.

Fog: See Ability Tags, page 126.

Force: See Ability Tags, page 126.

free action: Each round, you can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 11.

Glamer: See Ability Tags, page 126.

good: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 126.

grapple: A grapple is a heavy **combat maneuver** that allows you to physically restrain a creature. For details, see Grapple, page 12.

hardness: An object's hardness indicates how durable it is. Whenever a creature or object with hardness takes damage, it reduces that damage by an amount equal to its hardness.

hit value: Your hit value is the number of hit points you gain per level. Your hit value is normally equal to half your Fortitude defense or half your Mental defense, whichever is higher.

heavy maneuver: A heavy maneuver is a type of **combat maneuver**. You can perform a heavy maneuver as a standard action, and you cannot use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 11.

Imbuement: See Ability Tags, page 126.

immediate action: Each round, you can take a single swift or immmediate action. You can take immediate actions at any time, even in the middle of another creature's action. All immediate actions have a specific triggering condition which allows you to take the action. For details, see Swift and Immediate Actions, page 10.

incorporeal: An incorporeal creature does not have a body. It has no Strength or Constitution attributes. It cannot take any action that requires having a body, and is immune to all such effects. This includes suffering critical hits, moving objects, grappling, setting off pressure traps, and so on.

An incorporeal creature is immune to all nonmagical effects. Even magical effects, including spells and attacks with magic weapons, have a 50% chance to fail.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it passive **cover** and allows it to attack and see normallly.

Instantaneous: See Ability Tags, page 126.

item power: An item's power represents how strong its effects are. See Item Power, page 228, for details.

lawful: Relating to law, one of the four **alignment** components. For the Lawful spell tag, see Ability Tags, page 126.

legend point: Legend points can be used to reroll failed rolls, or force your foes to reroll successful rolls against you. See Legend Points, page 20, for details.

Life: See Ability Tags, page 126.

Light: See Ability Tags, page 126.

light maneuver: A light maneuver is a type of **combat maneuver**. You can perform a light maneuver in place of a **strike**, and you can use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 11.

low-light vision: A creature with low-light vision can see more clearly in conditions of dim light. It treats sources of light as if they had double their normal illumination range. In addition, the creature treats environments with ambient dim light, such as a moonlit night, as if they were brightly lit when doing so is beneficial for it.

magic resistance: A creature with magic resistance can automatically resist magical abilities. It functions like any other defense, except that it only works against magical effects. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature. For details, see Magic Resistance, page 126.

magical: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. For details, see Magical Abilities, page 129.

Mind: See Ability Tags, page 126.

melee attack: A melee attack is a physical **attack** against a creature within your **reach**.

Morale: See Ability Tags, page 126.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page **??**, for details. For specific actions that involve movement, see **move action**.

move action: A move action is a minor action that requires motion, such as drawing a sword. You can take move actions during the **movement phase**. For the act of moving from one place to another, see **move**.

movement phase: The movement phase is the first of two **phases** in a combat **round**. During the movement phase, creatures can **move** and take **move actions**. The movement phase is followed by the **action phase**.

Negative: See Ability Tags, page 126.

nonlethal damage: Nonlethal damage is a special kind of damage that can't kill you. A creature that takes too much nonlethal damage falls unconscious. For details, see Nonlethal Damage, page 20.

overkill damage: If you take damage in excess of your **bloodied** hit point total in a single round, the excess damage is dealt as **critical damage**. This excess damage is called overkill damage. For details, see Overkill Damage, page 19.

overrun: An overrun is a special movement that allows you to

move directly through creatures. For details, see Overrun, page 10.

overwhelmed: An overwhelmed creature is suffering **overwhelm penalties**.

overwhelm penalties: A creature **threatened** by at least two creatures suffers a penalty to physical defenses (Armor, Manuever, Reflex). The size of the penalty is equal to the number of creatures threatening it, to a maximum of −8. These penalties are called overwhelm penalties. A creature suffering overwhelm penalties is **overwhelmed**.

outsider: An outsider is a type of creature. Outsiders are composed of planar material from a plane other than the Material Plane.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

Physical: See Ability Tags, page 126.

physical: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon's breath weapon, and a barbarian's rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. For details, see Physical Abilities, page 129.

physical defenses: Your physical defenses are your Armor and Reflex defenses. For details, see Defenses, page 15.

Planar: See Ability Tags, page 126.

point of origin: A point of origin is the point where an ability originates from. A point of origin is always a grid intersection, not the center of a square. Spells and similar magical abilities use points of origin to determine their areas. In addition, points of origin are used to calculate **cover** and **concealment** (see Cover, page 16).

poison: For a description of poisons and how they work, see Poisons, page 108. For the Poison spell tag, see Ability Tags, page 126.

Positive: See Ability Tags, page 126.

potency: The potency of a poison, disease, or similar effect determines its attack bonus.

power: The power of an **ability** represents how strong the ability is. Each ability uses a particular kind of power, which is usually calculated in a unique way. For example, spells use **spellpower**, and class abilities typically use a power specified in the class description.

random effect: Random effects change what they do based on a specific die roll. This does not include effects which require a successful attack or similar roll. The *prismatic beam* spell is an example of a random effect. In addition, the random retargeting of certain miscast spells, such as *scorching ray*, is a random effect.

rage bonus: The bonus a character with the rage ability adds to their damage, Fortitude, Willpower, and more. For details, see Rage, page 26.

range: The range of an ability determines how far away it can be used. You can't use abilities on a target outside of the ability's range.

range increment: Physical ranged attacks often have a specific range increment. A range increment is always measured in feet. You take a −2 penalty to accuracy with the ranged attack for each full range increment between you and your target.

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table 6.5: Rare Languages (page 99).

Retributive: See Ability Tags, page 126.

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two **phases**: the **movement phase**, and the **action phase**.

scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks (see Senses, page 58).

Scrying: See Ability Tags, page 126.

Shielding: See Ability Tags, page 126.

shove: A shove is a heavy **combat maneuver** that allows you to move a creature. For details, see Shove, page 12.

Sizing: See Ability Tags, page 126.

skill point[skill points] You can spend skill points to gain training in skills (see Skill Training, page 55). You gain skill points from your **base class**, from having a high Intelligence, and from taking penalties to your starting attributes (see Impaired Attributes, page 14). Skill points from your base class can only be spent on your **class skills**, but skill points from any other source can be spent on any skill. For details, see Skill Points, page 55.

somatic components: Somatic components are hand motions required to cast most spells. For details, see Components, page 124.

Speech: See Ability Tags, page 126.

spell list: The list of spells you can cast from a particular **spell source**. Each spell source has a specific spell list which is described at Spells, page 130. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

spell source: A spell source defines where a creature's spells come from. There are three spell sources: arcane, divine, and nature. Sorcerers and wizards cast arcane spells, clerics cast divine spells, and druids cast nature spells.

spellpower: Your spellpower represents how powerful the spells you cast are (see Magic, page 121).

square: A square represents a single 5-ft. by 5-ft. space. A typical Medium creature occupies a single square in combat.

stabilization roll: A roll made when a creature is dying to see if it stabilizes or dies. For details, see Injury, Death, and Healing, page 19.

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

standard attack A standard attack is the most common way to attack with weapons you wield. During the action phase, you can make a standard attack to **strike** foes with your weapons. If you have a high **combat prowess**, you may be able to make multiple strikes during a standard attack (see Multiple Attacks, page **??**).

strike: A strike is a single physical attack with a weapon. You usually make strikes during a **standard attack** in the **action phase**. You can make some special attacks in place of strikes, such as **combat maneuvers**.

Subtle: See Ability Tags, page 126.

Summoning: See Ability Tags, page 126.

swift action: Each round, you can take a single swift or immmediate action. You can take a swift action during either the movement or action phase. For details, see Swift and Immediate Actions, page

10.

swim speed: A creature with a swim speed can swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, page 73.

target square: A target square is a particular **square** that an attack is made against. A target square is chosen to determine **cover** and **concealment** (see Cover, page 16).

targeted spell: A targeted spell is a spell that affects one or more targets of your choice. For example, *acid splash* and *magic missile* are targeted spells, but *mage armor* and *fireball* are not.

Teleportation: See Ability Tags, page 126.

temporary hit points: Temporary hit points are extra hit points that can exceed your maximum. If you take damage, temporary hit points are always lost before your "real" hit points. For details, see Temporary Hit Points, page 20.

threaten: When using a melee weapon, you threaten any creatures within the weapon's **reach**. A typical Medium creature threatens creatures in all adjacent squares. If you threaten a creature, you can make **melee** attacks against it, and you can make it suffer **overwhelm penalties**.

threatened area: The area that you can make melee attacks into, as determined by your **reach**. The threatened area of a typical Medium creature consists of all squares adjacent to the creature.

Trap: See Ability Tags, page 126.

trip: A trip is a light **combat maneuver** that allows you to knock a foe off its feet. For details, see Trip, page 12.

tremorsight: A creature with tremorsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsight always has a range, and grants no benefits beyond that range.

tremorsense: A creature with tremorsense can sense its surroundings without any light, regardless of concealment or invisiblity. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsense always has a range, and grants no benefits beyond that range.

verbal components: Verbal components are words required to cast most spells. For details, see Components, page 124.

vulnerable: A creature can be vulnerable to a type of damage or a special weapon material. It takes double damage from sources it is vulnerable to.

warp damage: Warp damage is a special kind of damage. Warp damage counts as damage for the purpose of determining how many hit points a character has remaining, just like other kinds of damage. In addition, it cannot be cured by effects that restore hit points, effectively reducing the damaged character's maximum hit points. An hour of rest cures warp damage equal to a character's level. Warp damage is usually caused by spellwarped class abilities (see Spellwarped, page 47).

Water: See Ability Tags, page 126.

wild magic roll: Whenever a sorcerer casts a spell, he must make a wild magic roll. Success means he gains a bonus to his spellpower with the spell. Failure means the spell's miscast effect occurs in addition to its normal effect, and the sorcerer loses the ability to cast spells of the same level. See Wild Magic, page 46, for details.

willing: Some abilities can only affect willing targets. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

zone: A zone is a type of area that an ability can have (see Area Types, page 125). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Conditions

blinded: A blinded creature cannot see. It automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures (but see Awareness, page 58). It is severely impaired *(50% failure)* at any vision-related attacks and checks, even if it knows the location of its targets. Finally, it is defenseless *(−5 defense vs. melee)*.

bloodied: At or below half hit points. Bloodied creatures take a −5 penalty to Fortitude and Mental defense.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 67). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

crouching: A crouching creature gains a +2 bonus to physical defenses against ranged attacks. However, it takes a −2 penalty to physical accuracy with melee attacks and physical defenses against melee attacks, and moves at half speed.

dazed: A dazed creature cannot act during the movement phase.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrecting the Dead, page 123). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. It is impaired *(20% failure)* at any hearing-related attacks and checks, as well as when casting any spell with verbal components.

defenseless: A defenseless creature is unable to defend itself in melee combat. It takes a −5 penalty to physical defenses against melee attacks. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

disabled: A disabled creature has no hit points remaining. It is both staggered *(unable to act in movement phase)* and bloodied *(half hit points)*.

disoriented: During each movement phase, a disoriented creature is forced to

dominated: A charmed creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commmands (such as "attack" or "follow") can usually be communicated successfully.

dying: A dying creature is unconscious and near death. See Dying, page 19.

encumbered: An encumbered creature has its motion restricted by armor or weight. It may be unable to use certain class ability and abilities which require free motion. See Encumbrance, page 111 for details.

entangled: An entangled creature is ensnared in a net or other physical restraint. It moves at half speed, cannot sprint or charge, and is impaired *(20% failure)* with physical attacks and checks.

exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and is impaired *(20% failure)* with attacks and checks. After 1 hour of complete rest, an exhausted creature becomes fatigued. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue.

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a −5 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fatigued: A fatigued creature can neither sprint nor charge, and moves at half speed. If the fatigue does not have a set duration, doing anything that would normally cause fatigue causes the fatigued creature to become exhausted. After 8 hours of complete rest, fatigued creatures are no longer fatigued.

frightened: A frightened creature is severely impaired *(50% failure)* with attacks and checks as long as it is within 100 feet of the source of its fear.

goaded: A goaded creature wants to attack the creature that it is goaded by. If it is within Medium *(100 ft.)* range of the taunting creature, it is impaired *(20% failure)* with all attacks that do not directly affect that creature. If that creature is rendered helpless *(physical defenses are 10, vulnerable to coup de grace)*, surrenders, or is otherwise unable to fight, this effect immediately ends. The taunted condition is a more severe version of this effect.

grappled: A grappled creature is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a −10 penalty to accuracy with all physical attacks, including grapple attacks, until you have a free hand.
- You take a −4 penalty to physical defenses against creatures you are not grappling with.
- You take a −4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level (see Concentration, page 121).
- 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 12 for more information.

helpless: A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. Paralyzed, bound, and unconscious creatures are helpless. Helpless creatures can be killed instantly by a coup de grace (see Coup de Grace, page 17).

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each round, and is impaired *(20% failure)* with attacks and checks. As a move action, an ignited creature can make a DR 15 Dexterity check to put out the flames. This action requires a free hand. Dropping prone as part of the action gives a +5 bonus on this check.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

impaired: An impaired creature has a 20% chance to fail when it attempts some actions. The actions that are impaired are defined in the ability which impairs the creature. For example, a creature affected by the *bane* spell suffers a 20% chance of failure with all attacks and checks.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are defenseless *(−5 defense vs. melee)* against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 58, and Stealth, page 71, for how to identify invisible creatures.

nauseated: A nauseated creature moves at half speed, and is unable to act during the action phase.

negative levels: [negative level] A creature with a negative level takes a −1 penalty to accuracy, defenses, and checks. Additionally, the creature's maximum and current hit points are reduced by an amount equal to its level. If the creature has at least as many negative levels as it has levels, it dies.

panicked: A panicked creature must flee by any means necessary from the source of its fear as long as it is within 100 feet of it. If unable to flee, it must do nothing other than take the total defense action every round. If the panicked creature believes the source of its fear is unable to find or affect it, such as if the source is visibly dead, this penalty may be removed.

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of −10 and is helpless, but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

partially blinded: A partially blinded creature has difficulty seeing. It loses any special vision properties it has, such as darkvision or low-light vision. It is impaired *(20% failure)* at any vision-related attacks and checks.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

pinned: A pinned creature is held completely immobile in a grapple. The only physical actions it can make are to escape the grapple (see Grappling, page 12). 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 lying on the ground, rather than standing normally. A prone creature takes a −4 penalty to accuracy with physical melee attacks and physical defenses. It gains a −4 bonus to physical defenses against ranged attacks. A creature can stand up from being prone instead of moving during the movement phase. This generally requires one free hand.

severely Impaired: A severely impaired creature has a 50% chance to fail at a particular kind of action. The type of action that is impaired is defined in the ability which impairs the creature. For example, a creature with a severe visual impairment suffers a 50% chance of failure at all tasks that depend on sight.

severely impaired: A severely impaired creature has a 50% chance to fail when it attempts some actions. The affected actions are defined in the ability which impairs the creature.

shaken: A shaken creature is impaired *(20% failure)* with attacks and checks as long as it is within 100 feet of the source of its fear.

If the source of fear is a creature and is rendered helpless *(physical defenses are 10, vulnerable to coup de grace)*, surrenders, or is otherwise unable to fight, this effect is broken.

sickened: A sickened creature moves at half speed.

slowed: A slowed creature cannot act during the movement phase, and moves at half speed.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a −4 penalty to physical accuracy, physical checks, and physical defenses. For details, see Squeezing, page 10.

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 19.

staggered: A staggered creature cannot act during the movement phase. A creature with 0 hit points is staggered.

stunned: A stunned creature cannot take actions.

taunted: A taunted creature is compelled to attack the creature that it is taunted by. If it is within Medium *(100 ft.)* range of

the taunting creature, it is severely impaired *(50% failure)* with all attacks that do not directly affect that creature. If that creature is rendered helpless *(physical defenses are 10, vulnerable to coup de grace)*, surrenders, or is otherwise unable to fight, this effect immediately ends. The goaded condition is a more severe version of this effect.

unaware: An unaware creature does not know that it is being attacked. Successful physical attacks against an unaware creature automatically threaten critical hits. After being attacked, an unaware creature typically stops being unaware of future attacks, even if cannot see or identify its attacker.

unencumbered: An unencumbered creature does not have its motion restricted by armor or weight. See Encumbrance, page 111 for details.

Appendix C

Wealth

C.1 Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table C.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

C.2 Item Levels

Each item has a level associated with it. This level is different from its spellpower, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character's level and ending five levels lower, for a total of six items. If the character is lower than 6th level, add 1/2-level items as necessary to total 6 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character's level. Items can be traded according to the table below.

Table C.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp – 10 gp	—
1	11 gp – 50 gp	1/2
2	51 gp – 100 gp	1
3	101 gp – 250 gp	2
4	251 gp – 500 gp	3
5	501 gp – 800 gp	4
6	801 gp – 1,200 gp	4
7	1,201 gp – 1,800 gp	5
8	1,801 gp – 2,750 gp	6
9	2,751 gp – 4,000 gp	7
10	4,001 gp – 6,500 gp	8
11	6,501 gp – 10,000 gp	9
12	10,001 gp – 16,000 gp	10
13	16,001 gp – 25,000 gp	11
14	25,001 gp – 37,000 gp	12
15	37,001 gp – 55,000 gp	13
16	55,001 gp – 85,000 gp	14
17	85,001 gp – 125,000 gp	15
18	125,000 gp – 190,000 gp	16
19	190,001 gp – 280,000 gp	17
20	280,001 gp – 400,000 gp	18

Appendix D

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

D.1 Magic Item Types

Magic items are divided into three broad categories:

- Apparel items provide access to their abilities while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *+1 flaming longsword* and a *+3 vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded and attuned to. A *+2 staff of fire* and a *+5 staff of time* are implements.
- Tools provide access to their abilities when used in some way. A *bag of holding* is a tool.

D.2 Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

Daily Item Activations

In general, you can activate any combination of magic items you possess a number of times per day equal to half your level (minimum 1). Once you have used up your activations for the day, you can't activate any more magic items until the next day, though you can continue to use items that don't require activation (such as most magic weapons) normally.

Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and she must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

D.3 Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

Item Power

The strength of an item's effects depends on its item power. If the item is not being used or worn by a creature, its item power is equal to its base item power. If it is being used or worn by a creature, its item power is equal its base item power or the level of the creature, whichever is higher.

In addition to modifying an item's special effects, item power also affects an item's defenses. An item's Fortitude and Mental defenses are equal to 10 + its item power. Its Armor defense and Reflex defense are not affected by item power, and are solely determined by the item's size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item is removed before its effect's duration is up, the effect ends. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Special Attacks

If a magic item requires a successful special attack to have its full effect, the accuracy is listed in the item's description. Typically, the accuracy is equal to the item's power.

D.4 Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AD, hardness, hit points, and break DR are given for typical examples of some magic items. The AD assumes that the item is unattended and includes a −10 penalty for the item's effective Dexterity of −10. If a creature holds the item, use the creature's Dexterity in place of the −10 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their abilities detailed, and each of the following topics is covered in notational form at the end of the description.

Minimum Power: The next item in a notational entry gives the minimum power of the item. An item's minumum power can affect its item power when used (see Item Power, page 228).

For potions and scrolls, the item's minimum power must be at least twice the level of the spell contained. Generally, an item's minimum power is the same as the minimum spellpower required to create the item.

Aura: Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the Spellcraft skill for details.

Ability Tags: Unless otherwise noted, an item's abilities have all tags included in the item's aura.

Requirements: The qualifications that must be met to create the item,

Market Price: This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

Cost to Create: The next part of a notational entry is the cost in gp to create the item, given following the word "Cost." This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

D.5 Apparel

Apparel Item Limitations

There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
  - Bracers, bracelets, gauntlets, and gloves.
- Armor:
  - Body armor, shields
- Head items:
  - Hats, headbands, and helmets
- Leg items:
  - Boots and shoes.
- Rings
- Torso items:
  - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional equipped items beyond those listed above have no effect.

A rare few apparel items can be "worn" without taking up space on a character's body. The description of an item indicates when it has this property.

Apparel Table

Table D.1: Apparel Properties

Armor and Shields	Description	Cost	Item Level	Location	Page
Feather −1	−1 encumbrance penalty	100 gp	2nd	Body, Shield	233
Arrow Deflection	Can instantly deflect a ranged attack	200 gp	3rd	Shield	232
Resilient	Can grant damage reduction	200 gp	3rd	Body	234
Feather −2	−2 encumbrance penalty	500 gp	4th	Body, Shield	233
Arrow Catching	Redirects arrows to hit you	800 gp	5th	Shield	232
Bashing	Deals more damage when used to bash	800 gp	5th	Shield	232
Magic Resistant	Can grant magic resistance	800 gp	5th	Body	234
Flaming Burst	Can deal fire damage when hit or missed	2,000 gp	8th	Body, Shield	233
Freezing Burst	Can deal cold damage when hit or missed	2,000 gp	8th	Body, Shield	233
Shocking Burst	Can deal electricity damage when hit or missed	2,000 gp	8th	Body, Shield	234
Feather −3	−3 encumbrance penalty	2,500 gp	8th	Body, Shield	233
Fortified	Grants immunity to critical hits	5,000 gp	10th	Body	233
Feather −4	−4 encumbrance penalty	12,500 gp	12th	Body, Shield	233
Energy Resistant	Reduces energy damage	12,000 gp	12th	Body	233
Feather −5	−5 encumbrance penalty	62,500 gp	16th	Body, Shield	233
Flameforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	233
Iceforged	Deals cold damage when hit or missed	30,000 gp	14th	Body, Shield	234
Invulnerable	Reduces physical damage	30,000 gp	14th	Body	234
Sparkforged	Deals electricity damage when hit or missed	30,000 gp	14th	Body, Shield	234
Spell Reflecting	Can reflect spells	60,000 gp	16th	Shield	235
Arms	**Description**	**Cost**	**Item Level**	**Location**	**Page**
Greatreach Bracers	Can grant increased reach	100 gp	2nd	Arms	236
Burning Gloves	Can throw ball of fire	200 gp	3rd	Arms	235
Gauntlets of Improvisation +1	Grants +1 with improvised weapons	200 gp	3rd	Arms	235
Bracers of Archery	Grants proficiency with bows	800 gp	5th	Arms	235
Bracers of Armor	Grants invisible body armor	800 gp	5th	Arms	235
Bracers of Repulsion	Can shove foe when hit	800 gp	5th	Arms	235
Gauntlet of the Ram	Can shove foe after unarmed attack	800 gp	5th	Arms	236
Puppeteer's Glove	Can concentrate on Figments more easily	800 gp	5th	Arms	236
Gauntlets of Improvisation +2	Grants +2 effect	1,000 gp	6th	Arms	235
Throwing Gloves	Grants ability to throw anything accurately	2,000 gp	8th	Arms	236
Gauntlets of Improvisation +3	Grants +3 effect	5,000 gp	10th	Arms	235
Gauntlets of Improvisation +4	Grants +4 effect	25,000 gp	13th	Arms	235
Gauntlets of Improvisation +5	Grants +5 effect	125,000 gp	17th	Arms	235
Head	**Description**	**Cost**	**Item Level**	**Location**	**Page**
Hat of Disguise	Can disguise your appearance	200 gp	3rd	Head	236
Mask of Water Breathing	Can grant ability to breathe water	800 gp	5th	Head	237
Legs	**Description**	**Cost**	**Item Level**	**Location**	**Page**
Boots of Water Walking	Can walk on water	100 gp	2nd	Legs	238
Boots of Earth's Embrace	Can ignore forced movement	200 gp	3rd	Legs	237
Boots of Speed	Can double movement speed	200 gp	3rd	Legs	237
Boots of Freedom	Can ignore movement-impairing effects	200 gp	3rd	Legs	237
Shrinking Horseshoes	Can shrink you	200 gp	3rd	Legs	239
Boots of Elvenkind	Grants +4 to Stealth	500 gp	4th	Legs	237

Sandals of Sprinting	Grants +4 to Sprint	500 gp	4th	Legs	238
Boots of Swift Passage	Can teleport you short distances	800 gp	5th	Legs	238
Boots of the Winterlands	Grants benefits in cold environments	800 gp	5th	Legs	238
Boots of Levitation	Can levitate you	800 gp	5th	Legs	237
Boots of Striding and Springing	Grants +10 foot speed	5,000 gp	10th	Legs	237
Boots of Teleportation	Can teleport you long distances	5,000 gp	10th	Legs	238
Seven League Boots	Can teleport you exactly 25 miles	30,000 gp	14th	Legs	238

Rings	**Description**	**Cost**	**Item Level**	**Location**	**Page**
Protection +1	Grants +1 armor enhancement	100 gp	2nd	Ring	240
Energy Resistance	Can briefly reduce energy damage	200 gp	3rd	Ring	239
Animal Friendship	Grants +4 to Creature Handling	500 gp	4th	Ring	239
Protection +2	Grants +2 armor enhancement	500 gp	4th	Ring	240
Nourishment	Grants food and drink automatically	800 gp	5th	Ring	240
Invisibility	Can grant invisibility	800 gp	5th	Ring	240
Counterspells	Can counter spell cast into ring	2,000 gp	8th	Ring	239
Heroic Vengeance	Can deal damage when foe rolls a 20	2,000 gp	8th	Ring	239
Protection +3	Grants +3 armor enhancement	2,500 gp	8th	Ring	240
Sustenance	Grants food, drink, and sleep automatically	5,000 gp	10th	Ring	240
Protection +4	Grants +4 armor enhancement	12,500 gp	12th	Ring	240
Regeneration	Grants healing each round	60,000 gp	16th	Ring	240
Protection +5	Grants +5 armor enhancement	62,500 gp	16th	Ring	240

Torso	**Description**	**Cost**	**Item Level**	**Location**	**Page**
Amulet of Mighty Fists +1	Grants +1 unarmed weapon enhancement	200 gp	3rd	Torso	240
Belt of Heroic Recovery	Can heal when you roll a 20	200 gp	3rd	Torso	241
Healing Belt	Can heal touched creature	200 gp	3rd	Torso	241
Obscuring Cloak	Can summon fog around you	200 gp	3rd	Torso	242
Hunter's Cloak	Can grant invisibility while immobile	800 gp	5th	Torso	241
Amulet of Mighty Fists +2	Grants +2 unarmed weapon enhancement	1,000 gp	6th	Torso	240
Belt of Dwarvenkind	Grants +2 Fortitude, dwarven characteristics	2,000 gp	8th	Torso	241
Amulet of Mighty Fists +3	Grants +3 unarmed weapon enhancement	5,000 gp	10th	Torso	240
Amulet of Nondetection	Grants resistance to divination spells	5,000 gp	10th	Torso	241
Vanishing Cloak	Can teleport and summon fog around you	5,000 gp	10th	Torso	242
Assassin's Cloak	Can grant invisibility while immobile, and shortly afterward	12,000 gp	12th	Torso	241
Amulet of Mighty Fists +4	Grants +4 unarmed weapon enhancement	25,000 gp	13th	Torso	240
Amulet of the Planes	Can transport you to other planes	30,000 gp	14th	Torso	241
Amulet of Mighty Fists +5	Grants +5 unarmed weapon enhancement	125,000 gp	17th	Torso	240

Armor Overview

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. All magic armor has an enhancement bonus to improve your hit points and ability to resist attacks. In addition to an enhancement bonus, magic armor may have special properties or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Enhancement Bonuses

Magic armor can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus increases your maximum hit points by an amount equal to the item's power, and grants you an additional defensive legend point each day. If you stop using the armor, you lose the legend points and your maximum hit points returns to its normal value.

These legend points can only be gained once per day, regardless of the number of items you use. If you use both magic body armor and a magic shield, or change between different pieces of armor, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Prices

The prices of enhancement bonuses to armor are listed in Table D.2: Magic Armor Prices, and the prices of magical properties are listed on Table D.1: Apparel Properties. If armor has a magical property, the price of the property is added to the price of the armor. The number of properties on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the armor.

Table D.2: Magic Armor Prices

Enhancement Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Base Power for Armor and Shields: The base power of a magic shield or magic armor with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is equal to three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers must be met.

Shields: Shield enhancement bonuses do not act as accuracy or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield's hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields – by wearing them. Magical properties on body armor are usually activated if the character is hit or damaged, while magical properties on shields are usually activated if the character avoids an attack.

Armor Properties

Arrow Catching

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Shield
Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: If you trace a circle in the air with this shield, it pulls in nearby ranged weapons. Whenever a creature within a Small *(10 ft.)* emanation of you would be attacked by a ranged weapon, the attack is redirected to target you instead. Resolve the attack as if it had initially targeted you, except that the attack is not affected by cover or concealment. Projectile and thrown objects that are Medium size or larger are not affected by this redirection.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (as shield) 9 ranks

Arrow Deflection

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Shield
Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are attacked by a ranged weapon, you can activate this item. If you do, the shield moves itself to deflect the attack without harm. You must be aware of the attack to deflect it in this way. Projectile and thrown objects that are Medium size or larger are not affected by this deflection.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as shield) 7 ranks

Bashing

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Shield
Aura: Faint Transmutation [Enhancement]

Passive Ability: This shield deals damage with shield bash attacks as if it was two size categories larger than normal (so a Medium-sized light shield deals 1d6 damage, and a Medium-sized heavy shield deals 1d8 damage).

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as shield) 7 ranks

Energy Resistant

Price (Level): 12,000 gp (12th)
Base Item Power: 8
Location: Body
Aura: Moderate Abjuration [Shielding]

Passive Ability: You have damage reduction against **energy damage** equal to the item's power. Whenever you resist energy with this item, it sheds light as a torch for 5 rounds. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none.

Creation Requirements: Abjuration [Shielding]; 4th level spells or Craft (as armor) 13 ranks

Feather

Base Item Power: 2
Location: Body, Shield
Aura: Faint Transmutation [Enhancement]

Passive Ability: This armor has a reduced **encumbrance penalty**. The price depends on the penalty reduction, as shown in the table below.

Its base power is equal to three times the item's penalty reduction. To craft the item, you must have a number of ranks in the relevant Craft skill equal to the item's base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as armor) 7 ranks

Table D.3: Feather Armor

Bonus	Base Price	Item Level
−1	100 gp	2nd
−2	500 gp	4th
−3	2,500 gp	8th
−4	12,500 gp	12th
−5	62,500 gp	16th

Flaming Burst

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Body, Shield
Aura: Faint Evocation [Fire]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as armor) 11 ranks

Flameforged

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Location: Body, Shield
Aura: Moderate Evocation [Fire]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 fire damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Fire]; 5th level spells or Craft (as armor) 15 ranks

Fortified

Price (Level): 5,000 gp (10th)
Base Item Power: 6
Location: Body
Aura: Faint Transmutation [Enhancement]

Passive Ability: You are immune to critical hits.

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (as armor) 11 ranks

Freezing Burst

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Body, Shield
Aura: Faint Evocation [Cold]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as armor) 11 ranks

Glamered

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Body
Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you trace the symbol of a mask on your chest, this armor appears to change shape and form to assume the appearance of a normal set of clothing. You may choose the design of the clothing. The armor retains all its properties (including weight and sound) when glamered.

The armor remains disguised until you trace the symbol of the mask in the reverse direction, at which point it regains its normal appearance.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (as armor) 9 ranks

Iceforged

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Location: Body, Shield
Aura: Moderate Evocation [Cold]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 cold damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Cold]; 5th level spells or Craft (as armor) 15 ranks

Invulnerable

Price (Level): 30,000 gp (14th)
Base Item Power: 10
Location: Body
Aura: Moderate Abjuration [Shielding]

Passive Ability: You have physical damage reduction equal to the item's power. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 5th level spells or Craft (as armor) 15 ranks

Magic Resistant

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Body
Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you trace an inverted arcane sigil on your chest, you gain **magic resistance** equal to 10 + the item's power. The magic resistance lasts for 5 rounds.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as armor) 9 ranks

Resilient

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Body
Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you strike your chest with a weapon or other hard object, you gain physical damage reduction equal to the item's power for 5 rounds. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (as armor) 7 ranks

Shocking Burst

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Body, Shield
Aura: Faint Evocation [Electricity]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as armor) 11 ranks

Sparkforged

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Location: Body, Shield
Aura: Moderate Evocation [Electricity]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 electricity damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Electricity]; 5th level spells or Craft (as armor) 15 ranks

Spell Reflecting

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Location: Shield
Aura: Strong Abjuration [Shielding]

Triggered Ability [Immediate action]: When you are targeted by a **targeted spell**, you can activate this shield to reflect the spell back at its caster. The spell has its normal effects, except that the caster is the target instead of you. Any other targets of the spell are affected normally.

After you activate this ability, the shield's surface becomes dully metallic instead of reflective. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

This shield's surface is completely reflective, allowing it to act as a mirror.

Creation Requirements: Abjuration [Shielding]; 7th level spells or Craft (as armor) 19 ranks

Arms

Bracers of Archery

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Arms
Aura: Faint Transmutation [Enhancement]

Passive Ability: You are proficient with bows.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Armor

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Arms
Aura: Faint Abjuration [Force]

Passive Ability: You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and does not stack with any other body armor you wear. Since this armor is made of magical force, incorporeal creatures can't bypass it the way they do normal armor.

Creation Requirements: Abjuration [Force]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Repulsion

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Arms
Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When a foe damages you with a melee attack, you can activate this item. If you do, you can make a shove attack against the attacking creature at the end of the round. Your accuracy is equal to the item's power + the damage its attack dealt to you.

After you activate this item, barely visible fields of telekinetic energy surround the bracers. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or metal) 9 ranks

Burning Gloves

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Arms
Aura: Faint Evocation [Fire]

Active Ability [Standard action]: By flicking your fingers, you can create fire in your hand. You can immediately throw this fire at a creature or object within Medium *(100 ft.)* range. If you do, you make Item power vs. Reflex attack against the target. A successful attack means the target takes 1d6 fire damage per item power. A failed attack deals half damage.

Creation Requirements: Evocation [Fire]; 1st level spells or Craft (leather or textiles) 7 ranks

Gauntlets of Improvisation

Base Item Power: 2
Location: Arms
Aura: Faint Transmutation [Enhancement]

Passive Ability: These gauntlets have an enhancement bonus to improve your improvised weapons. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 244), except that the damage bonus applies to all improvised weapons you wield.

Special: The price of the gauntlets depend on their enhancement bonus, as shown in Table D.4: Gauntlets of Improvisation. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone or metal) equal to the item's base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or metal) 7 ranks

Table D.4: Gauntlets of Improvisation

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

Gauntlet of the Ram

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Arms
Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you make a successful unarmed attack with this gauntlet against a foe, you can activate it to immediately make a shove attack against the struck foe. You gain a bonus on the shove attack equal to the damage you dealt. In addition, you do not need to move with the foe to push it backwards.

After you activate this ability, the gauntlet grows small ram horns. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (bone or metal) 9 ranks

Greatreach Bracers

Price (Level): 100 gp (2nd)
Base Item Power: 1
Location: Arms
Aura: Faint Transmutation [Imbuement]

Active Ability [Swift action]: You can activate this item to increase your **reach** by 5 feet until the end of the round.

After you activate this ability, the bracers visually grow in size, though not in weight or encumbrance. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 0th level spells or Craft (bone or metal) 5 ranks

Puppeteer's Glove

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Arms
Aura: Faint Illusion [Figment]

Triggered Ability [Immediate action]: When you cast a **Figment** spell, you can activate this glove. If you do, you can concentrate on the spell as a **free action** by controlling the figment with your glove. If you are unable to control the figment with the glove, such as if you use the gloved hand for any other purpose, you lose your concentration on the figment. You must retain line of sight and line of effect to the figment to control it.

After you activate this ability, the tips of the glove grow faintly visible strings. The strings extend four inches from the glove before vanishing into nothingness. This effect lasts for five rounds, during which time you cannot activate this ability again.

Creation Requirements: Illusion [Figment]; 2nd level spells or Craft (leather or textiles) 9 ranks

Throwing Gloves

Price (Level): 2,000 gp (8th)
Base Item Power: 4
Location: Arms
Aura: Faint Transmutation [Enhancement]

Passive Ability: You can throw any item as if you were proficient with throwing it, granting you a +4 bonus to accuracy. This does not improve your ability to throw items you are already proficient with throwing, such as darts.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Head

Hat of Disguise

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Head
Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you spin this hat on your head once, you can change your appearance for 1 hour, as the effect of the *illusory guise* ritual. Your effective spellpower is equal to your item power.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Mask of Water Breathing

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Head
Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you speak a command word while wearing this mask, you gain the ability to breathe water for 1 hour. This does not prevent you from breathing air, and does not grant you the ability to breathe other liquids.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (textiles) 9 ranks

Legs

Boots of Earth's Embrace

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: legs
Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are hit by an attack that would deal physical damage or force you to move (such as a shove attack), you can activate these boots. If you do, until the end of the round, you are immune to forced movement effects and you gain damage reduction against physical damage equal to your item power.

After you activate this ability, the boots appear to be made from solid rock, though this does not impede your movement. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Elvenkind

Price (Level): 500 gp (4th)
Base Item Power: 2
Location: Legs
Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Stealth checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Freedom

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Legs
Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you wiggle your toes, you gain the effects of the *freedom* 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 [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Levitation

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Legs
Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: By lifting and planting one leg in mid-air, as if climbing an invisible stair, you can gain the benefit of the *levitate* spell on yourself for 5 rounds.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Speed

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Legs
Aura: Faint Transmutation [Temporal]

Active Ability [Standard action]: If you stomp your foot on the ground three times, you gain the effects of the *haste* spell. This effect lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Striding and Springing

Price (Level): 5,000 gp (10th)
Base Item Power: 6
Location: Legs
Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +10 foot bonus to your land speed. A high land speed increases your ability to jump (see Jump, page 65).

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (leather or textiles) 11 ranks

Boots of Swift Passage

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Legs
Aura: Faint Conjuration [Teleportation]

Active Ability [Standard action]: If you take three rapid steps in the shape of a triangle, you can teleport to an unoccupied location within Medium *(100 ft.)* range of your original location. If that destination is invalid, this ability has no effect, though this does not prevent you from using the boots again. You must be able to move in order to activate this item. If you are grappled *(physically wrestling with a foe)*, immobilized *(Unable to leave its location)*, or otherwise unable to move normally, you cannot activate it.

After you activate this ability successfully, the boots shimmer and seem faintly translucent. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Conjuration [Teleportation]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Teleportation

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Location: Legs
Aura: Moderate Conjuration [Teleportation]

Active Ability [Standard action]: If you click your heels together three times, you can teleport up to 1,000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjuration [Teleportation]; 4th level spells or Craft (leather or textiles) 13 ranks

Boots of Water Walking

Price (Level): 100 gp (2nd)
Base Item Power: 1
Location: Legs
Aura: Faint Transmutation [Imbuement, Water]

Active Ability [Standard action]: If you step into water with your left foot, you can walk on water, as the *water walk* spell. This effect lasts as long as you move continuously on water without taking any other action, and for 5 rounds thereafter (maximum 1 hour).

Creation Requirements: Transmutation [Imbuement, Water]; 0th level spells or Craft (leather or textiles) 5 ranks

Boots of the Winterlands

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Legs
Aura: Faint Evocation/Transmutation [Enhancement]

Passive Ability: You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in conditions as cold as −50 Fahrenheit.

Creation Requirements: Evocation/Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Sandals of Sprinting

Price (Level): 500 gp (4th)
Base Item Power: 2
Location: Legs
Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Sprint checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Seven League Boots

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Location: Legs
Aura: Moderate Conjuration [Teleportation]

Active Ability [Move action]: If you take an extraordinarily long step, you can teleport exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space, and you take 1d10 physical damage. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 2d10 physical damage.

Creation Requirements: Conjuration [Teleportation]; 6th level spells or Craft (leather or textiles) 17 ranks

Shrinking Horseshoes

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Legs
Aura: Faint Transmutation [Shaping, Sizing]

Active Ability [Standard action]: If tap a short pattern with one of your feet, you shrink to become one size category smaller, as the effect of the *shrink* spell. This pattern is simple, and an animal can be taught the pattern as a trick with a DR 15 Creature Handling check (see Training Creatures, page 62). If you are riding a mount wearing these horseshoes, it can use one of your item uses in place of its own to activate this item.

These horseshoes are intended to be worn by horses and similar animals. Similar items may exist with the same magical property that can be worn by other creatures.

Creation Requirements: Transmutation [Shaping, Sizing]; 1st level spells or Craft (metal) 7 ranks

Winged Boots

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Location: Legs
Aura: Moderate Transmutation [Imbuement]

Active Ability [Standard action]: If you tap your boots together in midair, you gain a 30 foot fly speed for 5 rounds. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, you can fly (see Flying, page 10).

After you activate this ability, small wings sprout from the sides of the boots. This effect lasts for 5 minutes, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 4th level spells or Craft (leather or textiles) 13 ranks

Rings

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal – usually precious metals such as gold, silver, and platinum. A typical ring has AD 13, 10 hit points, hardness 10, and a break DR of 25.

Animal Friendship

Price (Level): 500 gp (4th)
Base Item Power: 2
Location: Ring
Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Creature Handling checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Counterspells

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Ring
Aura: Faint Abjuration [Thaumaturgy]

Active Ability [Immediate action]: If you cast a **targeted spell** while wearing this ring, you can activate it. If you do, the spell becomes stored in the ring instead of having its normal effect. The next time a creature wearing the ring becomes targeted by the stored spell, that spell is automatically counterspelled. This discharges the energy stored in the ring, and it becomes unable to counter spells until another spell is stored in it.

The ring may only store one spell at a time. If a new spell is stored into the ring while another spell is already inside it, the new spell is stored and the old spell is discharged without effect. Storing a spell in the ring requires an item use, but countering a spell does not.

Creation Requirements: Abjuration [Thaumaturgy]; 3rd level spells or Craft (crafting) 11 ranks

Energy Resistance

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Ring
Aura: Faint Abjuration [Shielding]

Triggered Ability [Immediate action]: When you would take **energy damage**, you can activate this ring. If you do, you gain damage reduction against **energy damage** equal to the item's power until the end of the round.

After you activate this ability, the ring sheds light as a torch. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Heroic Vengeance

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Ring
Aura: Faint Abjuration

Triggered Ability [Immediate action]: When a foe within Medium *(100 ft.)* range rolls a natural 20 on an attack against you, you can activate this item. If you do, the attacking creature takes 1d10 divine damage per item power.

Creation Requirements: Abjuration; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Invisibility

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Ring
Aura: Faint Illusion [Glamer]
Active Ability [Standard action]: If you put the hand wearing this ring into a pocket or otherwise conceal it from sight, you gain the effects of the *invisibility* spell for 5 rounds.
Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (bone, metal, or jewelry) 9 ranks

Nourishment

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Ring
Aura: Faint Conjuration/Transmutation [Creation, Temporal]
Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.
Creation Requirements: Conjuration/Transmutation [Creation, Temporal]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Protection

Base Item Power: 2
Location: Ring
Aura: Faint Abjuration [Shielding]
Passive Ability: This ring has an enhancement bonus to improve your defenses. Each +1 of enhancement bonus grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day. If you stop using the ring, you lose the temporary hit points and the legend points. The benefits of this ring function in the same way as enhancement bonuses on magic armor, and they not stack with those bonuses.

These bonuses can only be gained once per day, regardless of the number of items you use. If you wear two rings, or change between different rings, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.
Special: The price of the ring depends on its enhancement bonus, as shown in the table below. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone, metal, or jewelry) equal to the item's base power + 4.
Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Table D.5: 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

Regeneration

Price (Level): 60,000 gp (16th)
Base Item Power: 12
Location: Ring
Aura: Moderate Transmutation [Imbuement]
Passive Ability: At the end of each round, you heal hit points equal your item power. Only damage taken while wearing the ring can be healed in this way.
Creation Requirements: Transmutation [Imbuement]; 6th level spells or Craft (bone, metal, or jewelry) 17 ranks

Sustenance

Price (Level): 5,000 gp (10th)
Base Item Power: 6
Location: Ring
Aura: Faint Conjuration/Transmutation [Creation, Temporal]
Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

The ring must be worn for 24 hours before it begins to work.
Creation Requirements: Conjuration/Transmutation [Creation, Temporal]; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Torso

Amulet of Mighty Fists

Base Item Power: 2
Location: Torso
Aura: Faint Transmutation [Enhancement]
Passive Ability: This amulet has an enhancement bonus to improve your natural attacks and unarmed attacks. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 244), except that the damage bonus applies to your natural attacks and unarmed attacks.
Special: The price of the amulet depends on its enhancement bonus, as shown in Table D.6: Amulet of Mighty Fists. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's base power + 4.
Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or jewelry) 7 ranks

Table D.6: Amulet of Mighty Fists

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Amulet of the Planes

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Location: Torso
Aura: Moderate Conjuration [Teleportation, Planar]

By holding this amulet in one hand and concentrating on a specific plane for 1 minute, you can create the effects of a *plane shift* ritual. Activating the item successfully requires a DR 15 Knowledge (planes) check. If you fail, your activation of the amulet has no effect (but still consumes an item use). If you roll a 1 and fail, you and any creatures with you are transported to a random plane. Each time you successfully activate this item in the same day, the DR of the check increases by 5.

Creation Requirements: Conjuration [Teleportation, Planar]; 6th level spells or Craft (bone, jewelry) 17 ranks

Amulet of Nondetection

Price (Level): 5,000 gp (10th)
Base Item Power: 6
Location: Torso
Aura: Faint Abjuration [Shielding]

Passive Ability: You gain the benefits of the *nondetection* ritual. If a divination is attempted against you, the caster must make a spellpower check against a DR equal to 15 + the item's power.

Creation Requirements: Abjuration [Shielding]; 3rd level spells or Craft (bone, jewelry) 11 ranks

Assassin's Cloak

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Location: Torso
Aura: Moderate Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move, and for 5 rounds thereafter.

If you attack, you become visible immediately, but the effect does not end. At the end of each round, if you did not attack a creature that round, you become invisible again.

Creation Requirements: Illusion [Glamer]; 5th level spells or Craft (textiles) 15 ranks

Belt of Dwarvenkind

Price (Level): 2,000 gp (8th)
Base Item Power: 4
Location: Torso
Aura: Faint Divination/Transmutation [Enhancement, Imbuement]

Passive Ability: You gain a +2 bonus to Fortitude defense. In addition, you gain dwarven characteristics. You gain a +4 bonus to social checks when dealing with dwarves, but take a −2 penalty with all other creatures. You also gain the benefits of the Stonecunning feat, regardless of whether you meet the prerequisites.

Creation Requirements: Divination/Transmutation [Enhancement, Imbuement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Healing Belt

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Torso
Aura: Faint Vivimancy [Life]

Active Ability [Standard action]: If you grab this belt in one hand and touch a willing creature with the other, the touched creature is healed for 1d6 damage per item power. If you heal yourself, you only need one hand free to grab the belt.

Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (leather or textiles) 7 ranks

Belt of Heroic Recovery

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Torso
Aura: Faint Abjuration/Vivimancy [Positive]

Triggered Ability [Immediate action]: When you roll a natural 20 on an attack roll, you can activate this item. If you do, you heal 1d6 damage per item power.

Creation Requirements: Abjuration/Vivimancy [Positive]; 1st level spells or Craft (leather or textiles) 7 ranks

Hunter's Cloak

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Torso
Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move or attack, at which point it immediately ends.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Obscuring Cloak

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Torso
Aura: Faint Conjuration [Creation, Fog]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can create a zone of fog in a Medium *(20 ft.)* radius cylinder centered on you. All creatures within or looking through the area treat everything they see as if it had concealment *(+4 to physical defenses)*. The effect lasts for 5 rounds. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved.

Creation Requirements: Conjuration [Creation, Fog]; 1st level spells or Craft (textiles) 7 ranks

Vanishing Cloak

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Location: Torso
Aura: Moderate Conjuration [Creation, Fog, Teleportation]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can teleport up to an unoccupied location within Medium *(100 ft.)* range of your original location. In addition, you create a cloud of fog centered on you, as the *fog cloud* spell. You can choose whether the cloud appears at your original location, or at your location after teleporting. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved (see Stealth, page 71).

If your intended destination is invalid, you do not teleport, though the fog cloud is still created.

Creation Requirements: Conjuration [Creation, Fog, Teleportation]; 4th level spells or Craft (textiles) 13 ranks

D.6 Weapons

Magic weapons improve a character's combat abilities. They must be wielded to gain their effects. All magic weapons have an enhancement bonus to improve your damage and ability to hit. In addition to an enhancement bonus, magic weapons may have special properties or be made of an unusual material.

Weapon Table

Table D.7: Weapon Properties

Name	Description	Cost	Item Level	Weapon Type	Page
Bane	Property only works against some creatures	Varies	Varies	Varies	244
Sweeping	Can make extra attack against another foe	100 gp	2nd	Melee	248
Rebounding	Returns to you slowly when thrown	200 gp	3rd	Melee	246
Forceful	Can knock struck creature flying	200 gp	3rd	Any	245
Morphing	Can transform into similar weapon	200 gp	3rd	Any	246
Surestrike	Can reroll missed attack	200 gp	3rd	Any	247
Merciful	Deals nonlethal damage	800 gp	5th	Any	246
Transforming	Can transform into any weapon	800 gp	5th	Any	248
Vampiric	Can heal based on damage dealt	800 gp	5th	Melee	248
Defending	Grants defensive legend points instead of offensive	2,000 gp	8th	Melee	244
Flaming	Can deal fire damage on hit	2,000 gp	8th	Any	245
Freezing	Can deal cold damage on hit	2,000 gp	8th	Any	245
Longshot	Has doubled range increment	2,000 gp	8th	Ranged	245
Poisoning	Can instantly duplicate minor poison	2,000 gp	8th	Melee	246
Returning	Returns to you instantly when thrown	2,000 gp	8th	Melee	246
Shocking	Can deal electricity damage on hit	2,000 gp	8th	Any	247
Thieving	Can absorb objects	2,000 gp	8th	Melee	248
Thundering	Can deafen on hit	2,000 gp	8th	Any	248
Fixating	Can automatically critical after striking foe repeatedly	5,000 gp	10th	Melee	245
Seeking	Reduce or ignore miss chances	12,000 gp	12th	Any	247
Disorienting	Can disorient foe	30,000 gp	14th	Any	245
Speed	Grants extra strikes	30,000 gp	14th	Any	247
Toxic	Can instantly coat itself with major poison	30,000 gp	14th	Melee	246
Soulreaving	Deals delayed damage instead of immediate damage	140,000 gp	18th	Any	247
Vorpal	Deals massive damage on a natural 20	300,000 gp	20th	Melee	248

Weapon Enhancement Bonuses

Magic weapons can have enhancement bonuses ranging from +1 to +5. You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon's enhancement bonus. In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day.

These legend points can only be gained once per day, regardless of the number of weapons you use. If you use multiple weapons at once, or change between different weapons, use only the highest number of legend points that applies. If you change from a weaker magical weapon to a stronger magical weapon, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Weapon Prices

The prices of enhancement bonuses to weapons are listed in Table D.8: Magic Weapon Prices, and the prices of magical properties are listed on Table D.7: Weapon Properties. If a weapon has a magical property, the price of the property is added to the price of the weapon. The number of properties on the weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the weapon.

Table D.8: Magic Weapon Prices

Enhancement Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1,000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Base Power for Weapons: The base power of a magic weapon with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers is used.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon's hardness and +10 to its hit points.

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. Magical properties are applied from both sources, as long as they are not identical. If conflicting properties exist, the property on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). The light on such weapons cannot normally be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon in the same way a character benefits from a mundane weapon – by attacking with it. Magical properties on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Weapon Properties

Bane

Base Item Power: 4
Aura: Faint Transmutation [Imbuement]

Special: A bane weapon excels at attacking a specific type of creature. Any magical weapon property that targets a creature with its effect can be designated as a "bane" ability, causing it to only function against a specific kind of creature. In exchange, the ability costs half the normal price in raw materials to add to the weapon. A list of possible foes is described on the following table.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (as weapon) 9 ranks

Table D.9: Bane Creature Types

Designated Foe	Designated Foe
Aberrations	Animals
Animates	Constructs
Humanoids, civilized	Humanoids, savage
Magical beast	Monstrous humanoid
Outsiders, aligned	Undead

Defending

Price (Level): 2,000 gp (8th)
Base Item Power: 4
Location: Melee
Aura: Faint Abjuration [Shielding]

Passive Ability: You can use the legend points granted by this weapon's enhancement bonus as defensive legend points, in addition to using them as offensive legend points. This stacks with any defensive legend points granted by armor, but not with other offensive legend points granted by weapons.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as weapon) 9 ranks

Disorienting

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Location: Melee, Ranged
Aura: Moderate Enchantment [Compulsion, Mind]

Triggered Ability [Immediate action]: When you hit a foe with this weapon, you can activate it to make the struck creature disoriented *(moves randomly)* for 2 rounds.

After you activate this ability, the weapon cackles gleefully. It cackles again every time you hit a foe with it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Enchantment [Compulsion, Mind]; 6th level spells or Craft (as weapon) 17 ranks

Longshot

Price (Level): 2,000 gp (8th)
Base Item Power: 4
Location: Ranged
Aura: Faint Transmutation [Enhancement]

Passive Ability: Ranged attacks with this weapon have twice the normal **range increment**. This can affect both thrown weapons and projectile weapons.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (as weapon) 9 ranks

Flaming

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee, Ranged
Aura: Faint Evocation [Fire]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as weapon) 11 ranks

Freezing

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee, Ranged
Aura: Faint Evocation [Cold]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as weapon) 11 ranks

Forceful

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Melee, Ranged
Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you damage a foe with this weapon, you can activate it. If you do, you make a shove attack against your target. You gain a bonus equal to the damage you dealt on the attack, and do not have to move with your foe to knock it back the full distance.

After you activate this ability, the weapon is visibly sheathed in telekinetic force. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 1st level spells or Craft (as weapon) 7 ranks

Fixating

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Location: Melee
Aura: Moderate Divination

Active Ability [Swift action]: When you activate this weapon, your attacks fixate on targets you have hit previously. Until the end of the round, all of your successful **strikes** against creature that you hit with strikes in both of the last two rounds are automatically critical hits.

After you activate this ability, the weapon twists slightly in your hand to point towards the target, if it is nearby and visible. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination; 4th level spells or Craft (as weapon) 13 ranks

Merciful

Price (Level): 800 gp (5th)
Base Item Power: 2
Location: Melee, Ranged
Aura: Faint Transmutation [Imbuement]

Passive Ability: This weapon deals **nonlethal** damage. As a standard action, you may run your hand along the **striking surface** of the weapon. This changes the weapon from dealing nonlethal damage to lethal damage, or vice versa.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as weapon) 7 ranks

Morphing

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Melee, Ranged
Aura: Faint Transmutation [Shaping]

Active Ability [Standard action]: If you grab this weapon with both hands and strike it against your knee or another hard object while visualizing a different weapon type, this weapon transforms into the visualized weapon type. The new weapon type must be from the same weapon group as the weapon's original type. This weapon remains transformed until you transform it again.

Creation Requirements: Transmutation [Shaping]; 1st level spells or Craft (as weapon) 7 ranks

Poisoning

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee
Aura: Faint Conjuration/Transmutation [Creation, Temporal]

Passive Ability: This weapon has a small slot in its hilt (or similar gripping surface). Up to one ounce of liquid can be placed in the slot or removed as a standard action. A nonmagical liquid placed in this slot is kept fresh, decaying at a rate of one minute per day. In addition, a non-magical liquid worth less than 100gp can be quickly duplicated to coat the weapon's surface.

Active Ability [Swift action]: If you press a small button on the hilt (or similar gripping surface) of this weapon, the weapon's striking surface becomes coated in the liquid stored in the weapon's slot.

After you activate this ability, it takes 5 rounds for the weapon to create more liquid. During this time, you cannot activate this ability again.

Creation Requirements: Conjuration/Transmutation [Creation, Temporal]; 3rd level spells or Craft (as weapon) 11 ranks

Toxic

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Location: Melee
Aura: Moderate Conjuration/Transmutation [Creation, Temporal]

Passive Ability: This weapon functions like a *poisoning* weapon, except that it can duplicate nonmagical liquids worth up to 1,000 gp. In addition, up to five different poisons can be stored within the weapon. When you coat the weapon with poison, you may choose which poison to use.

Creation Requirements: Conjuration/Transmutation [Creation, Temporal]; 6th level spells or Craft (as weapon) 17 ranks

Rebounding

Price (Level): 200 gp (3rd)
Base Item Power: 1
Location: Melee
Aura: Faint Conjuration [Teleportation]

Passive Ability: After being thrown or fired, a returning weapon teleports back to the creature that threw or fired it. It returns to the thrower at the end of the round (and is therefore ready to use again in the next round).

Catching a rebounding weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Creation Requirements: Conjuration [Teleportation]; 0th level spells or Craft (as weapon) 5 ranks

Returning

Price (Level): 2,000 gp (8th)
Base Item Power: 4
Location: Melee
Aura: Faint Conjuration [Teleportation]

Passive Ability: This weapon functions like a *returning* weapon, except that the weapon teleports back to the creature that threw or fired it immediately after the attack is resolved, allowing the creature to make multiple attacks in the same round with the same thrown weapon.

Creation Requirements: Conjuration [Teleportation]; 2nd level spells or Craft (as weapon) 9 ranks

Seeking

Price (Level): 12,000 gp (12th)
Base Item Power: 8
Location: Ranged
Aura: Moderate Divination [Knowledge]

Passive Ability: This weapon automatically veers towards its intended target if misaimed. Attacks with this weapon that would suffer a 50% miss chance instead suffer a 20% miss chance. In additions, such attacks ignore all other effects that would apply a 20% miss chance.

Creation Requirements: Divination [Knowledge]; 4th level spells or Craft (as weapon) 13 ranks

Shocking

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee, Ranged
Aura: Faint Evocation [Electricity]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as weapon) 11 ranks

Soulreaving

Price (Level): 140,000 gp (18th)
Base Item Power: 14
Location: Melee, Ranged
Aura: Strong Necromancy [Soul]

Passive Ability: Attacks with this weapon ignore all damage reduction and hardness, but do not immediately deal hit point damage. In fact, a creature struck by the weapon does not feel the attack at all. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be removed by any means short of the creature's death and resurrection.

A soulreaving weapon has no effect on objects or constructs. While wielded, it has physical form only for its wielder, making it impossible to disarm. While not in use, it can be picked up and touched normally.

Triggered Ability [Immediate]: If you bury the weapon in your heart as a **strike**, you can activate it. If you do, the delayed damage is converted into real damage. This deals no damage to you, but any other creatures that have been dealt damage by the weapon immediately 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. This removes all delayed damage the weapon has dealt.

Creation Requirements: Necromancy [Soul]; 7th level spells or Craft (as weapon) 19 ranks

Speed

Price (Level): 30,000 gp (14th)
Base Item Power: 10
Location: Melee, Ranged
Aura: Moderate Transmutation [Temporal]

Passive Ability: Whenever you make a **standard attack** with this weapon, you can make an additional **strike** with a −5 penalty to accuracy. This does not stack with any other effects which grant extra strikes.

Creation Requirements: Transmutation [Temporal]; 5th level spells or Craft (as weapon) 15 ranks

Surestrike

Price (Level): 200 gp (3rd)
Base Item Power: 2
Location: Melee, Ranged
Aura: Faint Divination [Knowledge]

Triggered Ability [Immediate action]: When you miss a **strike** with this weapon, you can activate it to reroll the attack roll. You must take the second result.

After you activate this ability, you see shadowy glimpses of alternate futures superimposed over objects and creatures you see. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (as weapon) 7 ranks

Sweeping

Price (Level): 100 gp (2nd)
Base Item Power: 1
Location: Melee
Aura: Faint Transmutation [Enhancement]

Triggered Ability [Immediate action]: When you hit a foe with a melee attack with this weapon, you can activate it. If you do, you can make an extra **strike** at another creature you threaten.

After you activate this ability, the weapon always feels slightly loose in your hands, no matter how tightly you grip it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Enhancement]; 0th level spells or Craft (as weapon) 5 ranks

Thieving

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee
Aura: Faint Transmutation [Shaping, Sizing]

Triggered Ability [Immediate action]: When you strike an unattended object with this weapon, if the object is at least one size category smaller than the weapon, you may activate the weapon. If you do, the object is absorbed into the weapon, leaving no trace that it ever existed. If you use this weapon to make a successful disarm attempt, the disarmed object is considered unattended, allowing you to activate the weapon to absorb the object.

Passive Ability: Items absorbed by the weapon remain stored in the weapon indefinitely. As a standard action, you can run your hand along the length of the striking surface of the weapon. If you do, the last item absorbed by the weapon appears in your hand.

The weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails.

Creation Requirements: Transmutation [Shaping, Sizing]; 3rd level spells or Craft (as weapon) 11 ranks

Thundering

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee, Ranged
Aura: Faint Evocation [Sonic]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you activate it. If you do, it emits a deafening thundering noise, causing the struck creature to be deafened *(unable to hear)* for 2 rounds.

After you activate this ability, the item continues to rumble threateningly. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Sonic]; 3rd level spells or Craft (as weapon) 11 ranks

Transforming

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Melee, Ranged
Aura: Faint Transmutation

Active Ability [Standard action]: This weapon functions like a *morphing* weapon, except that the weapon's new type may be from any weapon group.

Creation Requirements: Transmutation; 2nd level spells or Craft (as weapon) 9 ranks

Vampiric

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Melee
Aura: Faint Necromancy [Life]

Active Ability [Immediate action]: After dealing damage with a **strike** with this weapon, you can activate it. If you do, the weapon heals you for an amount of damage equal to the physical damage dealt with that attack.

After you activate this ability, the weapon glows with a dark light. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Necromancy [Life]; 2nd level spells or Craft (as weapon) 9 ranks

Vorpal

Price (Level): 300,000 gp (20th)
Base Item Power: 16
Location: Melee
Aura: Strong Transmutation [Enhancement]

Passive Ability: When you roll a natural 20 with this weapon, you deliver a vorpal blow. You immediately make any number of additional strikes against the struck creature until you miss a strike or hit with 10 successful strikes. All damage dealt in this way is considered to come from a single attack. This effect replaces the normal benefits of delivering a critical hit.

Creation Requirements: Transmutation [Enhancement]; 8th level spells or Craft (as weapon) 21 ranks

D.7 Implements

Implements can take many forms: staffs, wands, holy symbols, and more. Like weapons, implements must be wielded to gain their effects. However, while weapons are used to deal physical damage to enemies, implements are used to cast spells. All magical implements have an enhancement bonus to improve your spell damage. In addition to an enhancement bonus, magical implements may have a single magical property.

Implement Table

Table D.10: Implement Properties

Name	Description	Cost	Item Level	Magic Source	Page
Electricity, Lesser	Know *shocking grasp* spell	200 gp	3rd	Arcane, Nature	251
Fire, Lesser	Know *burning hands* spell	200 gp	3rd	Arcane, Nature	251
Missiles, Lesser	Know *magic missile* spell	200 gp	3rd	Arcane	252
Time, Lesser	Know *haste* spell	200 gp	3rd	Arcane	252
Cold, Lesser	Know *cone of cold* spell	800 gp	5th	Arcane, Nature	251
Curses, Lesser	Know *curse of blood and bone* spell	800 gp	5th	Arcane, Divine	251
Acid	Know *acid arrow* spell	2,000 gp	8th	Arcane	250
Electricity	Know *lightning bolt*, *shocking grasp* spells	2,000 gp	8th	Arcane, Nature	251
Fire	Know *fireball*, *burning hands* spells	2,000 gp	8th	Arcane, Nature	251
Sympathetic	Heal when you deal damage	2,000 gp	8th	Divine	252
Time	Know *slow*, *haste* spells	2,000 gp	8th	Arcane	253
Missiles	Know *missile storm*, *magic missile* spells	5,000 gp	10th	Arcane	252
Cold	Know *ice spike*, *cone of cold* spells	12,000 gp	12th	Arcane, Nature	251
Curses	Know *curse of the wayward mind*, *curse of blood and bone* spells	12,000 gp	12th	Arcane, Divine	251
Electricity, Greater	Know *chain lightning*, *lightning bolt*, *shocking grasp* spells	30,000 gp	14th	Arcane, Nature	251
Fire, Greater	Know *immolation*, *fireball*, *burning hands* spells	30,000 gp	14th	Arcane, Nature	252
Cold, Greater	Know *ice storm*, *ice spike*, *cone of cold* spells	60,000 gp	16th	Arcane, Nature	251
Time, Greater	Know *time stop*, *slow*, *haste* spells	300,000 gp	20th	Arcane	253

Implement Enhancement Bonuses

Magical implements can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus grants the ability to cast a spell without expending a spell slot once per day. You can use this ability to replace a spell slot of any level of spells you can cast. This does not take an action, besides the action normally required to cast the spell, or an item use.

In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day. These legend points can only be gained once per day, regardless of the number of implements you use. If you use multiple implements at once, or change between different implements, use only the highest number of legend points that applies. If you change from a weaker magical implement to a stronger magical implement, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Implement Prices: The prices of enhancement bonuses to implements are listed in Table D.11: Implement Prices, and the prices of magical properties are listed on Table D.10: Implement Properties. If an implement has a magical property, the price of the property is added to the price of the staff. An implement can only have one property, and the price of that property cannot exceed twice the price of the enhancement bonus on the implement.

Table D.11: Implement Prices

Enhancement Bonus	Base Price	Item Level
+1	150 gp	3rd
+2	800 gp	5th
+3	4,000 gp	9th
+4	20,000 gp	13th
+5	95,000 gp	17th

Somatic Components: While wielding an implement, you may gesture with it and channel magic through it. These qualify as somatic components for the purpose of casting spells.

Spells Known and Attunement: Magical implements can provide additional spells known. Gaining access to the spells known from an implement requires attuning to it, which takes 10 minutes of concentration and an item use. Attunement lasts until you attune to a different implement. While you are attuned to an implement you wield, you gain access to additional spells known, as given in the description of the item.

You must have be able to cast and learn spells of a given level to learn and cast spells of that level from an implement.

Implement Types

Holy Symbols

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.

Special Rules: All holy symbols are divine implements. Most holy symbols are designed to be worn as an amulet in addition to being held in the hand. When worn in this way, the holy symbol occupies a torso body slot. A holy symbol worn on the body cannot be used to perform somatic components for spellcasting. However, it still grants enhancement bonuses and spells known as if it was being actively wielded.

Staffs

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 AD 7, 10 hit points, hardness 5, and a break DR of 24.

Wands

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AD 7, 5 hit points, hardness 5, and a break DR of 16.

Special Rules: Unlike most spellcasting implements, enhancement bonuses from wands wands only affect spells from a particular school of magic (see Schools of Magic, page 123), or spells with a particular tag (see Ability Tags, page 126). The prices for enhancement bonuses on wands are correspondingly lower, as given on Table D.12: Wand Prices.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Table D.12: Wand Prices

Enhancement Bonus	Base Price	Item Level
+1 wand	50 gp	1st
+2 wand	300 gp	3rd
+3 wand	1,500 gp	7th
+4 wand	7,500 gp	10th
+5 wand	35,000 gp	14th

Implement Properties

Acid [Arcane]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Conjuration [Acid, Creation, Physical]
Attuned Ability: While wielding this item, you gain *acid arrow* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Conjuration [Acid, Creation, Physical]; 3rd level spells or Craft (as implement) 11 ranks

Cold, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Evocation [Cold]
Attuned Ability: While wielding this item, you gain *cone of cold* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Cold]; 2nd level spells or Craft (as implement) 9 ranks

Cold [Arcane, Nature]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Conjuration/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain *ice spike* and *cone of cold* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjuration/Evocation [Cold, Creation]; 5th level spells or Craft (as implement) 15 ranks

Cold, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Conjuration/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain *ice storm*, *ice spike*, and *cone of cold* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjuration/Evocation [Cold, Creation]; 7th level spells or Craft (as implement) 19 ranks

Curses, Lesser [Arcane, Divine]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Vivimancy [Curse]
Attuned Ability: You gain *curse of blood and bone* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 2nd level spells or Craft (as implement) 9 ranks

Curses [Arcane, Divine]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Vivimancy [Curse]
Attuned Ability: You gain *curse of the wayward mind* and *curse of blood and bone* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 5th level spells or Craft (as implement) 15 ranks

Electricity, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain *shocking grasp* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 1st level spells or Craft (as implement) 7 ranks

Electricity [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain *lightning bolt* and *shocking grasp* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as implement) 11 ranks

Electricity, Greater [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Evocation [Electricity]
Attuned Ability: While wielding this item, you gain *chain lightning*, *lightning bolt*, and *shocking grasp* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 6th level spells or Craft (as implement) 17 ranks

Fire, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *burning hands* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 1st level spells or Craft (as implement) 7 ranks

Fire [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *fireball* and *burning hands* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as implement) 11 ranks

Fire, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Evocation [Fire]
Attuned Ability: While wielding this item, you gain *immolation*, *fireball*, and *burning hands* as spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 7th level spells or Craft (as implement) 19 ranks

Healing, Lesser [Divine, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Vivimancy [Life]
Attuned Ability: You gain *cure wounds* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (as implement) 7 ranks

Healing [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Vivimancy [Life]
Attuned Ability: You gain *heal* and *cure wounds* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 6th level spells or Craft (as implement) 17 ranks

Missiles, Lesser [Arcane]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation
Attuned Ability: While wielding this item, you gain *magic missile* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 1st level spells or Craft (as implement) 7 ranks

Missiles [Arcane]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Evocation
Attuned Ability: While wielding this item, you gain *missile storm* and *magic missile* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 4th level spells or Craft (as implement) 13 ranks

Shielding, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Abjuration [Shielding]
Attuned Ability: You gain *inertial shield* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as implement) 9 ranks

Shielding [Arcane, Nature]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Abjuration/Evocation [Shielding]
Attuned Ability: You gain *fire shield* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration/Evocation [Shielding]; 4th level spells or Craft (as implement) 13 ranks

Sympathetic [Divine]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Vivimancy [Life]
Active Ability [Immediate action]: When you deal damage to a creature with a spell you cast, you can activate this item. If you do, you heal an ally within Close *(30 ft.)* range for 1d6 points of damage per two item power.

After you activate this ability, the holy symbol radiates a gentle warmth, and a faint heartbeat can be felt from it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.
Creation Requirements: Vivimancy [Life]; 3rd level spells or Craft (as implement) 11 ranks

Time, Lesser [Arcane]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Transmutation [Temporal]
Attuned Ability: While wielding this item, you gain *haste* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (as implement) 7 ranks

Time [Arcane]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *slow* and *haste* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 3rd level spells or Craft (as implement) 11 ranks

Time, Greater [Arcane]

Price (Level): 300,000 gp (20th)
Base Item Power: 18
Aura: Strong Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *time stop*, *haste*, and *slow* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 9th level spells or Craft (as implement) 23 ranks

D.8 Tools

Tool Table

Wondrous Items	Description	Cost	Item Level	Page
Answerstone	Answers yes or no questions	200 gp	3rd	256
Bag of Holding, Small	Objects within are weightless	200 gp	3rd	256
Bag of Holding, Medium	Objects within are weightless	800 gp	5th	256
Candle of Truth	Can create a zone of truth	800 gp	5th	256
Friendstone	Can summon an attuned creature once	1,500 gp	7th	257
Bag of Holding, Large	Objects within are weightless	2,000 gp	8th	256
Truthstone	Answers yes or no questions accurately	2,000 gp	8th	256
Witch's Broom	Flying broomstick	140,000 gp	18th	257
Scrolls and Potions	**Description**	**Cost**	**Item Level**	**Page**
1st-level	Contains 1st level spell	10 gp	1/2	—
2nd-level	Contains 2nd level spell	40 gp	1st	—
3rd-level	Contains 3rd level spell	100 gp	2nd	—
4th-level	Contains 4th level spell	250 gp	3rd	—
5th-level	Contains 5th level spell	600 gp	5th	—
6th-level	Contains 6th level spell	1,500 gp	7th	—
7th-level	Contains 7th level spell	3,000 gp	9th	—
8th-level	Contains 8th level spell	7,000 gp	11th	—
9th-level	Contains 9th level spell	15,000 gp	12th	—

Scrolls

A scroll is a spell that has been stored in written form. You can use a scroll to cast the spell on the scroll, just like casting a spell you know. Once a scroll is used, the magic is drained from it, and it cannot be used again.

Physical Description: A typical 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. A scroll has AD 9, 1 hit point, hardness 0, and a break DR of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is usually 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 can also be used to hide magic traps.

Activation: Activating a scroll simply means casting the spell written on the scroll. This functions exactly like casting the spell normally, except that you must spend an item use and the scroll itself rather than a spell slot, and you do not need to know the spell. You use your own spellpower with that spell source to determine the effects of the spell. You must holding the scroll and able to see and read the writing on it.

Activation Restrictions: To successfully activate a scroll, you must be able to cast spells of the same level with the same **spell source** as the scroll. In addition, the spell on the scroll must be on your **spell list** for that source.

Deciphering Scrolls: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* ritual or a successful Spellcraft check (DR 20 + double spell level). Deciphering a scroll to determine its contents does not activate the scroll. However, a scroll can be cursed or magically trapped to harm a creature trying to decipher it.

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.

Potions and Oils

Potions and oils are magical liquids that can be activated to produce spell effects when drunk or used to coat a surface. Potions have their effects when drunk, and always target the creature drinking the potion. Oils have their effects when applied externally, and always target the creature or object the oil is applied to. Once activated, the magic in a potion or oil is expended and useless.

Both potions and oils can only mimic the effects of **targeted spells** with a casting time of a standard action or less. Some spells are useless to create as a potion or oil. For example, the *suggestion* spell requires speaking a suggestion as part of casting the spell. Since the drinker of a *suggestion* potion would not hear the suggestion used to cast the spell, such a potion would be useless.

Once activated, the effects of a potion or oil function as if the target had cast the spell on itself. Neither the character activating the effect nor the target of the effect can make any decisions about the spell's effects, including concentrating on the effect. All decisions must be made by the creator of the potion when it is made.

Physical Description: A typical potion or oil consists of 3 ounces of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 2 inches wide and 4 inches high. The vial has AD 13, 1 hit point, hardness 1, and a break DR of 12. Vials hold 3 ounces of liquid.

Identifying Potions and Oils: The magical aura on a potion or oil can be identified with a Spellcraft check (see Spellcraft, page 70), revealing the nature of the spell contained in the potion. If you sample a taste from the potion as you use the Spellcraft skill, you gain a +5 bonus to the Spellcraft check. You cannot accidentally activate the spell effect while sampling the potion, but you risk being poisoned or otherwise negatively effected if the potion is not as it seems. The *identify* ritual can also be used to identify potions.

Alternately, you can simply learn to identify potions by memory. Potions with the same spell effect from the same **spell source** almost always have a similar appearance and taste. This can be dangerous if you encounter a liquid designed to look and taste like a potion it is not.

Activation: As a standard action, you can drink a potion, apply an oil to a creature or object within your **reach**, or feed a potion to another willing creature within your reach. If you spend a magic item use, the spell contained takes effect at the same time that spells cast that round resolve. If you drink multiple potions or apply multiple oils at the same time, you can still only activate one of them.

If you are physically unable to drink a potion or smear on oil, you cannot activate the item's effects. You can attempt to apply an oil to an unwilling target. To do so, you must make a touch attack against your target (see Touch Attacks, page **??**).

Spellpower: The spellpower for a standard potion or oil is normally equal to twice the spell level of the spell in the potion. It is possible to create potions and oils with a higher spellpower than that minimum. For every 2 points by which the spellpower of a potion or oil increases above the minimum for its spell level, the price doubles additively. For example, a potion of a 1st level spell with a spellpower of 6 would cost 30 gp.

Mishaps: Extraordinarily powerful potions and oils can be dangerous to activate. Whenever you activate a potion or oil, if the spellpower of the potion exceeds your level, roll 1d20 and subtract the difference between your level and the potion's spellpower. Compare the result to Table D.14: Potion Mishaps.

Table D.14: Potion Mishaps

Mishap Result	Mishap Effect
11+	No additional effects
6–10	You also take damage equal to the potion's spellpower
1–5	As above, and you are nauseated *(unable to act in action phase, move at half speed)* for 1 round
0 or below	As above, and the potion does not have its normal effect

Table D.15: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1250 gp	7th
5th-Level	300 gp	3000 gp	9th
6th-Level	750 gp	7500 gp	11th
7th-Level	1500 gp	15000 gp	12th
8th-Level	3500 gp	35000 gp	14th
9th-Level	7500 gp	75000 gp	16th

Rituals

Wondrous Items

Wondrous items are items which are inherently magical in some way.

Answerstone

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: If you shake this stone and ask a simple yes or no question, 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 answer "yes" or "no" randomly. After being asked a question once, it will always give the same answer to that question (and any sufficiently similar question) for 24 hours.

The answerstone will always answer "unclear" if asked questions about events more than thirty minutes into the future or past, or farther than ten miles from its current location. It can only answer questions about observable quantities (including spells).

Although answerstones are usually made of stone, they can also be made of other sturdy materials.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (bone, metal, or stone) 7 ranks

Truthstone

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: This item functions like an answerstone, except that it does not have a random chance of failure.

Creation Requirements: Divination [Knowledge]; 3rd level spells or Craft (bone, metal, or stone) 11 ranks

Bag of Holding

Base Item Power: 2
Aura: Faint Conjuration [Planar]

Passive Ability: A bag of holding appears to be an unusually thick cloth sack. Objects completely inside the bag are nearly weightless, and do not change the bag's weight. There are three sizes of bags: Small, Medium, and Large. Each size of bag can hold an object or creature of its size, and has a limit on the weight it can contain. Any weight beyond the bag's weight limit is not negated, causing the bag to weigh more. The weight limits for each bag are shown in Table D.16: Bags of Holding.

Creation Requirements: Conjuration [Planar]; 1st level spells or Craft (textiles) 7 ranks

Bottle of Air

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Conjuration [Creation]

This item appears to be a normal glass bottle with a cork.

Active Ability [Standard action]: If you uncork the bottle, it continually fills 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. If the bottle is corked (a standard action), it stops filling itself with air until activated again.

Creation Requirements: Conjuration [Creation]; 1st level spells or Craft (ceramics) 7 ranks

Candle of Truth

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Enchantment [Compulsion, Mind]

This item appears to be a simple white candle.

Active Ability [Standard action]: If you light this candle, it mimics the effect of the *zone of truth* ritual, with a spellpower equal to its item power. The zone lasts as long as the candle remains lit, which is normally 1 hour. If the candle is snuffed, the zone immediately ends. While lit, the candle does not burn down, and provides servicable candle-light.

Creation Requirements: Enchantment [Compulsion, Mind]; 2nd level spells or Craft (alchemy) 9 ranks

Table D.16: Bags of Holding

Size	Bag Weight	Weight Limit	Base Price	Item Level
Small	1/2 lb.	500 lb.	200 gp	3rd
Medium	4 lb.	2,000 lb.	800 gp	5th
Large	32 lb.	8,000 lb.	2,000 gp	8th

Friendstone

Price (Level): 1,500 gp (7th)
Base Item Power: 12
Aura: Moderate Conjuration/Divination [Scrying, Teleportation]

This item appears to be a glossy, smooth stone or ball of glass about three inches in diameter.

Active Ability [Standard action]: If you press the stone to your forehead and speak your full name, you can attune to it. If you do, you can be summoned by a creature using the stone. This replaces the stone's attunement to any other creature.

Active Ability [Standard action]: If you grasp the stone in your hand and throw it to the ground, you can activate it. if you do, you instantly teleport 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. The creature must be on the same plane as the stone, but the teleportation works across any distance.

Creation Requirements: Conjuration/Divination [Scrying, Teleportation]; 6th level spells or Craft (ceramics or stone) 17 ranks

Witch's Broom

Price (Level): 140,000 gp (18th)
Base Item Power: 14
Aura: Strong Divination/Transmutation [Communication, Imbuement]

Passive Ability: This broom has a 30 foot fly speed with good maneuverability. You can ride the broom to fly. Riding the broom is like riding a mount, except that you control it perfectly and some actions (such as taking cover behind the mount) are infeasible due to the shape of the broom. It can carry up to 1,000 pounds before it becomes unable to fly.

Active Ability [Standard action]: As a standard action, you can speak a command word to summon the broom. If you do, and the broom is within Extreme *(1,000 ft.)* range, it flies next to you and hovers at a convenient height to ride. The broom must be able to hear the commmand word.

Creation Requirements: Divination/Transmutation [Communication, Imbuement]; 7th level spells or Craft (wood) 19 ranks

D.9 Special Materials

Some materials are inherently magical. Items made from such materials gain special properties automatically.

Material Types

There are three main types of materials used to create items: metal, wood, and leather. In order to create an item with a special material, the item must normally be made with a material of the appropriate material type. In the case of items that are made from multiple materials, such as polearms, the primary functional part of the item determines which type of special material can be used to create it. For example, the material type for a weapon is generally determined by its striking surface.

Special Material Descriptions

Adamantine: Adamantine is a rare metal that is among the hardest substances known.

Adamantine weapons ignore the **hardness** of creatures and objects.

Adamantine body armor grants its wearer damage reduction against physical damage equal to your item power. This damage reduction is overcome by adamantine weapons. Adamantine shields have no special effects.

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.

Table D.17: Special Materials

Material Name	Material Type	Effect	Weapon Price (Level)	Armor Price (Level)
Adamantine	Metal	Grant or overcome physical damage reduction	12,000 gp (12th)	30,000 gp (14th)
Cold Iron	Metal	Bonuses against enchantments and mages	2,000 gp (8th)	5,000 gp (10th)
Darkwood	Wood	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Dragonbone	Metal	Inherently magical	30,000 gp (14th)	60,000 gp (16th)
Dragonhide	Leather	Resist energy	—	2,000 gp (8th)
Dragonscale	Metal	Resist energy	—	2,000 gp (8th)
Ironwood	Metal	Metallic wood	—	100 gp (5th)
Mithral	Metal	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Silvered	Metal	Effective against supernatural creatures	100 gp (3rd)	200 gp (3rd)

Cold iron items are especially effective against some supernatural creatures, as indicated in the creature descriptions. In addition, cold iron items have inherent **magic resistance** equal to 10 + the item's power. This magic resistance is unique to the item, and is not granted to its user. However, the maximum number and price of magical properties that can be imbued into the armor is halved.

When you damage a creature with a cold iron weapon, it is impaired *(20% failure)* with casting arcane spells for 2 rounds.

Cold iron body armor grants its wearer immunity to **Compulsion** and **Delusion** effects. Cold iron shields have no special effects.

Darkwood: Darkwood is a rare magic wood that is very light.

Darkwood weapons have the Finesse weapon property, allowing you to apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you.

Darkwood shields have their **encumbrance penalty** reduced by 2, and their arcane spell failure reduced by 10%.

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 twice the normal number of offensive legend points from their enhancement bonus. This does not affect the damage dealt by the weapon.

Dragonbone armor grants its wearer **magic resistance** equal to 10 + item power.

Dragonhide:

Dragon hide can be used as leather when creating armor.

Dragonhide body 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 apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you.

Mithral armor has its **encumbrance penalty** reduced by 2, and its arcane spell failure reduced by 10.

Mithral items of any kind weigh half as much of an equivalent item of the same type.

Silvered:

Silvered items have silver infused into them in the process of their creation. Only metal items made of iron or steel can be silvered.

Silvered items are especially effective against some supernatural creatures, as indicated in the creature descriptions. However, silvered weapons deal damage as if they were one size category smaller, and mithral armor has its defense bonus reduced by 1.

D.10 Magic Item Rules

Magic Item Auras

Magic items radiate magical auras which can be detected with the Spellcraft skill (see Spellcraft, page 70). Each item describes the auras that can be detected on it, including the strength, school, and descriptors, as appropriate.

Damaging Magic Items

A magic item is normally unharmed by attacks unless it is unattended or is specifically targeted by an effect. A magic item's non-physical defenses are all equal to 10 + the spellpower of the item. The only exceptions to this are intelligent magic items, which apply their Willpower to their Mental defense.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is **broken**, its magic ceases to function until it is repaired. If it is destroyed, all its magical power is lost.

Repairing Magic Items

A magic item which is **broken** (but not destroyed) can be repaired for 10% of the value of the item.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never

intelligent.)

In general, fewer than 1% of magic items have intelligence.

Cursed Items

Some items are cursed – incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Many cursed items are difficult to identify and remove, requiring the use of rituals such as *remove curse*.

D.11 Magic Item Creation

By investing time, money, and energy, spellcasters and crafters of great skill can imbue items with magical power. Learning how to perform this process requires either the Craft Magic Item (see page 81) or Enchant Item (see page 84) feats. 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.

In almost all cases, "creating" a magic item actually refers to the act of enhancing an existing object with magical power. Creating entirely new items from raw materials is only possible with the Craft skill or specific rituals, such as the *fabricate* ritual.

Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation [Fire]; 2nd level spells or Craft (as weapon) 9 ranks

This is composed of three parts: the school, the ability tags, and the creation requirements.

Using Spells

To create an item with a spell, you must have the Enchant Item feat, and you must know a single spell that has the school and tags listed in the magic item's requirements. In addition, you must be able to learn and cast spells of the indicated level. For example, a wizard who knows the Fireball spell would be able to craft a *flaming* weapon, because *fireball* is a 3rd level spell from the Evocation school with the **Fire** tag. If an item has multiple tags, you must know a spell with the same combination of tags.

The spell used can have additional tags or schools. For example, *fire shield* also has the **Shielding** tag, but it can still be used to craft a *flaming* weapon.

Some magic items are more complex, requiring multiple schools or tags. You must meet all requirements for the item to craft it.

Crafting

To craft an item, you must have the Craft Magic Item feat, and you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must know how to create items with all tags present on the item (see page 81).

Many magic items use the same Craft skill as the base item they are applied to. For example, almost all special properties of weapons require the craft skill of the weapon they are on, which may change depending on the weapon being enhanced. For example, adding the *flaming* ability to a longsword would require Craft (metal), but adding it to a quarterstaff would require Craft(wood).

Some magic items are complex, requiring multiple tags or even multiple Craft skills. You must meet all requirements for the item to craft it.

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.

Creating a magic item with a Craft skill also requires access to the normal tools required to craft items with that skill, such as a forge and anvil or an alchemist's laboratory.

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 can require a significant time investment, based on the cost in raw materials required to create the item. The time required to craft an item is specified in the description of the ability that allows you to create items.

Item Cost: Potions and scrolls directly reproduce spell effects, and the power and price of these items depends on the level of the spell they replicate.

Extra Costs: Any potion or scroll that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

D.12 Determining Item Prices

Scaling Bonuses

Items which give simple scaling bonuses are easy to price. Each bonus has a fixed price that depends on the statistic being enhanced, as shown on Table D.18: Scaling Item Costs.

Special Abilities

Abilities more complicated than a simple bonus are more difficult to price. However, there are still consistent principles which can be followed. To assign a price to a special ability, follow the steps below.

1. Assign an effective spell level to the ability based on its power.
    - Apparel items with abilities that affect the wearer are treated as being touch range when determining the level of the ability.
2. Decide how the ability will be activated.
3. Determine the price, using Table D.19: Item Prices by Activation Method (page 261).

Table D.18: Scaling Item Costs

Item Effect	+1 Bonus	+2 Bonus	+3 Bonus	+4 Bonus	+5 Bonus
Offensive legend point and weapon damage	200 gp	1,000 gp	5,000 gp	25,000 gp	125,000 gp
Armor defense[1]	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
offensive legend point and spell damage (single school)	50 gp	250 gp	1,250 gp	6,250 gp	31,250 gp
Offensive legend point and spell damage (all schools)	150 gp	750 gp	3,750 gp	18,750 gp	93,750 gp
Defensive legend point and temporary hit points	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

1. Does not stack with Armor defense bonuses from physical armor.
This table is approximate, and not intended for players to use to create new items.

Table D.19: Item Prices by Activation Method

Spell Level	Specific Action[1] (Item Level)	Triggered[2] (Item Level)	Continuous[3] (Item Level)
Cantrip[4]	100 gp (2nd)	100 gp (3rd)	200 gp (3rd)
1st	200 gp (3rd)	200 gp (3rd)	800 gp (5th)
2nd	800 gp (5th)	800 gp (5th)	2,000 gp (8th)
3rd	2,000 gp (8th)	2,000 gp (8th)	5,000 gp (10th)
4th	5,000 gp (10th)	5,000 gp (10th)	12,000 gp (12th)
5th	12,000 gp (12th)	12,000 gp (12th)	30,000 gp (14th)
6th	30,000 gp (14th)	30,000 gp (14th)	60,000 gp (16th)
7th	60,000 gp (16th)	60,000 gp (16th)	140,000 gp (18th)
8th	140,000 gp (18th)	140,000 gp (18th)	300,000 gp (20th)
9th	300,000 gp (20th)	300,000 gp (20th)	700,000 gp (—)

1 Actiated with a time-consuming action, such as making a gesture or drinking a potion.
2 Triggered effects should only modify existing actions, rather than constituting new actions, and should not have beneficial effects that last longer than the current round.
3 Only effects that only target you can be made continuous. The spell level should be calculated as if it was touch range and Extreme *(12 hours)* duration.
4 Or other effects weaker than a 1st level spell.
This table is approximate, and not intended for players to use to create new items.

Appendix E

Optional Rules

E.1 Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Semi-Randomized Point Buy

With this method, you have only a small degree of control over your character's attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your character's attribute scores start at 0, and you get 10 points to distribute among your character's attribute scores. However, you do not have full control over how to distribute those points.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table E.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.4: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

For characters with more extreme attribute scores, use the following approach for each attribute score, starting with 10 points as normal:

- Roll 2d8
- Take the average, rounding down
- Subtract 3
- Spend the points as indicated on Table 1.4: Attribute Score Point Costs until you have no points left.

Random Point Buy

This method gives you no control over the character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except that you also randomize the order in which the attribute scores are rolled.

Table E.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-7	−2	−2[1]
8-9	−1	−1[1]
10-11	0	0
12-13	1	1
13-14	2	2
15-16	3	3
17	4	5
18	5	8

1 You gain extra points for having low stats. You can gain these points any number of times per character.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d8 for each attribute score and subtract 3 from each result. The result is the attribute score.

E.2 Races

Awakened Animal

Awakened animals are animals that have been granted sentience by the *awaken* ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Tiny, Small, or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: +1 Dexterity.

Tiny: +2 Dexterity.

Speed: As the original animal.

Special Abilities: As the original animal.

Racial Bonus Feat: No racial bonus feat.

Sample Awakened Animals

Cat:

Size: Tiny. As a Tiny character, a cat gains several benefits and penalties, as described at Small Characters, page 23.

Attributes: +2 Dexterity, −2 Strength.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 59).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 101). A cat's claws do 1d3 damage.
- *Low-light Vision* A cat treats sources of light as if they had double their normal illumination range.

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Alter Shape* A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally.

Racial Bonus Feat: Any Skill feat.

Automatic Languages: Common and any one language (except Druidic).

Bonus Languages: Any.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of all dragons.

Although are drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated from her full draconic essence, a drakkenfel can bridge the divide between the different types of true dragons, gaining the affinity for multiple energy types and special powers. It is rumored that a drakkenfel who regains her scales retains these enhanced abilities, becoming even more powerful than ordinary dragons.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear horrific scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: No change.

Speed: 25 feet.

Special Abilities:

- *Draconic Essence* Each drakkenfel was once a type of true dragon. This choice must be made at 1st level, and cannot thereafter be changed. A list of dragons and their associated energy type is given on Table 5.2: Dragon Types (page 84). The drakkenfel is treated as if she had the Draconic Heritage feat in this dragon for the purpose of feats and abilities.
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times her level against the energy type associated with her draconic essence.
- *Sleeping Dragon* If a drakkenfel recovers her stolen scales, she immediately becomes a true dragon again.

Racial Bonus Feat: Draconic Scales.

Special: At least half of a drakkenfel's class levels must be taken in the drakkenfel class.

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, −1 Dexterity.

Speed: 20 feet.

Special Abilities:

- *Ingrain* As a standard action, a dryaidi can plant roots into natural earth. While ingrained, a dryaid's land speed becomes 5 feet, but she gains a +4 bonus to her Fortitude defense against attacks that would move her. Resting for 4 hours while ingrained gains the same benefits that a human would gain from 8 hours of rest, including healing. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water. Withdrawing ingrained roots is a full-round action.
- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

Racial Bonus Feat: Dryad Heritage.

Tieflings

Tieflings are humanoid creatures descended from fiends.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision* Tieflings can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a tiefling is in a brightly lit area, and does not resume functioning until 1 round after the tiefling leaves the brightly lit area.

- *Energy Resistance* A tiefling has damage reduction against cold, electricity, and fire equal to twice its level.

Racial Bonus Feat: Fiendish Heritage.

E.3 Racial Templates

Racial templates are applied in addition to the effects of a normal race. In exchange for special bonuses, a character with a racial template must take a minimum number of levels in the template class.

Half-Dragon

Half-dragons are the offspring of dragons.

Template Class Requirements

A half-dragon must take the half-dragon template class with his first, fifth, ninth, and thirteenth character levels. He may not choose half-dragon as his base class, and he may not voluntarily take additional levels in the half-dragon class.

Table E.2: Half-Dragon Progression

Level	Combat Prowess	Special
1st	+1	Claws, draconic heritage, keen senses, scales
2nd	+2	Bite, breath weapon, draconic magic, draconic wings
3rd	+3	Energy immunity, flight, mighty breath
4th	+4	Draconic apotheosis

Class Abilities

Languages: Half-dragons automatically know Draconic, in addition to any other languages provided by their base race.

Claws: The half-dragon's hands are fiercely clawed. He can use his hands as a claw attack that deals 1d6 damage for a Medium half-dragon.

Keen Vision: The half-dragon gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** with a 50 foot range, allowing it to see in complete darkness. If he already has darkvision, he increases its range by 50 feet.

Draconic Power: The strength of a half-dragon's draconic abilities are determined by his draconic power. His draconic power is equal to his Constitution or his character level, whichever is higher.

Draconic Heritage: The half-dragon is descended from a particular type of true dragon, as described in Table 5.2: Dragon Types (page 84). This choice must be made at 1st level, and cannot thereafter be changed. His heritage grants him **damage reduction** against damage of his dragon's energy type equal to twice his draconic power.

The half-dragon may not take any Bloodline feats. His direct draconic ancestry cannot be diluted or augmented by such means.

Scales: The half-dragon gains a +1 bonus to his Armor defense. At his 3rd half-dragon level, this bonus increases to +2.

2nd – Bite: The half-dragon's mouth is elongated and filled with sharp teeth. He can use his mouth as a bite attack that deals 1d8 damage for a Medium half-dragon.

2nd – Breath weapon (Mag): The half-dragon gains a breath weapon based on the type of dragon he is descended from. The shape of the breath weapon is given on Table 5.2: Dragon Types: either a Large *(50 ft.)*, 5 ft. wide line or a Medium *(20 ft.)* cone. He makes a Draconic power vs. Reflex attack against everything in the area. Success deals 1d8 damage of his dragon's energy type per two draconic power. Critical success deals double damage. Failure deals half damage.

After using his breath weapon, a half-dragon must wait 1d4 rounds before he can use it again.

2nd – Draconic Magic: If the half-dragon has any levels in spellcasting classes, he may choose one of them. His half-dragon levels increase his spellcasting abilities with that class as if he had gained levels in that class. This increases his spells per day (if any) and spells known, but does not not affect any other class abilities.

2nd – Draconic Wings: The half-dragon grows leathery draconic wings from his back. They grant him a glide speed equal to his base land speed (see Gliding, page 10, for details).

3rd – Draconic Flight: The half-dragon can use his wings to fly. He gains a fly speed equal to his land speed. While unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*, he can fly (see Flying, page 10). He can only fly for a number of rounds equal to half his draconic power. After that limit is reached, he must rest for 5 minutes before flying again.

3rd – Energy Immunity: The half-dragon becomes immune to damage of his dragon's energy type.

3th – Mighty Breath: The half-dragon's breath weapon improves. If it is a line, it becomes a Huge *(100 ft.)*, 10 ft. wide line. If it is a cone, it becomes a Large *(50 ft.)* cone.

4th – Draconic Apotheosis: The half-dragon reaches the pinnacle of his draconic nature. This grants him several benefits.

1. All of the half-dragon's attributes increase by 1.
2. His creature type becomes dragon, in place of his original creature type.
3. He may use his draconic power in place of his spellpower when casting spells from any class.
4. The damage dealt by his draconic natural weapons increases by one increment (see Weapon Size, page **??**).
5. There is no limit on how long he can fly with his draconic wings.

E.4 Feats

Drakkenfel

Only a character with the drakkenfel race can become a drakkenfel. Drakkenfel function like spellwarped, with the following alterations.

Innate Magic (Su): A drakkenfel treats her draconic nature as her choice of innate magic. This replaces the normal choices of innate magic offered to a spellwarped. Her good defense is Fortitude, her key attribute is Intelligence, and she treats Awareness, Knowledge (arcana), and Persuasion as class skills.

Spellwarp Pool (Su): The drakkenfel gains the following minor ability.

Frightful Legacy: The drakkenfel can alter her appearance as a

swift action to look more draconic for 5 rounds. This can grant her a +2 bonus to Intimidate checks.

2nd – Surge of Power (Su): The drakkenfel gains the following ability based on her innate magic.

Draconic Form: The drakkenfel transforms her body to become like a dragon. She gains a bite natural attack, and a claw natural attack for each hand (see Natural Weapons, page 101). For a Medium creature, the bite deals 1d8 damage, and the claws deal 1d6 damage. In addition, she gains a +2 bonus to her Armor defense from draconic scales.

2nd – Spellwarped Body (Ex): The drakkenfel gains the following ability based on her innate magic.

Draconic Superiority: The drakkenfel gains a +1 bonus to an attribute of her choice. At her 10th drakkenfel level, this bonus applies to all attributes. At her 20th drakkenfel level, this bonus increases to +2.

3rd – Magical Senses: The drakkenfel gains the following ability based on her innate magic.

Draconic Senses: The drakkenfel gains low-light vision, 50 foot darkvision, and 20 foot blindsense for 1 round. If she already has low-light vision, she doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. If she already has darkvision, she increases its range by 50 feet. If she already has blindsense, she increases its range by 20 feet.

3rd – Spellwarped Aspect (Su): The drakkenfel has access to the following spellwarped aspects based on her innate magic, in addition to the general aspects.

Keen Senses: The drakkenfel gains low-light vision and 50 foot darkvision.

7th – Blindsense: The drakkenfel gains 50 foot blindsense.

7th – Dragonshape: When the drakkenfel uses her surge of power, she can transform completely into a dragon. If she does, the following changes occur.

- Her equipment melds into her body. All physical properties of her equipment, such as armor, have no effect. However, she still gains the magical properties of her equipped items.
- Her hands transform completely into claws. She cannot use her claws to wield weapons or use items normally, but she can cast spells.
- She increases in size by one size category, increasing the damage of her natural weapons.
- She gains a +2 bonus to spellpower, and a +4 bonus to Armor defense.

11th – Draconic Size: When the drakkenfel uses her surge of power, she can increase her size by one size category. The size increase lasts as long as her surge of power does. This is a sizing effect, and does not stack with most other sizing effects. However, it stacks with the size increase from the dragonshape aspect.

Drakkenfel Invocations

1st – Breath Weapon: As a standard action, the drakkenfel makes a special attack vs. Reflex against everything within an Medium area. The shape and damage type of the drakkenfel's breath weapon depends on her draconic essence, as described in Table 5.2: Dragon Types (page 84). A successful attack deals 1d6 damage per spellpower. A failed attack deals half damage.

1st – Augment Weapons: As a standard action, the drakkenfel can give her natural attacks a +1 enhancement bonus. This gives a +1 bonus to damage and grants her an additional offensive legend point for her natural attacks (see Weapon Enhancement Bonuses, page 244). This bonus increases by +1 at spellpower 4, and every 4 spellpower thereafter.

4th – Water Breathing: As a standard action, the drakkenfel gains the ability to breathe water as if it was air for 1 hour.

6th – Lightning Breath: This invocation functions like the *lightning bolt* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

8th – Tiring Breath: This invocation functions like the *waves of fatigue* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

E.5 Feats

Body of the Bending Willow [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +2 bonus to Escape Artist and Stealth checks.

If you have three or more fae bloodline feats, you can also walk between trees. As a move action, you can spend a fae point to step into an adjacent plant of at least Medium size and out of any other plant of at least Medium size within 100 feet.

Body of the Mighty Oak [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +1 bonus to Armor defense.

If you have three or more fae bloodline feats, you can also ingrain in natural earth or stone.

Deep Ingrain [Bloodline, Fae]

Prerequisites: Dryad Heritage, Con 3.

Benefit: When you ingrain, you may spend a fae point to deeply ingrain your roots. While deeply ingrained, your bonus to Fortitude defense against attacks that would move you increases to +8. In addition, you can draw nutrients from the earth to heal hit points equal to your fae power as a swift action. You can only regain hit points in this way 5 times before you deplete the available nutrients in the area.

Dryad Heritage [Bloodline, Fae]

Prerequisite: Dryaidi.

Benefit: This feat functions like the Fae Heritage feat, except that it grants a different special ability.

As a standard action, you can spend a fae point to gain the ability to speak with trees. This ability functions like the druid's wild speech ability, except that it only allows you to communicate with trees.

Fiendish Heritage [Bloodline, Fiendish]

Prerequisite: Tiefling or nongood alignment.

Benefit: You have the blood of a fiendish creature in your veins, granting you fiendish power. Your fiendish power is equal to your Willpower, or your level + the number of fiendish bloodline feats you possess, whichever is higher. You have a pool with a number of fiend points equal to the number of fiendish bloodline feats you possess.

As a standard action, you can spend a fiend point to surround

yourself in Medium *(20 ft.)* radius emanation of darkness for Short *(Focus + 5 rounds)* duration. All light within the area is reduced to be no brighter than shadowy illumination. This typically grants you concealment, allowing you to hide.

Photosynthesis [Bloodline, Fae]

Prerequisite: Dryad Heritage

Benefit: For each you spend an hour in sunlight, you regain one spent fae point.