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Chapter 0

Introduction

0.1   Why Rewrite the D20 System?

As a DM, there were a lot of things that have frustrated me about the d20 system. The rules are too complicated at times, and not as easy to understand as I would like. Unfortunately, adding house rules that reduce complexity by removing elements of the core book actually increases the difficulty of understanding the game, because then you have to cross-reference everything from the core book with the errata to see if it changed. That's not helpful to a new player trying to figure out how all this stuff goes! The only way to make sure your introduction to the rules makes sense is to have the rules be entirely self-contained, without a separate list of additions and subtractions. That means a new core book - so here it is! Enjoy.

Chapter 1

Attributes

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

1.1 Attribute Descriptions

1.1.1 Strength (Str)

Strength measures muscle and physical power. It affects your character's accuracy and power with weapons, as well as the amount of equipment your character can carry.

1.1.2 Dexterity (Dex)

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

1.1.3 Constitution (Con)

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

1.1.4 Intelligence (Int)

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

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

1.1.5 Wisdom (Wis)

Wisdom describes a character's common sense, perception, and intuition. While Intelligence represents one's attribute to analyze information, Wisdom represents being in tune with and aware of one's surroundings. It affects your character's perceptiveness.

1.1.6 Charisma (Cha)

Charisma measures a character's force of personality, willpower, and personal magnetism. It affects your character's actual strength of personality, not merely how your character is perceived by others in a social setting.

When an attribute score changes, almost all abilities associated with that score change accordingly.

1.2 Using Attributes

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

1.2.1 Attributes and Spellcasters

Using magic requires a strong mind. The attribute that governs spellcasting depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for druids; or Charisma for paladins, sorcerers, bards, and most clerics. That attribute is called your casting attribute. In order to cast spells of a given level, your casting attribute must be at least equal to the spell's level. For example, a sorcerer with a 4 Charisma can cast up to 4th level spells. In addition to having a high attribute score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

1.2.2 Attribute Limits

Your attribute scores can never exceed 10. Magical and extraordinary creatures can exceed this limitation, but ordinary mortals are limited by their physical form.

1.3 Determining Attribute Scores

There are several options for how to determine attribute scores.

Predefined Attribute Scores

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

4, 3, 2, 1, 0, −1

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

5, 2, 1, 0, 0, −2.

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

3, 3, 2, 1, 1, 0

1.3.1 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 10 points to distribute among your character's attribute scores. Attribute scores can be bought according to the costs on Table 1.1: Attribute Score Point Costs.

Table 1.1: Attribute Score Point Costs

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

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

Chapter 2

Races

Each character has a race.

2.1 Racial Traits

2.1.1 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.

2.1.2 Favored Weapons

The names of some exotic weapons, such as the orcish double axe, include the name of a race. Members of the named race can treat those weapons as if they were martial weapons rather than exotic weapons.

2.1.3 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. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

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

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

Cleric: Abyssal, Celestial, Infernal.

Druid: Sylvan.

Wizard: Draconic.

2.1.4 Small Characters

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a +4 size bonus on Hide and Move Silently checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

2.2 Humans

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- Humans can choose any feat for their racial bonus feat.
- 2 extra skill points at 1st level.

- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.

2.3 Dwarves

- +1 Constitution, −1 Dexterity.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet.
- Dwarves do not move slower in heavy armor, and can run normally in both medium and heavy armor.
- Darkvision: Dwarves can see in the dark clearly up to 60 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a dwarf is in a brightly lit area or is dazzled, and does not resume functioning until 1 round after the dwarf leaves the brightly lit area or stops being dazzled.
  Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stability: A dwarf gains a +4 competence bonus to Combat Maneuver Defense to resist being bull rushed, overrun, or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 competence bonus on saving throws against spells and spell-like effects.
- +2 competence bonus on saving throws against poisons.
- Dwarves can choose any of the following feats for their racial bonus feat: Armor Proficiency (any), Endurance, Giantfighter, Great Fortitude, Stonecunning, Toughness, Weapon Proficiency (axes)
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

2.4 Elves

- +1 Dexterity, −1 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects.
- Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

- Trance: Elves that trance for 4 hours gain the same benefit as humans do from 8 hours of sleep. An elf in trance may make Listen checks at a −5 penalty.
- +2 competence bonus on Listen and Spot checks.
- Elves can choose any of the following feats for their racial bonus feat: Focused Mind, Keen Senses, Light-Footed, Lightning Reflexes, Magical Aptitude, Weapon Proficiency (bows, heavy blades, or light blades)
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

2.5 Gnomes

- +1 Constitution, −1 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide and Move Silently checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- A gnome with a Charisma score of at least 0 gains spell-like abilities. These can be used a number of times per day equal to half the home's character level + half Charisma: *create sound*, *dancing lights*, and *prestidigitation*. The gnome's caster level with these abilities is equal to the gnome's character level, and the save DC is equal to 10 + half character level + Charisma.
- Gnomes can choose any of the following feats for their racial bonus feat: Giantfighter, Spell Focus (illusion)
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

2.6 Half-Elves

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to magic sleep effects.
- Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Skill Affinity: Half-elves can master skills with particular ease. If a half-elf has a skill as a class skill from any class, it is treated as a class skill for all of his classes. For example, a half-elf rogue 1 / fighter 8 with 2 skill points in Stealth would have 12 ranks.
- +2 competence bonus on Persuasion and Sense Motive checks.
- Elven Blood: For all effects related to race, a half-elf is considered both a human and an elf.
- Half-elves can choose any skill feat or any elven or human racial bonus feat for their racial bonus feat.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).

2.7 Half-Orcs

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

2.8 Halflings

- +1 Dexterity, −1 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide and Move Silently checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +1 competence bonus on all saving throws.
- Halflings can choose any of the following feats for their racial bonus feat: Athletic, Giantfighter, Light-Footed, Weapon Proficiency (thrown)
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

Chapter 3

Classes and Backgrounds

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

3.1   Class Introductions

There are eleven classes in Rise.

- Barbarians are mighty warriors who can enter a deadly battler-age.
- Bards are inspiring jacks-of-all-trades who can cast spells or fight while using their bardic music to help their allies.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are divine spellcasters who draw power from their veneration of nature.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- Monks are agile masters of "*ki*" who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are holy warriors whose devotion to their deity grants them the ability to discern and smite evil.
- Rangers are skilled hunters who bridge the divide between nature and civilization.
- Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat.
- Sorcerers are arcane spellcasters with an intuitive and flexible understanding of magic.
- Wizards are arcane spellcasters with a highly studied and deep understanding of magic.

3.2   Character Advancement

3.3   Class Descriptions

3.3.1   Barbarian

Alignment: Any nonlawful.
Hit Value: 7.

Class Skills

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

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the barbarian.

Table 3.1: Base Save and Base Attack Bonuses

Class Level	Base Save Bonus (Good)	Base Save Bonus (Poor)	Base Attack Bonus (Good)	Base Attack Bonus (Average)	Base Attack Bonus (Poor)
1st	+2	+0	+1	+0	+0
2nd	+3	+1	+2	+1	+1
3rd	+4	+1	+3	+2	+1
4th	+5	+2	+4	+3	+2
5th	+5	+2	+5	+3	+2
6th	+6	+3	+6/+1	+4	+3
7th	+7	+3	+7/+2	+5	+3
8th	+8	+4	+8/+3	+6/+1	+4
9th	+8	+4	+9/+4	+6/+1	+4
10th	+9	+5	+10/+5	+7/+2	+5
11th	+10	+5	+11/+6/+1	+8/+3	+5
12th	+11	+6	+12/+7/+2	+9/+4	+6/+1
13th	+11	+6	+13/+8/+3	+9/+4	+6/+1
14th	+12	+7	+14/+9/+4	+10/+5	+7/+2
15th	+13	+7	+15/+10/+5	+11/+6/+1	+7/+2
16th	+14	+8	+16/+11/+6/+1	+12/+7/+2	+8/+3
17th	+14	+8	+17/+12/+7/+2	+12/+7/+2	+8/+3
18th	+15	+9	+18/+13/+8/+3	+13/+8/+3	+9/+4
19th	+16	+10	+19/+14/+9/+4	+14/+9/+4	+9/+4
20th	+17	+10	+20/+15/+10/+5	+15/+10/+5	+10/+5

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

Damage Reduction (Ex): A barbarian gains the ability to shrug off some amount of injury from attacks. He ignores an amount of damage each round equal to his barbarian level. Damage in excess of this value is dealt normally. Damage reduction can reduce damage to 0 but not below 0.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. While in a rage, he temporarily gains a +2 competence bonus to weapon damage rolls and Fortitude and Will saves. In addition, he gains 2 temporary hit points per barbarian level, but he takes a −2 penalty to Armor Class.

The barbarian's rage bonus increases to +3 (and 3 temporary hit points per barbarian level) at 8th level, to +4 at 14th level, and to +5 at 20th level. The penalty to Armor Class remains the same.

The extra hit points gained from raging are lost before any other hit points. (For more information, see page **??**.)

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills other than Acrobatics, Escape Artist, Intimidate, and Ride, or any abilities that require patience or concen-

Table 3.3: The Barbarian

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

Table 3.2: Character Advancement and Level-Dependent Bonuses

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

tration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A fit of rage lasts for a number of rounds equal to 5 + half the character's Constitution. A barbarian may prematurely end his rage. A barbarian's rage ends if he becomes unconscious. At the end of the rage, the barbarian takes nonlethal damage equal to the number of temporary hit points he gained by raging, loses his rage bonuses

and restrictions, and becomes fatigued (−2 penalty to Strength, −2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. If the barbarian has any temporary hit points remaining at the end of his rage, the nonlethal damage is dealt to those hit points before they go away.

A barbarian can fly into a rage once per day, plus an additional number of times per day equal to half his Constitution (minimum 0), to a maximum number of rages per day equal to his barbarian class level. He may not rage more than once per encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Fast Movement (Ex): At 2nd level, a barbarian's land speed becomes faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus is a competence bonus.

Uncanny Dodge (Ex): Starting at 2nd level, a barbarian can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed. This defense denies a rogue the ability to sneak attack unless the attacker has at least four more rogue levels than the target has barbarian levels.

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

Endurance: A barbarian gains Endurance (see page **??**) as a bonus feat at 3rd level. If he already has Endurance, he may gain any other feat for which he qualifies as a bonus feat.

Channeled Rage: At 3rd level, a barbarian gains the ability to enter a channeled rage whenever he rages. Each channeled rage grants the barbarian additional abilities while in that rage or changes the nature of his rage.

A barbarian can only be in one channeled rage at a time. By spending an additional use of his rage ability, he can change which

channeled rage he is in without exiting the rage, but this does not reset the duration of the rage. A barbarian chooses one channeled rage that he may enter at 3rd level, plus one every three levels thereafter.

Channeled rage abilities are (Ex) abilities unless otherwise noted. All bonuses granted by channeled rages apply only while the barbarian is in that channeled rage.

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

Agile Rage: The barbarian adds his rage bonus as a competence bonus to his Reflex saves.

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

Fearless Rage: The barbarian becomes immune to fear effects.

Intimidating Rage: The barbarian adds his rage bonus as a competence bonus to his Intimidate checks. Any foe he intimidates remains shaken until the barbarian ends his rage.

Mighty Rage: The barbarian adds his rage bonus as a competence bonus to his Strength. This replaces his competence bonus to attack and weapon damage rolls.

Spellbreaker Rage (Su): The barbarian gains spell resistance equal to twice his rage bonus.

Wary Rage: The barbarian does not suffer a −2 penalty to AC for raging.

Grit (Ex): At 4th level, a barbarian's resilience allows him to shrug off magical effects. If he makes a successful Fortitude save against an attack that normally deals half damage on a successful save, he instead takes no damage.

Resiliency (Ex): At 5th level, a barbarian adds half his Constitution to his damage reduction.

Improved Uncanny Dodge (Ex): At 6th level and higher, a barbarian is always treated as being threatened by two fewer creatures than he actually is for the purpose of determining overwhelm penalties. This defense can deny a rogue the ability to sneak attack the barbarian.

If a character already has uncanny dodge (see above) from a second class and gains improved uncanny dodge, the character stacks those levels to determine if he should gain greater uncanny dodge, and to determine the minimum level a rogue must be to flank the character.

Larger than Life (Ex): A barbarian of 7th level or higher holds the strength of a giant in the body of a man (or woman). The barbarian is treated as being one size category larger than he actually is for the purpose of combat maneuvers he performs or is the target of, checks that are affected by size (such as Strength checks to break down doors), and whether a creature's special attacks based on size can affect him if doing so is advantageous to him. In addition, though he uses weapons of the same size, his weapons deal damage as if they were one size category larger. The barbarian's space and reach remain those of a creature of his actual size. The benefits of this class feature stack with the effects of spells and abilities that increase the barbarian's size category.

Greater Uncanny Dodge (Ex): At 10th level and higher, a barbarian no longer suffers overwhelm penalties, regardless of the number of foes surrounding him.

Tireless Rage (Ex): At 11th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Indomitable Will (Ex): At 13th level, a barbarian becomes immune to compulsion and domination spells and effects.

Improved Grit (Ex): At 16th level, a barbarian's fortitude knows no bounds. If he fails a Fortitude save against an effect that deals half damage on a successful save, he takes only half damage.

Larger than Belief (Ex): At 17th level, the barbarian's larger than life ability improves. He is treated as being two size categories larger than he actually is.

Deathless Rage (Ex): At 19th level and higher, a raging barbarian can scorn death and unconsciousness. As long as his rage continues, he is not disabled at 0 hit points, and does not go unconscious at negative hit points. Even if his negative hit points below his Constitution score, the barbarian continues to fight normally until his rage ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from spell effects such as *finger of death* or *disintegrate*.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class.

3.3.2 Bard

Alignment: Any nonlawful.
Hit Value: 5.

Class Skills

The bard's class skills (and the key attribute for each skill) are Sleight of Hand (Dex), Forgery (Int), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Wis), Bluff (Cha), Persuasion (Cha), Disguise (Cha), Perform (Cha), Use Magic Device (Cha).

Skill Points at 1st Level: 8.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: Bards are proficient with simple weapons, any two other weapon groups, light armor, medium armor, and shields (except tower shields). They are also proficient with rapiers.

A bard can cast bard spells while wearing light or medium armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score at least equal to the level of the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + 1/2 the bard's caster level + the bard's Charisma.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3.4: The Bard.

The bard's selection of spells is extremely limited. A bard begins

Table 3.4: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	+1	+1	+1	Bardic music (standard), bardic knowledge, countersong, fascinate	—	—	—	—	—	—
2nd	+1	+2	+2	+2	Inspire courage 1/round +1d6	2	—	—	—	—	—
3rd	+2	+3	+3	+3	Inspire competence	3	—	—	—	—	—
4th	+3	+4	+4	+4	—	3	—	—	—	—	—
5th	+3	+4	+4	+4	Inspire spellpower	4	2	—	—	—	—
6th	+4	+5	+5	+5	Bardic music (move), inspire courage 2/round	4	3	—	—	—	—
7th	+5	+6	+6	+6	Suggestion	4	3	1	—	—	—
8th	+6/+1	+7	+7	+7	Inspire courage +1d8, lyrical freedom	4	4	2	—	—	—
9th	+6/+1	+7	+7	+7	Inspire greatness	4	4	3	—	—	—
10th	+7/+2	+8	+8	+8	Combine songs	4	4	3	1	—	—
11th	+8/+3	+9	+9	+9	Inspire courage 3/round, song of freedom	4	4	4	2	—	—
12th	+9/+4	+10	+10	+10	Bardic music (swift)	4	4	4	3	—	—
13th	+9/+4	+10	+10	+10	Inspire heroics	4	4	4	3	1	—
14th	+10/+5	+11	+11	+11	Inspire courage +1d10	4	4	4	4	2	—
15th	+11/+6/+1	+12	+12	+12	Improved countersong	5	4	4	4	3	—
16th	+12/+7/+2	+13	+13	+13	Inspire courage 4/round	5	5	4	4	3	1
17th	+12/+7/+2	+13	+13	+13	Mass suggestion	5	5	5	4	4	2
18th	+13/+8/+3	+14	+14	+14	Song of life	5	5	5	5	4	3
19th	+14/+9/+4	+15	+15	+15	Song of death	5	5	5	5	5	4
20th	+15/+10/+5	+16	+16	+16	Inspire courage +2d6	5	5	5	5	5	5

play knowing four 0-level spells of his choice. At most new bard levels, he gains one or more new spells, as indicated on Table 3.5: Bard Spells Known.

At every bard level, a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

A bard may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level bard has used up all his 2nd-level spell slots for the day but wanted to cast another one, he could use a 3rd-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

A bard's magic level is equal to his bard level.

Bardic Knowledge: Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: A number of times per day equal to half the bard's level + half the bard's Charisma, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the

Table 3.5: Bard Spells Known

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

DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action at 1st level. At 6th level, a bard can start his music as a move action, and at 12th level, a bard can start his music as a swift action. Regardless of the action used, the bard cannot initiate more than one bardic music per round (but see the combine songs ability below). Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 5 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause nearby creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a −4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard of 2nd level or higher with 4 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1d6 enhancement bonus on a single attack roll per round. The bard grants the bonus again each round at the beginning of his turn. Each ally may choose which of their attacks receives the bonus, but the choice must be made before the attack is rolled. At 6th, 11th, and 16th level the ally may add gain the bonus on an additional attack in that round. The bonus granted increases to 1d8 at 8th level, 1d10 at 14th level, and 2d6 at 20th level. In addition, this song counters the influence of fear effects just as *countersong* counters the influence of sonic effects. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +1d6 enhancement bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The bonus granted by this ability increases at the same rate as the bonus granted by the inspire courage ability. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Inspire Spellpower (Su): A bard of 5th level or higher with 8 or more ranks in a Perform skill can use his music or poetics to help his allies (including himself) channel their magical energy. All allies who can hear the bard play gain a +1 enhancement bonus to their caster level. This bonus increases by +1 at 10th, 15th, and 20th level. This bonus lasts as long as the ally hears the bard sing and for 5 rounds afterwards. Inspire spellpower is a mind-affecting ability.

Suggestion (Sp): A bard of 7th level or higher with 10 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. A Will saving throw (DC 10 + 1/2 bard level + bard's Cha) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in his allies (including himself), granting them extra fighting capability. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains twice the bard's level in temporary hit points and can take an extra attack when making a full attack. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 11th level or higher with 14 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of

uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Inspire Heroics (Su): A bard of 13th level or higher with 16 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself and all allies who can hear him, allowing them to fight bravely even against overwhelming odds. To inspire heroics, a bard must sing and the allies must hear the bard sing for a full round. A creature so inspired gains a +4 enhancement bonus on saving throws and dodge modifier. This bonus increases to +5 at 17th level. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Improved Countersong (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to free allies from all forms of mental influence.This ability functions as *countersong*, except it protects against all mind-affecting effects.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a bard of 17th level or higher with 20 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Song of Life (Su): A bard of 18th level or higher with 21 or more ranks in a Perform skill can use music or poetics to restore life to a recently fallen ally. A creature to be restored must be within 30 feet of the bard, and sound must be able to travel from the bard to the creature. To use this ability, the bard makes a Perform check as a full-round action against a base DC of 30. The DC increases by 2 for every round that the creature has been dead. If the bard succeeds, the creature is returned to life as if a *raise dead* spell had been cast on them, except that the creature suffers no penalty for having died.

Song of Death (Su): A bard of 19th level with rank 22 or higher in a Perform skill can use music or poetics to cause one enemy to suffer greatly from an overwhelming outburst of joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The bard must spend a full-round action performing. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha) to negate the effect. If the creature's saving throw succeeds, it is bewildered for 5 rounds, and the bard cannot use song of death on that creature again for 24 hours. If a creature's saving throw fails, it dies if it is bloodied; otherwise, it is staggered for 5 rounds. Song of death is a mind-affecting death effect.

Lyrical Freedom (Ex): A bard of 8th level or higher can cast bard spells with verbal components and activate magic items by magic word while maintaining his bardic music ability. He still cannot activate magic items by spell completion.

Combine Songs (Ex): A bard of 10th level or higher can combine two types of bardic music to provide the benefits of both. The bard chooses two music abilities and activates both using the same action. If either or both require concentration, the bard can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules apply to music abilities combined with this ability.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

3.3.3 Cleric

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

Hit Value: 5.

Class Skills

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

Domains and Class Skills: A cleric who chooses the Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha) and Disguise (Cha) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the cleric.

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

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

Most clerics use Charisma to cast spells. Clerics of specific deities may use a different casting ability, which affects all aspects of the cleric's spellcasting accordingly.

To learn or cast a spell, a cleric must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Charisma.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day.

A cleric's selection of spells is limited. A cleric begins play knowing one 1st-level spell of his choice, plus two spells chosen from the list of spells offered by his domains.

At each new cleric level, he gains one or more new spells, as indicated on Table 3.7: Cleric Spells Known. Two spells at every spell level must be drawn from the cleric's domains; sometimes these spells are normal spells on the cleric's spell list, but often they are additions to the spell list. A cleric may also choose spells from his domain lists with his normal spells known.

A cleric can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. For example, at 1st level, the cleric Cadius can cast four 1st-level spells per day. He knows four 1st-level spells: one of his choice, two from his domains, and either *cure light wounds* or *inflict light wounds* depending on

Table 3.6: The Cleric

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

his alignment (see Table 3.7: Cleric Spells Known). Thus, on any given day, he can cast some combination of the five spells a total of four times.

A cleric may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level cleric has used up all his 3rd-level spell slots for the day but wants to cast another third level spell, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

At each cleric level, a cleric can choose to learn a new spell in place of one he already knows. In effect, the cleric "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and the spells must be of the same type; regular spells cannot be exchanged with domain spells, and the spells a cleric knows from his alignment cannot be exchanged in this way at all. A cleric may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

A cleric's magic level is equal to his cleric level.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two

Table 3.7: Cleric Spells Known

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

domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain grants a cleric access to two spells at each spell level, from 1st on up. A cleric adds all four domain spells to his spell list (if they were not already on his spell list). Each domain also has several associated powers. At 1st level, a cleric can choose one domain power from one of his two domains. Clerics gain access to more domain granted powers as they increase in level.

Table 3.8: Deities

Deity	Alignment	Domains
Guftas, horse god of justice	Lawful good	Animal, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Leadership, War
Simor, fighter god of protection	Lawful good	Good, Law, Life, Protection
Vanya, centaur god of nature	Neutral good	Good, Plant, Strength, War
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Dragon, Good, Trickery
Chavi, bard god of stories	Chaotic good	Chaos, Knowledge, Leadership, Trickery
Ivan Ivanovitch, bear god of strength	Chaotic good	Animal, Chaos, Strength, War
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
Kurai, shaman god of nature	True neutral	Air, Earth, Fire, Water
Murdoc, bard god of mercenaries	Chaotic neutral	Destruction, Knowledge, Leadership, War
Daeghul, god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

For example, Cadius is a 1st-level cleric. He chooses Good and Law as his two domains. He gets the granted powers of one of his selected domains. The Good domain gives him access to *bless* and *protection from evil* as domain spells which he can learn, and could allow him to cast all spells with the good descriptor at +1 caster level (as if he were one level higher as a cleric) as a granted power. The Law domain gives him access to *command* and *protection from chaos* as domain spells, and could allow him to cast all law spells at +1 caster level as a granted power. Cadius can choose either the granted power from the Good domain or the granted power from the Law domain. He can learn any two of those four spells for his domain spells known, plus any one additional spell, which he can choose from either the cleric spell list or from the remaining two spells offered by his domains. When Cadius readies his spells for the day, he gets two 1st-level spell slots for being a 1st-level cleric and one bonus 1st-level spell slot for having a high Charisma score (15).

Spontaneous Casting: Clerics are particularly adept at channeling positive and negative energy. A cleric may choose to spontaneously cast *cure* spells (any spell with "cure" in its name), which channel positive energy to heal wounds, or *inflict* spells (any spell with "inflict" in its name), which channel negative energy to cause wounds. This choice adds each *cure* or *inflict* spell to the cleric's list of spells known once the cleric gains the ability to cast spells of the appropriate level.

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

Lesser Domain Aspect (Su): A cleric's abilities are shaped by his domains. Each domain is associated with a lesser domain aspect. Lesser domain aspects are not activated. Options for domain aspects are listed below.

Air: The cleric takes half damage from falling damage.

Chaos: The cleric gains Spell Focus (Chaos) as a bonus feat.

Death: The cleric does not suffer partial effects if he makes his saving throw against death effects. For example, he is not sickened by *finger of death* if he makes his Fortitude save.

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

Earth: The cleric gains Endurance as a bonus feat.

Evil: The cleric gains Spell Focus (Evil) as a bonus feat.

Fire: The cleric gains fire damage reduction 5.

Good: The cleric gains Spell Focus (Good) as a bonus feat.

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

Law: The cleric gains Spell Focus (Law) as a bonus feat.

Life: The cleric gains Spell Focus (Healing) as a bonus feat.

Magic: The cleric gains Spell Focus (any) as a bonus feat.

Protection: When the cleric uses the aid another ability to improve an ally's armor class, he grants a +4 circumstance bonus instead of a +2 circumstance bonus.

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

Travel: The cleric adds Survival to his cleric class skill list.

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

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

Water: The cleric gains a swim speed equal to his base land speed.

A cleric gains an additional lesser domain aspect from his domains at 2nd level.

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

Channel Energy (Su): At 2nd level, by channeling the power of his faith through his holy (or unholy) symbol, a cleric can act as a powerful conduit of divine energy. He cleric must choose whether to channel positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous *cure* or *inflict* spells (see below).

When a cleric channels energy, it affects all creatures in a Medium (20 ft.) radius burst centered on him, including himself. The cleric may choose to exclude a number of creatures from the effect equal to 1 + half his Wisdom. The amount of damage dealt (if negative energy is channeled) or healed (if positive energy is channeled) is equal to 1d6 damage per two cleric levels. Each affected creature can make a Will save to halve the damage. The DC of this save is equal to 10 + half the cleric's level + the cleric's Charisma.

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

Domain Power (Su): At 3rd level, a cleric gains a domain power from one of his domains. Using a domain power requires a standard action that does not provoke attacks of opportunity unless otherwise noted. All domain powers can be used at will unless otherwise noted. If a domain power allows a saving throw, the DC is equal to 10 + half the cleric's level + the cleric's Charisma.

The domain powers for each domain are described below.

Air – Lightning Arc: The cleric fires an arc of lightning at a creature within Medium (100 ft.) range. If he hits on a ranged touch attack, the creature takes d8 electricity damage + d8 per four cleric levels after 1st.

Chaos – Touch of Chaos: A creature within Close (30 ft.) range is imbued with the power of chaos for 5 rounds. Any attack roll, saving throw, or check it makes where it rolls an odd number gets a −2 penalty. Creatures affected by this power are treated as lawful for the purpose of the cleric's chaotic spells and effects.

Death – Death's Door: If the cleric succeeds on a melee touch attack, he rolls d6 per cleric level. If the total at least equals the touched creature's current hit points, it loses all of its hit points and is disabled. If the total at least equals the creature's critical damage, it is instantly slain. This is a death effect.

Destruction – Destructive Resonance: A touched creature or object takes d10 sonic damage + d10 per four cleric levels after 1st.

Earth – Raise Earth: As a swift action, the cleric can command the earth to raise up any creature within Close (30 ft.) range, allowing it to stand from prone without taking an action. This ability only works on natural earth or stone.

Evil – Touch of Evil: A touched creature is sickened and is treated as good for the purpose of the cleric's evil spells and effects. This effect lasts for 5 rounds.

Fire – Firebolt: The cleric fires a bolt of fire at a creature within Close (30 ft.) range. If he hits on a ranged touch attack, the creature takes d8 fire damage + d8 per four cleric levels after 1st.

Good – Holy Touch: A touched creature is dazzled and treated as evil for the purpose of good spells and effects that the cleric creates. The effect lasts for 5 rounds.

Knowledge – Minor Vision: A touched creature is granted a brief vision of the future, giving it a +2 enhancement bonus to attack rolls, weapon damage rolls, and checks for 1 round.

Law – Touch of Order: A creature within Close (30 ft.) range is imbued with the leveling power of order for 5 rounds. Any attack roll, saving throw, or check it makes with a roll of 11 or higher gets a −2 penalty. In addition, it is treated as being chaotic for the purpose of the cleric's lawful spells and effects.

Life – Touch of Healing: A touched creature is healed for 1d8 damage per cleric level. This power can be used a number of times per day equal to half the cleric's Charisma (minimum 1).

Magic – Breach Defenses: The cleric fires a magical ray at a creature within Close (30 ft.) range. If he hits, the target takes d6 damage + 1 per cleric level. In addition, it takes a −2 penalty to saving throws against the cleric's spells for 1 round.

Nature – Wild Speech: The cleric gains wild speech, as the druid ability, with a druid level equal to half his cleric level (minimum 1). This power can be used a number of times per day equal to half the cleric's level.

Protection – Martyr's Touch: For the next 5 rounds, the cleric takes half of the damage the touched creature would take, as the *shield other* spell. If the cleric get farther than Medium (100 ft.) range from the touched creature during this time, the effect is broken.

Strength – Surge of Strength: The cleric gains a +2 enchancement bonus to Strength for 1 round. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. This power can be used a number of times per day equal to 1 + half the cleric's Strength.

Travel – Free Stride: As a swift action, the cleric can gain the ability to move through difficult terrain at full speed for 1 round. This power can be used a number of times per day equal to 1 + half the cleric's Dexterity.

Trickery – Liar's Boon: As a swift action, the cleric can gain a +3 enhancement bonus to Bluff and Disguise checks for 5 minutes. This power can be used a number of times per day equal to 1 + half the cleric's Charisma.

War – Warrior's Boon: A creature touched creature gains a +2 enhancement bonus to attack rolls for 1 round. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. This power can be used a number of times per day equal to 1 + half the cleric's Charisma.

Water – Drowning Orb: The cleric fires an orb of water at a creature within Close (30 ft.) range. If he hits on a ranged touch attack, the orb attempts to force itself into the creature's mouth and nose to drown it, dealing d8 nonlethal damage + d8 per four cleric levels after 1st. In addition, the creature must make a Fortitude save or be forced to hold its breath for 5 rounds.

The cleric gains an additional domain power from one of his domains at 4th level.

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

Air: The cleric channels electrical energy. This deals electricity damage and heals creatures with the air subtype. A Reflex save halves the damage.

Chaos: The cleric channels anarchic energy. Roll randomly each time this power is used to determine whether it functions as channeling negative energy or channeling positive energy, except that it always heals chaotic creatures and harms lawful creatures.

Death: The cleric channels negative energy, except that any creatures dealt critical damage by this power are instantly killed, with no saving throw allowed. This is a death effect.

Destruction: The cleric channels destructive energy. This deals untyped damage and allows a Fortitude save for half damage.

Earth: The cleric channels seismic energy. This deals physical bludgeoning damage to all creatures on the ground and knocks them prone. A Reflex save negates both effects, and creatures with the earth subtype are immune.

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

Fire: The cleric channels fiery energy. This deals fire damage and heals creatures with the fire subtype. A Reflex save halves the damage.

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

Knowledge: The cleric channels knowledge itself. This functions like channeling positive energy, except that each affected creature gains a bonus equal to half the cleric's level on the next attack roll, damage roll, saving throw, or check that it makes. If not used within 5 rounds, this bonus is wasted.

Law: The cleric channels axiomatic energy. This deals 4 damage per two cleric levels to all creatures within a 40 ft. cube centered on the cleric. A Will save halves the damage, and it has no effect on lawful creatures.

Life: The cleric channels positive energy, except that for every 10 points of healing granted to a creature, it can instead heal one critical damage.

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

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

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

Strength: The cleric channels positive energy. Creatures at their maximum hit points after being healed gain a +1 enhancement bonus to Strength. This bonus increases to +2 at 11th level.

Travel: The cleric channels positive energy. All healed creatures can ignore difficult terrain for 1 round.

Trickery: The cleric channels negative energy. It deals half damage, but all damaged creatures who fail their Will saves are bewildered for 5 rounds. This is a mind-affecting effect.

War: The cleric can choose to channel positive or negative energy. The cleric gains an additional channelled domain power at 9th level.

Domain Aspect (Su): At 7th level, a 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 below.

Air – Stormwalker: The cleric suffers no penalties for inclement weather or severe winds and gains electricity damage reduction 10. This damage reduction increases by 5 points per two cleric levels after 7th.

Chaos – Fortune's Friend: Whenever the cleric rolls randomly for an effect, such as when he is affected by the *confusion* spell, he may roll twice and take whichever result he prefers.

Death – Lifedrinker: Whenever the cleric kills a creature with a death effect, he automatically gains the benefits of a *death knell* spell as if it was cast on the creature he killed.

Destruction – Swordcleaver: Whenever the cleric breaks or destroys an object with a melee attack, he may take a free melee attack on a creature adjacent to him at the same attack bonus.

Earth – Anchored: The cleric gains a +4 enhancement bonus to CMD against bull rush, overrun, and trip attempts while standing on solid ground.

Evil – Malevolent Magic: Good creatures take a −2 penalty to saving throws against the cleric's spells.

Fire – Flamebearer: The cleric's fire spells deal an extra point of damage per die of damage and he gains fire damage reduction 10. This damage reduction increases by 5 points per two cleric levels after 7th.

Good – Purifying Magic: Evil creatures take a −2 penalty to saving throws against the cleric's spells.

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

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

Life – Limitless Healing: If the cleric would heal a creature above its maximum hit points, the creature gains any excess healing as temporary hit points for 1 round.

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

Nature – Favored Terrain: The cleric gains a favored terrain, as the ranger class feature.

Protection – Faithful Shield: The cleric gains a +2 enhancement bonus to his deflection modifier.

Strength – Mighty Magic: The cleric can add half his Strength to his casting attribute score to meet the minimum attribute score requirements to cast spells.

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

Trickery – :

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

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

The cleric gains an additional domain aspect from one of his domains at 11th level.

Greater Channelled Domain Power (Su): At 13th level, a cleric gains a greater channelled domain power from one of his domains. Using a greater channelled domain power consumes two uses of the cleric's channel energy ability. Instead of channeling positive or negative energy, the cleric instead gains the effect of the greater channelled domain power. Options for greater channeled domain powers are listed below.

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

Chaos – Anarchic Weapon: As a swift action, the cleric can imbue a touched weapon with the anarchic weapon property for 5 rounds.

Death – Channel Death: The cleric channels negative energy as the Death channelled domain power, except that any creature brought to 0 hit points by this effect immediately dies. This is a death effect.

Destruction – Tide of Destruction: The cleric channels destructive

energy as the Destruction channelled domain power, except that any creature damaged by the effect is also filled with a destructive resonance for 5 rounds. the first time each round that each affected creature takes damage, that damage is increased by half the cleric's level. This is considered a circumstance bonus to damage.

Earth – Mantle of Earth: As a swift action, the cleric can surround himself in a mantle of earth for 5 rounds. He gains physical damage reduction equal to half his cleric level that is only overcome by adamantine weapons.

Evil – Unholy Weapon: As a swift action, the cleric can imbue a touched weapon with the unholy weapon property for 5 rounds.

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

Good – Holy Weapon: As a swift action, the cleric can imbue a touched weapon with the holy weapon property for 5 rounds.

Knowledge – See the Truth: As a swift action, the cleric can gain the benefit of the *true seeing* spell for 1 round.

Law – Axiomatic Weapon: As a swift action, the cleric can imbue a touched weapon with the axiomatic weapon property for 5 rounds.

Life – Persistent Life: The cleric can restore life, as the *raise dead* spell, to a touched corpse that died no more than 5 rounds previously.

Magic – Enhance Metamagic: The cleric can use this power as part of casting a spell affected by a metamagic feat. If he does, the spell costs a spell slot of one level lower than normal, and applying the metamagic does not increase the casting time of the spell.

Nature – 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. When he uses this ability, he may assume that wild aspect. This effect lasts as long as that wild aspect would normally last.

Protection – Mass Sanctuary: The cleric channels protective energy as the Protection channelled domain power, except that instead of being healed, each affected creature separately gains the benefit of a *sanctuary* spell for 5 rounds. The save DC of the *sanctuary* is equal to 10 + half the cleric's level + the cleric's Charisma. If a member of the group attacks, the effect is broken for that creature, but not for the whole group.

Strength – Surge of Strength: As a swift action, the cleric can add his cleric level as an enhancement bonus to his Strength for a single round.

Travel – Uninhibited Movement: As a swift action, the cleric can gain the ability to move without provoking any attacks of opportunity for a single round.

Trickery – Swift Invisibility: As a swift action, the cleric can gain the benefit of the *invisibility* spell for a single round.

War – Warmaster's Boon: The cleric can use this power as part of casting a spell that targets himself with a duration of Short (Concentration + 5 rounds) or longer and a range greater than personal. If he uses the power, the spell affects all of his allies within an Medium (20 ft.) radius. However, the spell lasts for no longer than half his Charisma score in rounds.

Water – Aquatic Globe: The cleric creates water out of thin air in an immobile Medium (20 ft.) radius emanation from his location for 5 rounds. Everything within the area is treated as if it were underwater. At the end of the duration, the water evaporates, leaving no trace that it was ever there.

The cleric gains an additional greater channelled domain power

at 15th level.

Domain Mastery (Su): At 17th level, a cleric gains a domain mastery from one of his domains. Options for domain masteries are listed below.

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

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

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

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

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

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

Fire – Flame Incarnate: The cleric gains the fire subtype, making him immune to fire but giving him a 50% vulnerability to cold damage. When ever he uses fire spells or effects, he may freely exclude areas or creatures within the area of effect.

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

Knowledge – Combat Insight: The cleric gains a +2 circumstance bonus to attack rolls, checks, and saving throws against creatures he has identified with a successful Knowledge check.

Law – Avatar of Order: Once per round, the cleric can take 5 on an attack roll or check, even while stressed or distracted. He may declare the use of this ability after rolling below a 5, but before any additional effects are resolved, potentially causing it to succeed where it would have failed.

Life – Fountain of Life: The cleric gains fast healing 1. All of the cleric's healing spells and abilities restore critical damage as easily as if it were hit point damage.

Magic – Spellbreaker: The cleric gains spell resistance 10.

Nature – Natural Power: Whenever the cleric is in natural terrain, he gains a +2 enhancement bonus to caster level and the improved natural casting ability, as the druid class feature.

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

Strength – Might of the Gods: The cleric gains the larger than life ability, as the barbarian class feature. In addition, he may use his Strength as his casting attribute, and to determine the saving throw DC of his channel energy abilities.

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

normally underwater.

Trickery – Exemplar of Deceit: The cleric continuously gains the benefits of the *nondetection* spell, with a caster level equal to his cleric level, 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 caster level equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Water – Water's Flow: At any time, the cleric can transform into a rushing flow of water as a move action that does not provoke attacks of opportunity. As part of the action, he may move up to his movement speed in any direction that water could go. His speed is halved when moving uphill and doubled when moving downhill. He does not provoke attacks of opportunity during this movement, and has physical damage reduction 10 while in this form. At the end of his movement, he regains his normal form.

The cleric gains an additional domain mastery at 19th level.

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

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).

3.3.4 Druid

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

Hit Value: 5.

Class Skills

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

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the druid.

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

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

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural class

abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

To learn or cast a spell, a druid must have a Wisdom score at least equal to the spell's level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.9: The Druid.

A druid's selection of spells is limited. A druid begins play knowing three 0-level spells (also called orisons) and two 1st-level spells of the druid's choice. At each new druid level, she gains one or more new spells, as indicated on Table 3.10: Druid Spells Known.

A druid learns and casts spells the way a cleric does, though she does not have any domains (but see Spontaneous Casting, below). A druid may cast any spell she knows on the druid spell list (page **??**).

A druid's magic level is equal to her druid level.

Table 3.10: Druid Spells Known

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

Natural Casting (Ex): A druid's spells channel of nature itself. Though her energy is a necessary component to bring natural power to bear, she need not be the focus of its might. Whenever she casts a druid area spell that would emanate from her, such as a cone or line spell, she may cause the spell to originate from any position within 10 feet of her. All other aspects of the spell are unchanged.

For example, a druid casting *gust of wind* could create a line of wind originating from 30 feet to her right. The line would extend 50 feet out from that point, as normal. If the druid cause the line of wind to blow to the left, she could potentially be affected by the wind.

Bonus Languages: A druid's bonus language options include Sylvan, the language of magical woodland creatures. This choice is

Table 3.9: The Druid

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

in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

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

Wild Speech (Su): One of the first lessons a druid learns is how to commune with natural creatures. A druid can speak with animals a number of times per day equal to half her druid level + half her Charisma (minimum 1). Each time she uses this ability, she chooses a kind of animal, such as owl or wolf. She can then speak to and understand animals of that type for a number of minutes equal to her druid level.

This ability doesn't make the animals any more friendly or co-operative 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.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, over-grown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Wild Aspect (Su): At 3rd level, a druid gains the ability to em-body an aspect of an animal. Embodying a wild aspect is a standard action and doesn't provoke an attack of opportunity. Wild aspects

last for 10 minutes per druid level, or until the druid dismisses the effect, unless otherwise stated. The druid can use this ability a number of times per day equal to half her druid class level + half her Constitution.

When a druid embodies a wild aspect, she gains all abilities from an animal that she knows. For example, a druid devoted to bulls, who chose the Lope and Gore aspects, would gain both abilities with a single use of wild aspect. A druid devoted do both bulls and eagles, who chose the Lesser Flight aspect from the eagle and the Gore aspect from the bull, would have to use two uses of wild aspect to use both abilities.

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.

When she initially chooses a wild aspect, a druid can only choose from the first aspects listed for each animal. At 5th, 7th, and 9th level, a druid learns how to take on a new wild aspect. At 5th level, she can choose from the first or seconds aspects listed. At 7th level, she can also choose from the third aspect listed, and at 9th level, she may choose any aspect listed for any animal. At higher levels, a druid may choose a greater aspect instead; see below.

Each wild aspect also grants an ability based on the number of abilities the druid has from that aspect. These bonuses are only granted when the druid has taken on that wild aspect.

Animal: While embodying the animal aspect, the druid gains an enhancement bonus to any attribute score of her choice equal to the

number of animal abilities she possesses.

3. Low-Light Vision: The druid gains low-light vision.

5. Scent: The druid gains the scent ability.

7. Natural Attunement: The druid gains a +4 enhancement bonus to Handle Animal, Ride, and Survival checks.

9. Animal Affinity: When the druid first acquires this ability, she may choose any wild aspect for which she qualifies. She may learn it and treat it as if it were an animal aspect.

Ape: While embodying the ape aspect, the druid gains an enhancement bonus to Strength equal to the number of ape abilities she possesses.

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

5. Claws: The druid gains two claw attacks which can be used as light natural weapons. A Medium druid deals d6 damage with each claw.

7. Rend: If the druid hits with both claw attacks, she latches on to her opponent's body and tears the flesh. This attack deals damage appropriate to a scimitar appropriate for the druid's size.

9. Improved Grab: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to grapple her foe as a swift action without provoking an attack of opportunity.

Bear: While embodying the bear aspect, the druid gains an enhancement bonus to Constitution equal to the number of bear abilities she possesses.

3. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with the bite.

5. Claws: The druid gains two claw attacks which can be used as light natural weapons. A Medium druid deals d6 damage with each claw.

7.

9. Improved Grab: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to grapple her foe as a swift action without provoking an attack of opportunity.

Bull: While embodying the bull aspect, the druid gains an enhancement bonus to Strength equal to the number of bull abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

5. Gore: The druid gains a gore attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a gore.

7. Rush: When the druid hits a foe with an unarmed strike or natural attack on a charge, she may attempt to bull rush her foe as a swift action without provoking an attack of opportunity.

9.

Cat: While embodying the cat aspect, the druid gains an enhancement bonus to Dexterity equal to the number of cat abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

7. Stealth: The druid gains a +4 enhancement bonus to Stealth checks.

9. Pounce: During the first round of combat, the druid can make a full attack after charging. She gains no bonus to attack rolls from charging, but still takes the normal penalty to AC if applicable.

Eagle: While embodying the eagle aspect, the druid gains an enhancement bonus to Charisma equal to the number of eagle abilities she possesses.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.

5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.

7. Dive: When the druid hits a foe with an unarmed strike or natural attack on a charge while gliding or flying down, she deals double damage. If she can make multiple attacks on the charge, this effect only applies to the first attack.

9. Wings, full: The druid gains a fly speed equal to her base land speed with average maneuverability. While flying she cannot use her hands for anything except moving. She can only fly for a number of rounds equal 3 + half her Constitution. After that, she must rest for 5 minutes to recuperate.

Fox: While embodying the fox aspect, the druid gains an enhancement bonus to Intelligence equal to the number of fox abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

5. Bite: The druid gains a bite attack which can be used as a primary natural weapon. A Medium druid deals d8 damage with a bite.

7. Stealth: The druid gains a +4 enhancement bonus on Stealth checks.

9.

Owl: For each owl ability she possesses, the druid gains a +1 enhancement bonus to Wisdom while embodying the owl aspect.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.

5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.

7. Senses: The druid gains a +4 enhancement bonus on Perception checks.

9. Wings, full: The druid gains a fly speed equal to her base land speed with average maneuverability. While flying, she cannot use her hands for anything except moving. She can fly for a number of rounds equal to 3 + half her Constitution. After that, she must rest for 5 minutes to recuperate.

Serpent: While embodying the serpent aspect, the druid gains an enhancement bonus to grapple attacks and saving throw DCs with any poison-based ability she uses equal to the number of serpent abilities she possesses.

3. Slither: The druid gains a climb speed equal to half her base land speed. She does not need to use her hands to climb in this way.

5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

7. Constrict: After making a successful grapple attack to grapple or damage her foe, the druid may constrict her foe as a swift action. A Medium druid deals d8 + 1-1/2 her Strength when constricting.

9. Venom: The druid's natural attacks, and any weapons she wields, become coated in poison. The poison deals initial and secondary damage of 1d4 Constitution damage. A Fortitude save (DC 10 + 1/2 the druid's level + the druid's Con) negates the damage as normal for poison. This ability lasts for one round per druid level.

Wolf: While embodying the wolf aspect, the druid gains an circumstance bonus to weapon damage against overwhelmed foes and an enhancement bonus to trip attacks equal to the number of wolf abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

7. Trip: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to trip her foe as a swift action without provoking an attack of opportunity.

9. Wolfpack: Foes overwhelmed by the druid increase their overwhelm penalties by 1.

Venom Immunity (Ex): At 4th level, a druid gains immunity to all poisons.

Drd:Wild Speech (Plants) (Ex) At 6th level, a druid can also converse with plants and plant creatures using her wild speech ability. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Improved Wild Speech (Su): At 8th level, anything the druid speaks with with using her wild speech ability must make a Will save to avoid being charmed, as the *charm person* spell, by the druid. The effect lasts for the duration of the conversation, and for 1 hour thereafter. This ability is not mind-affecting, and can affect creatures or even objects of any kind that the druid can converse with. Objects are always considered to fail their Will save. The druid can choose not to exert this influence.

Improved Natural Casting (Ex): At 10th level, a druid can cause area spells to originate from up to Close (30 ft.) range away from her, as the natural casting ability.

Greater Wild Aspect (Su): At 11th level, a druid gains the ability to assume aspects of the natural world, including the elements, in addition to those of animals. This ability functions as wild aspect, and assuming a greater wild aspect consumes a use of wild aspect, but the druid may choose from a different list of abilities. Unlike with wild aspects, greater wild aspects must be learned in order within an aspect; a druid cannot gain the air mantle aspect unless she has the endless air aspect. A druid can suppress or resume any greater wild aspect ability as a swift action.

Whenever the druid learns a greater wild aspect, she may choose to learn a wild aspect instead.

Air:

11. Profusion of Air: The druid constantly exudes good, clean air. She can breathe in any environment, and is immune to *sickening cloud* and similar effects. In addition, she may use her wild speech ability to speak with any natural air.

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

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

Earth:

11. Earthen Profusion: The druid constantly exudes fresh, solid earth wherever she steps. She gains a +4 enhancement bonus to CMD and Fortitude saves against effects that would move her. In addition, she may use her wild speech ability to speak with any natural earth or stone.

13. Earth Mantle: The druid is surrounded by a mantle of earth. She gains a +1 enhancement bonus to natural armor class per four druid levels and damage reduction 5/adamantine.

17. Earth Glide: The druid gains the earth glide ability, as an earth elemental. She may remain partly within the earth while fighting, granting her cover at no penalty to her own actions.

Fire:

11. Flaming Profusion: Wherever the druid moves, she leaves a path of burning flame behind her that lasts until the end of her next turn. A creature who crosses the path takes 1d6 points of fire damage per two druid levels. It can make a Reflex save to halve the damage, with a DC equal to 10 + half the druid's level + the druid's Charisma. In addition, the druid can her her wild speech ability to speak with any natural fire.

13. Fire Mantle: The druid is surrounded by a mantle of fire. This functions as a warm *fire shield* spell, with a caster level equal to the druid's level.

17. Immolation: The druid gains the fire subtype, making her immune to fire but giving her a 50% vulnerability to cold damage. Whenever she deals fire damage to a creature, she ignites the creature for 5 rounds. An ignited creature takes a −2 penalty to attack rolls, saving throws, checks, and AC, and takes d6 damage per round from the fire. If the creature takes a full-round action, it can attempt a Reflex save to put out the fire with a DC of 10 + half the druid's level + the druid's Charisma. A creature hit by the druid's fire multiple times is not ignited multiple times; only the most recent effect is used.

Plant:

11. Profusion of Life: Wherever the druid moves, she leaves a path of small, living plants that entangle foes until the end of her next turn. A creature crossing the path must make a Reflex save with a DC equal to 10 + half the druid's level + the druid's Charisma or be entangled by the plants and unable to complete the movement. The plants appear on any surface, and will continue to grow if they can survive, though they may die quickly if they appear on inhospitable terrain.

13. Plant Body: The druid's body takes on plantlike characteristics. She gains a +1 enhancement bonus to natural armor class per four druid levels and has a 50% chance to ignore critical hits and sneak attacks.

17. Rejuvenation: The druid gains fast healing 5 as long as she remains in sunlight or touches a plant of her size or larger.

Sun:

11. Profusion of Light: The druid constantly radiates light in a Large (50 ft.) radius. This is treated as true sunlight, not ordinary magical light. Creatures and objects vulnerable to sunlight must make a Fortitude save every round to resist the effect on themselves, with a DC equal to 10 + half the druid's level + half the druid's Charisma.

13. Mantle of Light: The druid glows so brightly that she becomes hard to look at. She gains concealment against all attacks, and any creature attacking her from within the radius of her profusion of light is dazzled for 5 rounds after the attack (no save). She cannot use this ability while suppressing her profusion of light ability, and she cannot use this concealment to hide.

17. Piercing Radiance: The druid's illumination radius with her profusion of light ability increases to 100 feet. All visual illusions and shadow effects within the radius are suppressed except those that the druid chooses to allow. Any creature within the radius who attacks the druid is blinded for 1 round after the attack. A successful Fortitude save with a DC of 10 + half the druid's level + the druid's Charisma prevents the creature from being blinded for the next round.

Water:

11. Aqueous Profusion: Wherever the druid moves, she leaves a path of animated water that can grab creatures and cause them to trip. A creature crossing the path must make a Reflex save with a DC equal to 10 + half the druid's level + the druid's Charisma or fall prone and be unable to complete the movement. In addition, the druid can speak with natural water using her wild speech ability.

13. Watery Mantle: The druid becomes surrounded by an animate mantle of water that reaches out to deflect incoming blows. She gains a +10 enhancement bonus to resist grapple attacks and gains a +2 enhancement bonus to her deflection modifier.

17. Water's Flow: At any time during the duration of this aspect, the druid can transform into a rushing flow of water as a move action that does not provoke attacks of opportunity. As part of the action, she may move up to her movement speed in any direction that water could go. Her speed is halved when moving uphill and doubled when moving downhill. She does not provoke attacks of opportunity during this movement, and has physical damage reduction 10 while in this form. At the end of her movement, she regains her normal form.

A Thousand Faces (Su): At 12th level, a druid gains the ability to change her appearance at will, as if using the *disguise self* spell. This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes attribute score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

Greater Wild Speech (Ex): At 16th level, the druid can use her wild speech ability to control creatures' actions. If the druid converses with a creature using her wild speech ability, she may spend a standard action and an additional wild speech use to dominate one creature she is speaking with, as the *dominate person* spell. A successful Will save negates this effect. This ability is not mind-affecting, and can affect creatures of any kind that the druid can converse with.

Totem Aspect (Su): At 18th level, the druid can choose any one wild aspect (but not greater aspect). She permanently gains the abilities of that aspect, as if she was constantly manifesting it. She may suppress or resume this effect as a swift action. If the druid has multiple abilites from that aspect, she may suppress or resume them each individually.

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

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

3.3.5 Fighter

Alignment: Any.
Hit Value: 6.

Class Skills

The fighter's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Ride (Dex), and Intimidate

Table 3.11: The Fighter

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

(Cha).

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the fighter.

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

Armor Discipline: At 1st level, a fighter's training grants him additional capability when using his armor. He may choose an armor category (light, medium, or heavy), a shield category (buckler, light, medium, or tower), or he may choose to train equally with all kinds of armor and shields. Whether or not he chooses a specific armor category, he reduces his armor check penalty by 1 and reduces his arcane spell failure by 5% when using his chosen armor. These benefits apply separately to armor and shields, if the fighter uses both and chose not to focus in a particular armor category.

If the fighter chose a particular armor category, he gains a +1 competence bonus to his dodge modifier while using armor of that category.

Bonus Feats: At 2nd level, a fighter gets a bonus combat-oriented feat. The fighter gains an additional bonus feat at 6th level and every four fighter levels thereafter (6th, 10th, 14th, and 18th). These bonus feats must be drawn from the feats noted as combat feats on Table **??**: Feats (page **??**). A fighter must still meet

all prerequisites for a bonus feat, including attribute score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of combat feats when choosing these feats.

Weapon Discipline: At 3rd level, a 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 increases the attack bonus granted by the Weapon Focus feat (if he has that feat) by 1 when using weapons from that group.

If he chooses not to focus on a specific group of weapons, he gains the ability to become proficient with any weapon group if he spends 8 hours training with a weapon from that group. In addition, he gains a +1 competence bonus to attack rolls with all weapons he is proficient with. He may only gain these benefits with one weapon group at a time; if he trains with a new weapon group, he loses his proficiency and Weapon Focus in the previous group.

Adaptive Style Feats: At 4th level, a fighter gets a flexible bonus feat which must be drawn from the list of combat feats. A fighter must still meet all prerequisites for any bonus feat chosen. At the start of each day, the fighter may train for an hour. If he does so, he may choose to change his adaptive style feats to any other feats for which he meets the prerequisites. The fighter gains an additional adaptive style feat at 8th level and every four fighter levels thereafter (8th, 12th, 16th, and 20th).

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

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

Combat Discipline: At 5th level, a fighter can 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 below, he may mitigate or negate the condition for up to one round per fighter level. At the end of that time, if the original condition would still affect the fighter, it does so normally, though he may use combat discipline again (if he has uses remaining) to continue to fight off the effect.

Using combat discipline takes no action, and can be done at any time, even when it isn't the fighter's turn. A fighter may use this ability a number of times per day equal to half his fighter class level + half his Constitution.

A fighter cannot use this ability more than once against a single source. For example, if a fighter is exhausted by a *ray of exhaustion* spell, he can use this ability to downgrade the exhaustion to fatigue, but he can't then expend a second use to negate the fatigue. The lesser condition that this ability imposes may be cured or removed normally, but doing so does not affect the resurgence of the condition the fighter was originally afflicted with. If a fighter uses this ability to mitigate or negate a condition which he must suffer as a sacrifice or cost to gain some benefit, he automatically forfeits the benefit he would have gained.

Improved Armor Discipline: At 7th level, a fighter's training in

Table 3.12: Combat Discipline Conditions

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

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

his chosen armor category (or with all armor categories) improves. He reduces the armor check penalty by 2 and decreases the arcane spell failure by 10%. In addition, he treats his chosen armor (or armors) as if it were one encumbrance category lighter than it is.

This ability means heavy armor is treated as medium, medium armor is treated as light armor, and light armor is treated as being unarmored. Likewise, tower shields are treated as heavy shields (and no longer impose a −2 penalty to attack rolls), heavy shields are treated as light shields, and both light shields and bucklers are treated as being unarmored. This can remove the halving of the fighter's Dexterity bonus, if appropriate for the new encumbrance of the fighter's armor.

This allows the fighter to qualify for class features using the reduced armor encumbrance category. For example, a fighter 9 / bard 2 who reduces his encumbrance in medium armor could cast without any arcane spell failure in medium armor.

A fighter who chose a specific armor category gains a +2 competence bonus to his dodge modifier while using armor of that category.

Improved Weapon Discipline: At 9th level, a fighter's training in his chosen weapons improves. He gains a +4 competence bonus to resist disarm and sunder attempts when using his chosen weapons. If he chose a specific weapon group, he now increases the attack bonus gained from the Weapon Specialization feat by 2. If he did not, he can apply all weapon group-specific feats he has to any weapon group that he trains with for 8 hours, and he gains a +2 competence bonus to attack rolls with any weapon he is proficient with.

Improved Adaptive Style: At 10th level, a fighter's ability to adapt to situations improves. He need only spend 1 minute training to change a single adaptive style feat. He may continue training as he wishes, changing one adaptive style feat per minute.

Improved Combat Discipline: At 11th level, a 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 attribute scores, attack rolls, weapon damage rolls, skill checks, or ability checks that come from negative effects not listed on the combat discipline chart by 2. This cannot be used to reduce the effects of ability damage or drain.

Greater Armor Discipline: At 13th level, a fighter's training in his chosen armor becomes still greater. He reduces his armor check penalty by 3 and decreases his arcane spell failure by 15% when using his chosen armor. In addition, he treats his chosen armor as if it were two encumbrance categories lighter than it actually is whenever doing so would be beneficial to him.

A fighter who chose a specific armor category gains a +3 competence bonus to his dodge modifier while using armor of that category.

Greater Weapon Discipline: At 15th level, a fighter's training in his chosen weapons becomes still greater. He increases the critical threat range and critical multiplier of his chosen weapons by 1. This increase applies after and stacks with any other effects that affect critical threat range or critical multiplier. Thus, a fighter with Improved Critical using a kukri would have a critical threat range of 14-20 (x3), while a similar fighter would have a critical threat range of 18-20 (x5) with a heavy pick.

Greater Combat Discipline: At 17th level, a fighter's ability to keep fighting despite influence becomes still greater. When using combat discipline, he may ignore any condition listed on the combat discipline chart. In addition, he may use combat discipline to be dazed rather than suffer any non-damaging condition not listed on the chart.

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

True Weapon Discipline: The fighter can take 10 on any attacks he makes at his full base attack bonus and automatically confirms all critical threats while using his chosen weapons.

True Armor Discipline: The fighter no longer suffers armor check penalty or suffers arcane spell failure with his chosen armor. In addition, he treats his chosen armor as if it were three encumbrance categories lighter than it actually is.

A fighter who chose a specific armor category gains a +4 competence bonus to his dodge modifier while using armor of that category.

True Combat Discipline: The fighter can use combat discipline to be staggered instead of suffering any nondamaging negative effect with a duration.

Greater Adaptive Style: At 20th level, a fighter's ability to react to situations is unparalleled. He need only spend a full-round action training to exchange an adaptive style feat. He may continue training as he wishes, changing one adaptive style feat per round.

3.3.6 Monk

Alignment: Any lawful.
Hit Value: 5

Table 3.13: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Unarmored Speed Bonus
1st	+0	+1	+3	+3	Enlightened defense, flurry of blows, unarmed strike	1d6	+0 ft.
2nd	+1	+2	+4	+4	Bonus feat, *ki* strike, uncanny dodge	1d6	+0 ft.
3rd	+2	+3	+5	+5	Bonus feat, still mind, wholeness of body	1d6	+10 ft.
4th	+3	+4	+6	+6	Evasion, slow fall	1d8	+10 ft.
5th	+3	+4	+7	+7	*Ki* strike (magic)	1d8	+10 ft.
6th	+4	+5	+8	+8	Bonus feat, improved uncanny dodge	1d8	+20 ft.
7th	+5	+6	+9	+9	Diamond body	1d8	+20 ft.
8th	+6/+1	+7	+10	+10	Tongue of the sun and moon	1d10	+20 ft.
9th	+6/+1	+7	+11	+11	Improved evasion	1d10	+30 ft.
10th	+7/+2	+8	+12	+12	Greater uncanny dodge, *ki* strike (lawful)	1d10	+30 ft.
11th	+8/+3	+9	+13	+13	Abundant step	1d10	+30 ft.
12th	+9/+4	+10	+14	+14	Diamond soul	2d6	+40 ft.
13th	+9/+4	+10	+15	+15	Quivering palm	2d6	+40 ft.
14th	+10/+5	+11	+16	+16	Empty step	2d6	+40 ft.
15th	+11/+6/+1	+12	+17	+17	Timeless body	2d6	+50 ft.
16th	+12/+7/+2	+13	+18	+18	*Ki* strike (adamantine)	2d8	+50 ft.
17th	+12/+7/+2	+13	+19	+19	Moment of perfection	2d8	+50 ft.
18th	+13/+8/+3	+14	+20	+20	Empty body	2d8	+60 ft.
19th	+14/+9/+4	+15	+21	+21	Empty soul	2d8	+60 ft.
20th	+15/+10/+5	+16	+22	+22	*Ki* strike (epic), perfect self	2d10	+60 ft.

Class Skills

The monk's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Stealth (Dex), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Persuasion (Cha).

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the monk.

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

Enlightened Defense (Ex): When unarmored and unencumbered, the monk adds her Wisdom (if positive) to her AC.

This bonus to AC applies even against touch attacks or when the monk is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows. When making flurry of blows attack, if the monk hits a foe by 5 or more, she may deal extra damage to the same foe as if she had hit with two attacks. She may instead attempt to direct the extra damage to a different foe. If the attack also exceeds that foe's armor class by 5 or more, both foes are damaged by the monk's attack. A monk must use a full attack action to strike with a flurry of blows, and she may only use a flurry of blows to make melee attacks.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, and siangham, but not shuriken). She may attack with unarmed strikes and special monk weapons interchangeably as desired.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

While using a flurry of blows, a monk may use weapons in either hand interchangeably, and she applies her full Strength to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. However, a monk may not use a two-weapon fighting style (see page **??**) and flurry of blows at the same time.

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3.13: The Monk. The unarmed damage given is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table 3.14: Small or Large Monk Unarmed Damage.

Monks can use gauntlets, including enchanted gauntlets, but they must use the damage of the gauntlets in place of their normal unarmed strike damage if they do so.

Table 3.14: Small or Large Monk Unarmed Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st-3rd	1d4	1d8
4th-7th	1d6	1d10
8th-11th	1d8	2d6
12th-15th	1d10	2d8
16th-19th	2d6	2d10
20th	2d8	4d6

Bonus Feat: At 2nd level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 3rd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select any combat maneuver feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Ki Strike (Su): At 2nd level, a monk can guide her strikes with *ki* . She may add half her Wisdom to her attack rolls with unarmed strikes, special monk weapons, and combat maneuvers. This is in addition to the normal Strength or Dexterity, as appropriate.

Uncanny Dodge (Ex): Starting at 2nd level, a monk can react to danger before her senses would normally allow her to do so. She cannot be flat-footed. This defense denies a rogue the ability to sneak attack unless the attacker has at least four more rogue levels than the target has monk levels.

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

Evasion (Ex): At 2nd level or higher, if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains a competence bonus to her speed, as shown on Table 3.13: The Monk (page 32). A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher may add half her Wisdom to Will saves in place of half her Intelligence.

Ki Strike (Magic) (Su): At 5th level, a monk's attacks are empowered with *ki* . Her unarmed strikes and any monk weapons she uses are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of any solid object can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a solid object)increases by 5 feet per monk level thereafter until 20th level, when she can use a nearby object to slow her descent and fall any distance without harm.

Wholeness of Body (Su): At 4th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to her monk level x her Wisdom bonus each day, and she can spread this healing out among several uses. Using this ability is a swift action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex): At 6th level and higher, a monk can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The monk is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

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

Diamond Body (Su): At 7th level, a monk gains immunity to poisons and diseases of all kinds, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Tongue of the Sun and Moon (Ex): A monk of 8th level or higher can speak to and understand the speech of any living creature. This grants her no special ability to speak to or understand creatures that do not speak, such as animals.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Greater Uncanny Dodge (Ex): At 10th level and higher, a monk can no longer be overwhelmed, regardless of the number of foes surrounding her.

Improved Ki Strike (Su): At 10th level, a monk may add half her Wisdom to damage with unarmed attacks and monk weapons. In addition, those weapons are treated as being lawful for the purpose of dealing damage to creatures with damage reduction.

Abundant Step (Su): At 11th level or higher, a monk can slip magically between spaces, as if using the spell *dimension slide*, a number of times per day equal to half her Wisdom. Using this ability is a move action that does not provoke attacks of opportunity. Her caster level for this effect is equal to her monk level.

Diamond Soul (Ex): At 12th level, a monk gains spell resistance. In order to affect the monk with a spell, a spellcaster must make a spell penetration check (d20 + half caster level + casting attribute) that equals or exceeds the monk's spell resistance + relevant saving throw modifier.

Quivering Palm (Su): Starting at 13th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack a number of times per day equal to her Wisdom, but no more than once per round, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Empty Step (Su): At 14th level or higher, a monk can assume an ethereal state for brief periods, as if using the *ethereal jaunt* spell, except that the effect only lasts for a single round, a number of times per day equal to her Wisdom. Using this ability is a swift action.

Ki Strike (Adamantine) (Su): At 15th level, a monk's unarmed attacks and monk weapons are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Timeless Body (Ex): Upon attaining 15th level, a monk no longer takes penalties to her attribute scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Moment of Perfection (Su): At 17th level, a monk can align herself perfectly with the universe to achieve a single moment of perfection. She can add her monk level as an enhancement bonus to any one attack roll, opposed skill or ability check, or saving throw, or to her AC against any one attack, as if calling upon the effect of a *moment of prescience* spell with a caster level equal to her monk level. She can use this ability a number of times per day equal to her Wisdom, but she must take a short rest between each use of this ability.

Empty Body (Su): At 18th level, a monk using her empty step ability can stay ethereal for a number of rounds equal to her monk level. She may dismiss the ability and become material as a swift action.

Empty Soul (Su): At 19th level, a monk achieves a state of complete emptiness, reacting to all situations without premeditation or thought. She continuously gains the benefits of the *foresight* spell upon her person at all times.

Ki Strike (Epic) (Su): At 20th level, a monk's unarmed attacks and monk weapons are treated as epic weapons for the purpose of dealing damage to creatures with damage reduction.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid for the purpose of spells and magical effects whenever doing so is advantageous to her. For instance, *charm person* does not affect her, but she can still be affected by *enlarge person*, and she can still be brought back from the dead.

Additionally, the monk gains damage reduction 10/chaotic, which allows her to ignore the first 10 points of damage from any attack made by a non-chaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk, but retains all monk abilities.

3.3.7 Paladin

Alignment: Lawful good.
Hit Value: 6

Class Skills

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

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the paladin.

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

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil **(Sp):** At will, a paladin can use *detect evil*, as the spell.

Smite (Su): A number of times per day equal to 1/2 the paladin's class level + the paladin's Charisma, as part of an attack action, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) as a circumstance bonus to attack. If she hits, the paladin deals extra damage equal to her paladin level and gains a special effect. Some special effects increase the bonus damage, replacing the normal bonus damage dealt. This bonus damage is not multiplied on a critical hit. A paladin can smite evil only once per round.

If the paladin smites a creature that is not evil, the smite attack deals no damage at all (not even normal weapon damage), but the use of the ability is still spent.

Improved Smite (Su): At 2nd level, and every three levels thereafter, the paladin can select one improved smiting ability. Each improved smiting ability adds an effect to the paladin's smite ability. Whenever the paladin smites, she chooses one improved smiting ability she has and adds its effect to her smite. The save DC for a paladin's improved smiting abilities is 10 + 1/2 the paladin's level + the paladin's Charisma.

At 2nd level, the paladin can select the following improved smiting effects.

Blinding: The paladin's smite manifests as a bright light. A creature struck by the smite must make a Will save to avoid being blinded for one round per four paladin levels (minimum 1). Creatures vulnerable to light (such as vampires) take extra damage equal to twice the paladin's level.

Resounding: The paladin's smite knocks his foes off their feet. A creature struck by the smite must make a Reflex save to avoid being pushed back five feet per four paladin levels and being knocked prone.

Staggering: The paladin's smite hits with incredible force. A creature struck by the smite must make a Fortitude save to avoid being staggered for one round per four paladin levels (minimum 1).

At 5th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Holy: The paladin's smite is filled with exceptional divine energy. The attack ignores all damage reduction of evil creatures. Undead and evil outsiders take extra damage equal to twice the paladin's level.

Penetrating: The paladin's smite punches through her enemies' defenses. The attack ignores a number of points of damage reduction equal to the paladin's level, regardless of the type of damage reduction.

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

At 8th level, the paladin adds the following improved smiting

Table 3.15: The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+3	+0	+3	Aura of good, detect evil, smite evil	—	—	—	—
2nd	+2	+4	+1	+4	Improved smite, lay on hands	—	—	—	—
3rd	+3	+5	+1	+5	Aura of courage, bulwark of defense, divine health	—	—	—	—
4th	+4	+6	+2	+6	Divine grace	1	—	—	—
5th	+5	+7	+2	+7	Improved smite	2	—	—	—
6th	+6/+1	+8	+3	+8	Aura of resolve, holy ward	3	—	—	—
7th	+7/+2	+9	+3	+9	Smite chaos	3	—	—	—
8th	+8/+3	+10	+4	+10	Improved smite	3	1	—	—
9th	+9/+4	+11	+4	+11	Aura of determination, improved bulwark of defense	3	2	—	—
10th	+10/+5	+12	+5	+12	Detect chaos	3	3	—	—
11th	+11/+6/+1	+13	+5	+13	Improved smite	4	3	—	—
12th	+12/+7/+2	+14	+6	+14	Aura of protection	4	3	1	—
13th	+13/+8/+3	+15	+6	+15	Forgiving smite	4	3	2	—
14th	+14/+9/+4	+16	+7	+16	Improved smite	4	3	3	—
15th	+15/+10/+5	+17	+7	+17	Aura of warding	4	4	3	—
16th	+16/+11/+6/+1	+18	+8	+18	Glory of the martyr	4	4	3	1
17th	+17/+12/+7/+2	+19	+8	+19	Improved smite	4	4	3	2
18th	+18/+13/+8/+3	+20	+9	+20	Greater aura of warding	4	4	3	3
19th	+19/+14/+9/+4	+21	+9	+21	Martyr's retribution	4	4	4	3
20th	+20/+15/+10/+5	+22	+10	+22	Greater smite, improved smite	4	4	4	4

ability to the list of those that can be selected.

Dazing: The paladin's smite shatters her foe's ability to concentrate. A creature struck by the smite must make a Fortitude save to avoid being dazed for one round.

Impeding: The paladin's smite traps her foe in place, unable to escape her wrath. A creature struck by the smite must make a Reflex save to avoid having all its movement speeds reduced to 5 feet for one round.

Coercing: The paladin's smite forces her foe to join the cause of righteousness, if only for a moment. A creature struck by the smite must make a Will save or else be affected by a *suggestion*, as the spell, of the paladin's choice. The effect lasts for one round.

At 11th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Axiomatic: The paladin's smite is filled with exceptionally lawful divine energy. The attack ignores all damage reduction of chaotic creatures. Aberrations and chaotic outsiders take extra damage equal to twice the paladin's level.

At 14th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Dispelling: The paladin's smite strips away her foe's magical protections. A creature struck by the smite is subject to a targeted *dispel magic* with a bonus equal to the paladin's level.

At 17th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Brilliant: The paladin's smite cannot be turned aside by mortal defenses. The smite is made against the enemy's touch armor class.

Lay On Hands (Su): Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma. For example, a 7th-level paladin with a 6 Charisma can heal 42 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she

doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature. An affected creature can make a Will save to halve the damage it takes. If it succeeds, the paladin only loses half the points of healing used.

At 10th level, the paladin can heal twice her paladin level x her Charisma each day.

At 20th level, the paladin can heal three times her paladin level x her Charisma each day.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Divine Grace (Su): At 4th level, whenever a paladin makes a successful save against an attack that would normally have a partial effect or deal half damage on a successful save, she instead ignores that aspect of the attack.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list.

Paladins do not require somatic components to cast spells, even if the spell would normally require a somatic component. A paladin need only request the favor of her deity to invoke divine magic.

To learn or cast a spell, a paladin must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving

throw against a paladin's spell is 10 + the spell level + the paladin's Charisma.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.15: The Paladin.

A paladin learns and casts spells the way a cleric does, though she does not have access to any domain spells or granted powers, as a cleric does, and cannot sacrifice a readied spell slot to cast a *cure* spell in its place. A paladin may learn and cast any spell on the paladin spell list, provided that she can cast spells of that level.

A paladin's selection of spells is limited. A paladin begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on Table 3.16.

At 5th level, and each level after that, a paladin can choose to learn one new spell in place of one she already knows. In effect, the paladin "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A paladin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Through 3rd level, a paladin has no caster level or magic level. At 4th level and higher, her caster level is equal to her paladin level / 2, and her magic level is equal to her paladin level.

Table 3.16: Paladin Spells Known

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

Aura of Resolve (Su): At 6th level, the paladin becomes immune to charm effects. Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against charm effects.

Holy Ward (Sp): A paladin is first and foremost a defender of her allies, and relies upon *shield other* to defend her allies against harm from threats she cannot block with her skill at arms. A paladin of 6th level or higher who spends at least 10 points of healing from her lay on hands ability in a single round can bestow a *shield other* effect on the healed ally, using her paladin level as her caster level.

Smite Chaos (Su): At 7th level, the paladin gains the ability to smite chaotic creatures as well as evil creatures with her smite ability, but she must choose which to smite before making the attack. If the paladin attempts to smite a chaotic creature, and that creature is not chaotic, the smite attack deals no damage at all (not even normal weapon damage), but the use of the ability is still spent.

Aura of Determination (Su): At 9th level, the paladin becomes immune to compulsion effects. Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against compulsion effects.

Detect Chaos (Sp): At 10th level, a paladin can use *detect chaos*, as the spell, at will.

Aura of Protection (Su): At 12th level, the paladin continuously radiates a *magic circle against evil*, as the spell.

Forgiving Smite (Su): At 13th level, if a paladin smites a creature who is not evil or chaotic, the smite attempt is not wasted.

Glory of the Martyr (Su): At 14th level, if the paladin dies while fighting evil or protecting her allies, her fallen body erupts in a burst of positive energy, granting all her allies within 100 feet the benefit of a *heal* spell.

Aura of Warding (Su): At 15th level, the paladin continuously radiates a *lesser globe of invulnerability*, as the spell. The effect travels with the paladin.

Mighty Aura (Su): At 16th level, the radius of a paladin's auras expands to 20 feet.

Greater Aura of Warding (Su): At 18th level, the paladin radiates a *globe of invulnerability*, as the spell, instead of a *lesser globe of invulnerability*. The effect continues to travel with the paladin.

Martyr's Retribution (Su): At 19th level, if the paladin dies while fighting evil or protecting her allies, she can choose to make the explosion of positive energy from her glory of the martyr ability painful to her foes. If she does, her body is almost completely consumed by holy power, preventing her from being raised with *raise dead* and similar effects that require a body. This has two effects. First, a *sunburst* spell immediately takes effect over the area where the paladin fell. Second, a *storm of vengeance* spell begins to take effect, centered on the same area. The spell lasts for 10 rounds, and the lightning strikes focus on the paladin's enemies. Both of these effects harm only the paladin's foes, and do no damage to her allies. However, her allies' vision is still impeded by the *storm of vengeance*.

Greater Smite (Su): At 20th level, the paladin can apply two improved smiting abilities to every smite attack she makes.

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all

paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Like a member of any other class, a paladin may be a multi-class character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

3.3.8 Ranger

Table 3.17: The Ranger

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

Alignment: Any.
Hit Value: 6.

Class Skills

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

Skill Points at 1st Level: 8.

Class Features

All of the following are class features of the ranger.

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

Quarry (Ex): A ranger is a deadly hunter. As a swift action, a ranger may designate any foe he sees as his quarry. A ranger gains a +2 competence bonus to attack rolls, Perception checks, and Survival checks against his quarry. However, while a ranger is pursuing a quarry, he takes a −2 penalty to attack rolls against any target other than his quarry. A ranger may give up pursuing a quarry at any time. He may not have more than one quarry at once; if he designates a new quarry, the old target is no longer considered his quarry. If the ranger does not see his quarry for more than a week, it is no longer considered his quarry.

A ranger can designate a quarry a number of times per day equal to 1 + half her Wisdom, to a maximum number of uses per day equal to his ranger class level. The ranger's quarry bonus improves to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Track: A ranger gains Track as a bonus feat.

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

Danger Sense (Ex): Starting at 2nd level, a ranger has an intuitive sense that alerts him to danger, giving him a competence bonus on initiative checks equal to half his ranger level.

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

Favored Terrain (Ex): At 2nd level, a ranger becomes particularly attuned to certain kinds of terrain. He chooses one kind of terrain to select as a favored terrain from the list below. Usually, rangers favor their home terrain, but a ranger may choose any kind of terrain that he has personally experienced at least once. At 6th, 10th, 14th, and 18th level, the ranger may choose an additional favored terrain.

While in a favored terrain, a ranger gains a +2 competence bonus to Perception, Stealth, and Survival checks. If he desires, he may leave no trace of his passage, causing attempts to track him to take a −20 penalty. In addition, his experience with his favored terrain grants the ranger a single ability, regardless of whether he is currently in that terrain or not. The options for favored terrains are listed below.

Aquatic: The ranger gains a swim speed equal to his base land speed. If he already has a swim speed, he gains a +10 competence bonus to his swim speed.

Cold: The ranger gains cold damage reduction 5.

Desert: The ranger becomes immune to heat effects and exhaustion. Anything that would make him exhausted makes him fatigued instead.

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

Mountains: The ranger gains a climb speed equal to his base land speed. If he already has a climb speed, he gains a +10 competence bonus to his climb speed.

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

Swamp:

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

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

Ranger Lore: At 3rd level, a ranger can choose an additional ability drawn from ancient ranger lore. All ranger lore abilities are extraordinary abilities unless specified otherwise. At 6th level and every 3 levels thereafter, the ranger gains an additional ranger lore ability. He may choose from any of the following options.

Combat Style: The ranger is skilled with the traditional ranger combat styles. He gains the Precise Shot and Two-Weapon Fighting feats if he meets the prerequisites. However, the benefits of this lore apply only when the ranger uses light or no armor.

Evasion: If the ranger makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

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

Favored Enemy: The ranger increases his quarry bonus by +2 against creatures of a particular kind. The possible creature options are listed below.

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

Master of the Hunt: The ranger may use a standard action to share the benefits of his quarry ability with all allies who can see and hear him. The bonus his allies get is considered an enhancement bonus.

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

The ranger must have the combat style lore to select this lore. The benefits of this lore apply only when the ranger uses light or no armor.

Scent: The ranger gains scent, as the monster ability.

Trapfinding: The ranger gains trapfinding, as the rogue skill trick.

Low-light Vision (Ex): At 4th level, a ranger's sight improves, allowing him to see in conditions of dim light more easily. He gains low-light vision, as the elf racial ability. If he already has low-light vision, he doubles its benefit, allowing him to see four times as far as a human in poor illumination.

Tracking Expert (Ex): At 4th level, a ranger's ability to track his foes improves. He may always take 10 on Survival checks made to track, even if conditions would otherwise prevent this. Additionally, he can move at his normal speed while following tracks without taking the normal −5 penalty. He takes only a −10 penalty (instead of the normal −20) when moving at up to twice normal speed while tracking.

Free Stride (Ex): At 5th level, a 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.

Tenacious Hunter (Ex): At 5th level, a ranger's ability to pursue his quarry improves. He adds his quarry bonus as a competence bonus to his dodge modifier and saving throws against attacks that his quarry makes.

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

Darkvision (Ex): At 8th level, a ranger's sight improves again, and he gains the ability to see even when there is no light at all. He gains darkvision out to 60 feet, as the dwarf ability. If he already has darkvision, he increases its range by 60 feet.

Greater Combat Style (Ex): At 10th level, a ranger's aptitude in combat improves again. He is treated as having the Ambidexterity feat (page **??**) and the Manyshot feat (page **??**), even if he does not have the normal prerequisites for those feats.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

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

Hidden Hunter (Su): At 11th level, the ranger becomes even more difficult for his quarry to detect. He adds his quarry bonus to his Stealth checks against his quarry. In addition, he continuously benefits from the effect of the *nondectection* spell against all attempts that his quarry makes to detect him magically. The effect uses a caster level equal to his ranger level.

Advanced Ranger Lore: After 12th level, the ranger can choose an advanced ranger lore in place of a regular ranger lore. All advanced lore abilities are extraordinary abilities unless otherwise indicated. His options for advanced ranger lores are listed below.

Camouflage: The ranger can use the Hide skill in any of his favored terrains, even if the terrain does not grant cover or concealment.

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

The ranger must have the greater combat style lore to choose this lore. The benefits apply only if the ranger is wearing light or no armor.

Greater Combat Style: The ranger's abilities with traditional ranger combat styles improves again. He gains the Two-Weapon Rend and Manyshot feats if he meets the prerequisites. He must have the improved combat style lore to choose this lore. The benefits of this lore only apply if the ranger is wearing light or no armor.

Hail of Arrows: A number of times per day equal to 1 + half the ranger's Constitution, he may take a full-round action to fire a single arrow at every enemy within a Medium (20 ft.) radius. All enemies must be within one range increment of the ranger. This lore can be

used with any ranged weapon that the ranger is capable of making a full attack with.

Improved Evasion: The ranger's ability to avoid damage improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

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

Blindsense (Ex): At 12th level, a ranger's perceptions are so finely honed that he can sense his enemies without seeing them. He gains the blindsense ability out to 60 feet. This ability allows him to sense the presence and location of objects and foes within 60 feet without seeing them. If he already has the blindsense ability, he increases its range by 60 feet.

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

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

Aquatic: The ranger does not suffer penalties for fighting and moving underwater.

Cold: The ranger gains cold damage reduction 30.

Desert: The ranger becomes immune to fatigue.

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

Mountains: The ranger is always treated as if he had a running start when making Jump checks. In addition, he takes only half damage from falling damage.

Plains: The ranger gains a +10 competence bonus to his land speed.

Swamp: The ranger becomes immune to nausea.

Underground: The ranger increases the range of his darkvision and blindsense by 60 feet.

Urban: The ranger can treat cities as being natural terrain for the purpose of his camouflage and hide in plain sight abilities.

Blindsight (Ex): At 16th level, a ranger gains the ability to "see" perfectly without his eyes in a 60 foot radius around him. With this ability, he can fight just as well with his eyes closed as with them open. If he already has the blindsight ability, he increases its range by 60 feet.

Unerring Hunter (Su): At 17th level, a ranger's ability to hunt down his quarry improves to supernatural levels. Once per day, the ranger may concentrate for a full round to duplicate the effects of the *discern location* spell targeted at his quarry.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed. He still needs cover or concealment to hide.

Perfect Stride (Su): At 19th level, a 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.

Truesight (Su): At 20th level, a ranger's perceptions are accurate enough to defeat even powerful magic. He gains the ability to see all things as they actually are, as the *true seeing* spell, out to a range of 60 feet.

3.3.9 Rogue

Alignment: Any.
Hit Value: 5.

Class Skills

The rogue's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Sleight of Hand (Dex), Stealth (Dex), Craft (Int), Disable Device (Int), Forgery (Int), Knowledge (dungeoneering), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Bluff (Cha), Persuasion (Cha), Disguise (Cha), Intimidate (Cha), Perform (Cha), and Use Magic Device (Cha).

Skill Points at 1st Level: 12.

Class Features

All of the following are class features of the rogue.

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

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage if the target is flat-footed or is suffering overwhelm penalties. This extra damage is 1d6 at 1st level, and it increases by 1d6 every four rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. This damage bonus is treated as a circumstance bonus.

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

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

A rogue can sneak attack only living creatures with discernible anatomies – oozes, plants, and incorporeal creatures 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 a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Danger Sense (Ex): Starting at 2nd level, a rogue has an intuitive sense that alerts her to danger, giving her a competence bonus on initiative checks equal to half her rogue levels.

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

Skill Tricks: As a rogue gains experience, she gains additional insight into how to perfect her skills. Starting at 2nd level, a rogue gains one skill trick. She gains an additional skill trick at 5th level and every three levels thereafter. A rogue cannot select an individual skill trick more than once unless otherwise stated. All skill tricks are (Ex) abilities unless otherwise noted.

Fast Acrobatics: The rogue can move at full speed using the Acrobatics and Tumble skills without penalty, and can move at half

Table 3.18: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+3	+0	Sneak attack +1d6
2nd	+1	+1	+4	+1	Uncanny dodge, skill trick, danger sense
3rd	+2	+1	+5	+1	Ambush attack +1d6
4th	+3	+2	+6	+2	Evasion, combat trick
5th	+3	+2	+7	+2	Skill trick, sneak attack +2d6
6th	+4	+3	+8	+3	Improved uncanny dodge
7th	+5	+3	+9	+3	Ambush attack +2d6, combat trick
8th	+6/+1	+4	+10	+4	Skill trick
9th	+6/+1	+4	+11	+4	Sneak attack +3d6
10th	+7/+2	+5	+12	+5	Greater uncanny dodge, combat trick
11th	+8/+3	+5	+13	+5	Advanced skill trick, ambush attack +3d6
12th	+9/+4	+6	+14	+6	Jack of all trades
13th	+9/+4	+6	+15	+6	Sneak attack +4d6, advanced combat trick
14th	+10/+5	+7	+16	+7	Advanced skill trick
15th	+11/+6/+1	+7	+17	+7	Ambush attack +4d6
16th	+12/+7/+2	+8	+18	+8	Advanced combat trick
17th	+12/+7/+2	+8	+19	+8	Advanced skill trick, sneak attack +5d6
18th	+13/+8/+3	+9	+20	+9	Master of all trades
19th	+14/+9/+4	+9	+21	+9	Advanced combat trick, ambush attack +5d6
20th	+15/+10/+5	+10	+22	+10	Ambush master, advanced skill trick

speed using the Climb skill without penalty.

Fast Stealth: The rogue can move at full speed using the Stealth skill without penalty.

Kip Up: The rogue can stand up from a prone position as a swift action. The rogue must be wearing light armor to perform this trick.

Knowledgeable Strike: The rogue may sneak attack almost any foe she identifies with a successful Knowledge check (see the Knowledge skill, page **??**). She still may not sneak attack incorporeal foes, even if she successfully identifies them.

Ledge Walker: The rogue may move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, she is not flat-footed when using Acrobatics to move along narrow surfaces.

Lingering Poison: When the rogue applies poison to a weapon, it lasts for twice as many doses as it normally would.

Quick Disable: It takes the rogue half the normal amount of time to disable a trap or open a lock using the Disable Device skill (minimum 1 round).

Quick Search: The rogue can search an area (with the Spot skill) as a move action rather than as a full-round action.

Rogue Crawl: While prone, the rogue can move at half speed. This movement provokes attacks of opportunity as normal.

Skill Feat: The rogue gains a bonus skill feat (see Feats). A rogue can select this trick multiple times.

Standing Leap: The rogue is always treated as if she had a running start when making Jump checks.

Swift Poisoner: The rogue can apply poison to a weapon as a move action instead of a standard action.

Trapfinding: As a full-round action, a rogue may move up 10 feet while searching every square within 10 feet of her for traps. If a rogue detects a trap partway through her movement, she may immediately stop moving.

Trap Sense: Whenever the rogue comes within 10 feet of a trap, she receives an immediate Spot check to notice the trap. This check should be made secretly, so the rogue does not know whether she failed to notice a trap.

Uncanny Dodge (Ex): Starting at 2nd level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed. This defense denies a rogue the ability to sneak attack unless the attacker has at least four more rogue levels than the target has rogue levels.

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

Ambush Attack (Ex): At 3rd level, a rogue learns how to deal extra damage when she ambushes her foe. The first time that a rogue successfully sneak attacks a particular foe in an encounter, the attack is considered an ambush attack. After she has delivered an ambush attack against that foe, she cannot make any more ambush attacks against that same foe for the rest of the encounter. A rogue can deliver no more than one ambush attack per round. This extra damage is 1d6 at 3rd level, and it increases by 1d6 every four rogue levels thereafter. This damage is treated as being sneak attack damage.

Combat Tricks: As a rogue gains experience, she learns a small number of talents that aid her and confound her foes. Starting at 3rd level, a rogue gains one combat trick. She gains an additional combat trick at 6th level and every three levels thereafter. A rogue cannot select an individual combat trick more than once unless otherwise stated. All combat tricks are (Ex) abilities unless otherwise noted.

Tricks marked with an asterisk are called ambush tricks. Ambush tricks add additional effects to the rogue's ambush attacks. If an ambush trick allows a saving throw, the DC is 10 + half the rogue's level + the rogue's Intelligence.

Brutal Strike*: The rogue rolls d8s instead of d6s for her sneak attack dice on this attack.

Combat Feat: The rogue gains a combat feat (see Feats).

Dazzling Strike*: A foe damaged by this attack must make a Fortitude save or be dazzled for 5 rounds.

Dispelling Strike (Su)*: A foe damaged by this attack is affected by a targeted *dispel magic* which affects only the highest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level.

Distracting Strike*: A foe damaged by this attack must make a Will save or be bewildered for 5 rounds.

Extended Precision: The rogue can make sneak attacks from up to 60 feet away.

Gut Punch*: A foe damaged by this attack must make a Fortitude save or be sickened for 5 rounds.

Hamstring*: A foe damaged by this attack has its speed with a single movement mode halved for 5 rounds. Despite the name, this can be used on foes who do not have hamstrings, though it only affects ground movement. Some forms of movement, such as magical flight, cannot be impeded by this attack.

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

Tricky Maneuver: When performing combat maneuvers against foes she would be able to sneak attack, the rogue gains a circumstance bonus to attack equal to the number of sneak attack dice she would normally roll. The benefits of this trick apply even against foes immune to critical hits.

Improved Uncanny Dodge (Ex): At 6th level and higher, a rogue can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The rogue is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

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

Greater Uncanny Dodge (Ex): At 10th level and higher, a rogue can no longer be overwhelmed, regardless of the number of foes surrounding her.

Advanced Skill Trick: At 11th level, and every three levels thereafter, the rogue may choose any of the following advanced skill tricks in addition to her other options for skill tricks. All advanced skill tricks are (Ex) abilities unless otherwise noted.

Disable Spell (Su): The rogue can use Disable Device to dispel any currently active spell as if it were a magical trap. Doing so requires a full-round action that provokes attacks of opportunity. The DC to disable the spell is equal to 10 + the caster level of the spell + the level of the spell. If the spell is not subject to *dispel magic*, it cannot be dispelled using this ability.

Exemplar: The rogue must choose one skill that she already has Skill Focus in. She gains a +6 competence bonus with the skill, and may reroll it three times per day. This replaces the benefit of the Skill Focus feat for that skill. A single roll can never be rerolled more than once.

Hide in Plain Sight: The rogue can use the Hide even while being observed. She still needs cover or concealment to hide.

Rogue's Luck: Three times per day, the rogue can reroll any skill check. A single roll can never be rerolled more than once.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this trick, she selects a number of skills equal to 3 + half her Intelligence. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this trick multiple times, selecting additional skills for it to apply to each time.

Advanced Combat Trick: At 12th level, and every three levels thereafter, the rogue may choose any of the following advanced combat tricks in addition to her other options for combat tricks. All advanced combat tricks are (Ex) abilities unless otherwise noted.

Crippling Strike: A rogue with this trick can ambush attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her ambush attacks takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability. If the rogue has no ambush attacks, she may use crippling strike as an ambush attack.

Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. A number of times per day equal to half the rogue's Wisdom, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow, and the damage is nonlethal; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is flat-footed, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Distant Precision: The rogue has no range limit on her sneak attacks. A rogue must have selected the extended precision combat trick before choosing this trick.

Improved Evasion: This talent works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, henceforth she takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as one of the rogue's attacks of opportunity for that round.

Slippery Mind: This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by a mind-affecting spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Jack of All Trades (Ex): At 16th level, a rogue treats all skills as class skills.

Master of All Trades (Ex): At 18th level, a rogue is treated as having as having at least one skill point in all skills, except for trained-only skills. These "phantom" skill points give her ranks in the skills normally, but do not otherwise count as skill points.

Ambush Master (Ex): A 20th level rogue has achieved such a

mastery of tricky combat that she can combine the effects of two different ambush tricks into a single ambush attack.

3.3.10 Sorcerer

Alignment: Any.
Hit Value: 4

Class Skills

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

Class Features

All of the following are class features of the sorcerer.

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

Table 3.20: Sorcerer Spells Known

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

Spells: A sorcerer casts arcane spells, which are drawn primarily from the sorcerer/wizard spell list page **??**. To learn or cast a spell, a sorcerer must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3.19: The Sorcerer.

A sorcerer's selection of spells is limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table 3.20: Sorcerer Spells Known. These new spells can be common spells chosen from the sorcerer/wizard spell list page **??**, or they can be unusual spells that the sorcerer has gained some understanding of by study.

At each level, a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A sorcerer can cast any spell he knows at any time, assuming he has the spell slot to cast it.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level sorcerer has used up all his 3rd-level spell slots for the day but wants to cast another 3rd-level spell, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

A sorcerer's magic level is equal to his sorcerer level.

Arcane Invocation: All sorcerers master at least one arcane invocation. An arcane invocation allows a sorcerer to exert magical influence without expending the effort required to cast a spell. The sorcerer may choose to learn one invocation of her choice from the list of arcane invocations described in Chapter 11: Spells. At 2nd level, the sorcerer learns a second arcane invocation of his choice.

In order to cast an arcane invocation, a sorcerer must wield an arcane implement, a special item with a small amount of magical energy that is attuned to the wizard. Almost any item of Tiny size or larger can function as an arcane implement. A sorcerer begins play with an arcane implement attuned to him.

Rapid Metamagic: A sorcerer gains Rapid Metamagic as a bonus feat at 1st level, even if he does not meet the prerequisites.

Versatile Spellcaster (Ex): A sorcerer's intuitive grasp of magic allows him to be flexible in his use of arcane energy. A sorcerer can use two sorcerer spell slots of the same level to use an ability requiring a sorcerer spell slot of one level higher. For example, Serric the sorcerer can use two 0th-level spell slots to cast a single 1st-level spell he knows.

If Serric were 6th level, he could use two 2nd level spell slots to use the spellblend ability, casting a 2nd level spell and an arcane invocation in the same action.

Expanded Spell Knowledge (Ex): At 3rd level, and every odd level afterwards, a sorcerer can learn how to cast a particularly esoteric spell. He may choose a restricted spell from the sorcerer/wizard spell list with a level of no more than half his sorcerer level (normally, the highest level spell he can cast) and add it to his spell list. He must still use a spell known to learn it, as normal.

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

Improved Spellblend (Ex): At 8th level, a sorcerer may combine two spells together. As a full-round action, the sorcerer may cast two spells at once, resolving each spell's effects separately. The spells cast in this way must be at least three spell levels apart, such as a 1st-level spell and a 4th-level spell. In addition, one of the two spells must affect only the sorcerer. Using improved spellblend costs a spell slot of one level higher than the highest level spell being cast.

Versatile Spellblend (Ex): At 12th level, a sorcerer may com-

Table 3.19: The Sorcerer

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

bine any two spells together. When using spellblend or improved spellblend, the sorcerer may cast any spells, regardless of whether they affect only the sorcerer. However, using versatile spellblend costs a spell slot of two levels higher than the highest level spell being cast.

Spellsurge (Ex): At 16th level, a sorcerer may enter a trance-like state once per day in which he can surpass his normal limits. A spellsurge trance lasts for one minute. During the trance, the sorcerer may use his versatile spellblend ability by expending a spell slot of one level lower than the highest level spell being cast. However, the sorcerer is forced to expel the arcane energy welling up inside him, and is forced to use his versatile spellblend ability with all of his actions. The sorcerer can suppress this effect for a round with a DC 25 Will save, but he takes nonlethal damage equal to his caster level if he does so.

At 19th level, a sorcerer can enter a spellsurge trance an additional time per day.

Improved Spellsurge (Ex): At 20th level, a sorcerer in a spell-surge trance can use his spellblend ability as a standard action instead of as a full-round action.

3.3.11 Wizards

Alignment: Any.

Hit Value: 4.

Class Skills

The wizard's class skills (and the key attribute for each skill) are Knowledge (all skills, taken individually) (Int), Linguistics (Int), Spellcraft (Wis), and Use Magic Device (Cha).

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are proficient with simple weapons, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Ritual Master: Wizards are thoroughly trained in study and memorization, and can perform difficult rituals with more ease than others. A wizard gains the Ritual Master feat as a bonus feat at 1st level, even if she does not have the prerequisites.

Spells: A wizard casts arcane spells, which are drawn from the sorcerer/wizard spell list. To learn or cast a spell, the wizard must have an Intelligence score at least equal to the spell's level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.21: The Wizard.

A wizard's selection of spells is limited. A wizard begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new wizard level, she gains one or more new spells, as indicated on Table 3.22: Wizard Spells Known.

A wizard learns and casts spells the way a sorcerer does. A wizard may cast any spell she knows.

A wizard's magic level is equal to his wizard level.

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

Arcane Invocation: All wizards master at least one arcane invocation. An arcane invocation allows the wizard to exert magical influence without expending the effort required to cast a spell. The wizard may choose to learn one invocation of her choice from the

Table 3.21: The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+3	Arcane invocation, ritual master	3	—	—	—	—	—	—	—	—
2nd	+1	+1	+1	+4	Arcane invocation, Scribe Scroll	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+5	Arcane insight	5	—	—	—	—	—	—	—	—
4th	+2	+2	+2	+6	Spell sequencer	6	3	—	—	—	—	—	—	—
5th	+2	+2	+2	+7	Arcane attunement (1 item), arcane insight	6	4	—	—	—	—	—	—	—
6th	+3	+3	+3	+8	—	6	5	3	—	—	—	—	—	—
7th	+3	+3	+3	+9	Arcane insight	6	6	4	—	—	—	—	—	—
8th	+4	+4	+4	+10	Improved spell sequencer	6	6	5	3	—	—	—	—	—
9th	+4	+4	+4	+11	Arcane insight	6	6	6	4	—	—	—	—	—
10th	+5	+5	+5	+12	Arcane attunement (2 items)	6	6	6	5	3	—	—	—	—
11th	+5	+5	+5	+13	Arcane insight	6	6	6	6	4	—	—	—	—
12th	+6/+1	+6	+6	+14	Contingency	6	6	6	6	5	3	—	—	—
13th	+6/+1	+6	+6	+15	Arcane insight	6	6	6	6	6	4	—	—	—
14th	+7/+2	+7	+7	+16	—	6	6	6	6	6	5	3	—	—
15th	+7/+2	+7	+7	+17	Arcane attunement (3 items), arcane insight	6	6	6	6	6	6	4	—	—
16th	+8/+3	+8	+8	+18	Versatile spell sequencer	6	6	6	6	6	6	5	3	—
17th	+8/+3	+8	+8	+19	Arcane insight	6	6	6	6	6	6	6	4	—
18th	+9/+4	+9	+9	+20	—	6	6	6	6	6	6	6	5	3
19th	+9/+4	+9	+9	+21	Arcane insight	6	6	6	6	6	6	6	6	4
20th	+10/+5	+10	+10	+22	Arcane attunement (4 items), chain contingency	6	6	6	6	6	6	6	6	6

Table 3.22: Wizard Spells Known

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

list of arcane invocations described in Chapter 11: Spells. Specialist wizards must choose one of the invocations granted by their specialist school. At 2nd level, the wizard gains a second arcane invocation, which can be chosen from any non-prohibited school.

In order to cast an arcane invocation, a wizard must wield an arcane implement, a special item with a small amount of magical energy that is attuned to the wizard. Almost any item of Tiny size or larger can function as an arcane implement. A wizard begins play with an arcane implement attuned to him.

Scribe Scroll: At 2nd level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic scrolls (see page **??**).

Arcane Attunement (Su): At 5th level, a wizard gains the ability to use arcane items like scrolls and wands with particular skill. At the beginning of each day, the wizard may attune himself to a single item with a spell trigger or spell completion activation method. If he does, he gains one of several benefits, depending on the type of magic item he attunes himself to.

Scroll: The wizard casts the spell from the scroll at his full caster level if it is higher than the scroll's caster level, and using his full attribute.

Wand: The wizard casts the spell from the wand at his full caster level if it is higher than the wand's caster level. In addition, once per day, the wizard may cast a spell from the wand using a spell slot of the appropriate level instead of a charge.

Staff: The wizard may cast spells from the staff using spell slots of the appropriate level instead charges. If the spell would require multiple charges when cast from the staff, the spell slot consumed must be one level higher than the spell's normal level for each charge beyond the first.

If other items exist that can produce similar effects, the wizard may gain appropriate bonuses for attuning himself to them, using the above examples as a guide.

At 10th, 15th, and 20th level, the wizard gains the ability to attune herself to an additional item.

Arcane Insight (Ex): At 3rd level, and every odd level afterwards, a wizard gains a greater understanding of magic. Generalist

wizards gain expanded spell knowledge, as the sorcerer class feature. Specialist wizards may choose a spell of their chosen school from the sorcerer/wizard spell list, including restricted spells, and add it to their spells known. The spell's level must not be higher than half the wizard's class level – normally, the highest level of spells that the wizard can cast.

Spell Sequencer (Ex): At 4th level, a wizard gains the ability to create a sequence of a spell and invocation which she can cast rapidly later. To create a spell sequencer, the wizard must cast a spell which affects only herself and an arcane invocation, which may affect any target. Neither has any effect immediately. The wizard may later use a full-round action to cast both the spell and the invocation at once, choosing the target of the invocation at that time.

The wizard may have only one spell sequencer active at any time. If she creates a new spell sequencer, it replaces her existing spell sequencer.

Improved Spell Sequencer (Ex): At 8th level, a wizard gains the ability to create a sequence of two spells which she can cast rapidly later. To create an improved spell sequencer, the wizard must cast two spells, one of which affects only herself. The spells must be at least three levels apart. Neither has any effect immediately. the wizard may later use a full-round action to cast both spells at once.

The wizard may have only one spell sequencer or improved spell sequencer active at any time.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to gain access to extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard adds all restricted sorcerer/wizard spells of her school to her personal spell list. The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools. A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, banish, or deal with magic itself. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that affect the mind or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or other powers to produce effects. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Arcane Spells And Armor

Wizards and sorcerers do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats – light, medium, and heavy – and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizards or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light and medium armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

3.4 Multiclass Characters

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

3.4.1 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 **??**: Experience and Level-Dependent Benefits (page **??**)

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus: Add your character's levels in classes that grant the same base attack bonus progressions together, then sum those base attack bonuses to find your total base attack bonus. If a character would have a higher base attack bonus by treating a level with an average base attack bonus progression as a level with a poor base attack bonus progression, he or she may do so. For example, a rogue 1 / wizard 1 would have a base attack bonus of 1. A resulting value of +6 or higher provides the character with multiple attacks.

For example, a 3rd-level rogue/5th-level wizard would have a +4 base attack bonus. He would get a +2 base attack bonus from 3 levels in a class with average base attack bonus progression (rogue) and a +2 base attack bonus from 5 levels in a class with poor base attack bonus progression (wizard). That gives a total base attack bonus of 2 + 2, or +4. In contrast, a 3rd-level rogue/5th-level cleric would have a +6 base attack bonus, because she would have 8 levels in classes with average base attack bonus progression. A base attack bonus of +6 allows a second attack with a bonus of +1 (given as +6/+1 on Table 3.1), even though neither the +2 from the rogue levels alone nor the +3 from the cleric levels alone would normally allow an extra attack.

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

For example, a 3rd-level rogue/5th-level ranger has a +5 base save bonus on Fortitude saving throws (+1 from 3 levels in a class with a poor Fortitude save and +4 from 5 levels in a class with a good Fortitude save), a +6 base save bonus on Reflex saving throws (from 8 levels in classes with good Reflex saves), and a +2 base save bonus on Will saving throws (from 8 levels in classes with poor Will saves).

Skills: When taking the first level in a class, if that class gives more skill points than the most skill points the character already received from a class, the character immediately gets skill points equal to the difference. For example, if a fighter took a level in rogue, he would immediately get the difference between the rogue's 12 skill points at 1st level and the fighter's 2 skill points at first level, for a total of 10 skill points.

In addition, if the new class grants the character class skills associated with an ability that the character previously had no class skills from, the character gains skill points for the ability as normal.

Class Features: A multiclass character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes. (*Exception:* A character who acquires the barbarian class does not become illiterate.)

In some cases, two classes can have virtually identical abilities. Use the following guidelines to determine how abilities stack.

- If two identical class features are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class features are not explicitly based on level, but both classes gain them in a predictable pattern, the levels of the two classes stack for determining when the next improvement to the class feature will be gained.
- If two identical class features are explicitly based on level, the levels of the two classes stack for determining the power of the ability.
- If two identical class features say how they stack, those rules trump any other rules.

These are some examples of how to use these guidelines.

- Both a druid and a ranger gain woodland stride. A druid/ranger who has woodland stride from both classes has the same woodland stride ability as a druid or ranger would.
- Both a barbarian and a rogue get danger sense. A barbarian/rogue adds his barbarian and rogue levels together to determine his bonus from danger sense.
- Both a cleric and an experienced paladin can turn undead. A cleric/paladin adds the paladin's effective turning level (if any) to the cleric's turning level to determine the level at which the character turns undead. The character can still only turn undead 3 + Cha times per day.
- Both a barbarian and a rogue get uncanny dodge. If a barbarian/rogue would gain uncanny dodge from both classes, she instead gains improved uncanny dodge, because uncanny dodge explicitly states how it stacks.

Weapon and Armor Proficiency: A character uses only the highest number of weapon proficiencies granted by her classes. If a class grants proficiency with specific weapon groups, that is counted as a chosen weapon group for the purpose of the number of weapon proficiencies the character may choose. For example, a fighter/paladin would have three weapon groups of her choice, plus the weapon group of her favored deity.

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

Feats: A multiclass character gains a feat every three character levels, regardless of individual class level.

Ability Increases: A multiclass character increases one attribute score by 1 point every four character levels, regardless of individual class level.

3.4.2 Magic Level and Multiclassing

The character gains spells from all of his or her spellcasting classes separately and tracks his magic level and caster level separately with each class.

Characters with magical ability gain a special benefit when multiclassing. For every two levels that a character has in nonmagical classes, the character increases his magic level as if he had gained a level in one of his magical classes. The same applies to caster level. If the character has multiple magical classes, he chooses a single class to receive this benefit each time it is gained. However, the character can only count a number of levels in nonmagical classes equal to the number of levels he has in his chosen magical class for the purpose of this benefit.

For example, Gish, a 2nd level fighter / 4th level wizard, would have a wizard magic level of 5. If he gained two more fighter levels, his wizard magic level would increase to 6. Gaining two additional fighter levels, making him a 6th level fighter / 4th level wizard, would not increase his magic level.

3.5 Backgrounds

Your class describes who you are and what you have trained in. But your character's background also forms an important part of who he or she is. The backgrounds listed here provide possible ideas for who your character was before becoming an adventurer. A character may choose up to two backgrounds.

Each background is associated with one or more skills. Characters gain the skills associated with their backgrounds as class skills, no matter what classes they take. A character with only a single background gains a free skill point which can only be spent on a skill from that background.

The backgrounds listed here are merely suggestions. You may choose to create a new background. A new background created in this way may be associated with any two skills of your choice, provided that they make sense together, as determined by the DM.

3.5.1 Society Backgrounds

City Watch

Skills: Knowledge (local), Perception

Merchant

Skills: Persuasion, Knowledge (local)

Priest

Skill: Heal, Knowledge (religion), Perform (oratory).

Scholar

Skill: Knowledge (any two), Linguistics.

Scribe

Skill: Forgery, Knowledge (any one), Linguistics.

Spy

Skills: Bluff, Disguise, Forgery.

3.5.2 Military Backgrounds

Border Guard

Skill: Knowledge (geography, nature), Survival.

Cavalry

Skill: Handle Animal, Ride.

Diplomat

Skills: Bluff, Persuasion, Sense Motive.

Engineer

Skill: Craft (any one), Knowledge (engineering).

Infiltrator

Skills: Disguise, Stealth

Saboteur

Skills: Disable Device, Stealth

Scout

Skills: Acrobatics, Perception

3.5.3 Other Backgrounds

Bandit

Skills: Intimidate, Stealth

Commoner

Skill: Profession (any one).

Explorer

Skills: Knowledge (geography), Survival.

Hermit

Skill: Knowledge (nature), Survival.

Minstrel

Skill: Perform (any one).

Primitive

Skill: Survival.

Smith

Skill: Craft (all)

Thief

Skills: Disable Device, Stealth

Virtuoso

Skills: Perform (all)

Chapter 4

Skills

4.1 Skills Summary

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

Skill Points: At 1st level, your character gains a certain number of skill points. Skill points represent your training in a particular area. You get a base allotment of 2, 4, 8, or 12 skill points, depending on your character's class. These skill points can be spent on any skills. In addition, you gain additional skill points based on your attributes that can only be spent on skills associated with the relevant attribute. For each attribute, you gain a number of skill points equal to half your attribute score.

If your character's attributes increase, she immediately gains a skill point which can be spent on skills with that key attribute. However, enhancement bonuses, circumstance bonuses, and penalties of any kind do not affect a character's skill points. If she gains a level in a new class that has more skill points than any class she previously had, the character immediately gains skill points equal to the difference between the skill points provided by the two classes which can be spent on any skill.

At 2nd level, and every four levels after that, a character gains a new skill point which she can place in any skill.

Acquiring Skill Ranks: Spending skill points increases your character's level of training with a skill. Your character automatically gains ranks in skills that she is trained in as she gains levels. A character who is thoroughly trained in a skill will usually gain one skill rank per level, while a character who has less training or whose class is not related to the skill will usually gain one skill rank every other level. If a character is not trained in a skill, she never gains skill ranks in it.

Using Skills: To make a skill check, roll 1d20 + skill modifier (Skill modifier = skill rank + attribute + miscellaneous modifiers)

Skill Ranks: A character's number of ranks in a skill is based on the character's level, how much training the character has in the skill, and whether the skill is a class skill for the character. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

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

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

4.2 Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat

Table 4.1: Skill Ranks and Skill Training

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

a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

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

4.2.1 Skill Checks

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

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

Difficulty Class

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

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Table 4.2: Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Key Ability
Climb	C	cc	cc	cc	C	C	cc	C	C	cc	cc	Yes	Str[1]
Jump	C	cc	cc	cc	C	C	cc	C	C	cc	cc	Yes	Str[1]
Swim	C	cc	cc	C	C	C	cc	C	C	cc	cc	Yes	Str[2]
Acrobatics	cc	cc	cc	C	cc	C	cc	cc	C	cc	cc	Yes	Dex[1]
Escape Artist	cc	cc	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Dex[1]
Ride	cc	cc	cc	cc	C	cc	C	cc	cc	cc	cc	Yes	Dex
Sleight of Hand	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Dex[1]
Stealth	cc	C	cc	cc	cc	C	cc	C	C	cc	cc	Yes	Dex[1]
Craft	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Disable Device	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Int
Forgery	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Int
Knowledge (arcana)	cc	C	C	cc	cc	C	cc	cc	cc	C	C	No	Int
Knowledge (engineering)	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	C	No	Int
Knowledge (dungeoneering)	cc	C	cc	cc	cc	cc	cc	C	C	cc	C	No	Int
Knowledge (geography)	cc	C	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (local)	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Knowledge (nature)	cc	C	cc	C	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (planes)	cc	C	C	cc	cc	cc	cc	cc	cc	C	C	No	Int
Knowledge (religion)	cc	C	C	cc	cc	C	C	cc	cc	cc	C	No	Int
Linguistics	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Skill	**Bbn**	**Brd**	**Clr**	**Drd**	**Ftr**	**Mnk**	**Pal**	**Rgr**	**Rog**	**Sor**	**Wiz**	**Untrained**	**Key Ability**
Heal	cc	cc	C	C	cc	cc	C	C	cc	cc	cc	Yes	Wis
Perception	C	C	cc	C	cc	C	cc	C	C	cc	cc	Yes	Wis
Profession	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Wis[3]
Sense Motive	cc	C	C	cc	cc	C	C	cc	C	cc	cc	Yes	Wis
Spellcraft	cc	C	C	C	cc	cc	cc	cc	cc	C	C	No	Wis
Survival	C	cc	cc	C	cc	cc	cc	C	cc	cc	cc	Yes	Wis
Bluff	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Cha
Disguise	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Cha
Handle Animal	C	cc	cc	C	cc	cc	C	C	cc	cc	cc	No	Cha
Intimidate	C	cc	cc	cc	C	cc	cc	cc	C	C	cc	Yes	Cha
Perform	cc	C	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Cha
Persuasion	cc	C	C	C	cc	C	C	cc	C	cc	cc	Yes	Cha
Use Magic Device	cc	C	cc	cc	cc	cc	cc	cc	C	C	cc	No	Cha

1. Armor check penalty applies
2. Double armor check penalty applies
3. Varies depending on profession

Table 4.3: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Perception)
Easy (5)	Hear a conversation from 50 feet away (Perception)
Average (10)	Palm a coin-sided object (Sleight of Hand)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Climb a natural rock wall with no equipment (Climb)
Heroic (30)	Leap across a 30-foot chasm with a running start (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Trying Again

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

Untrained Skill Checks

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

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

Table 4.4: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special[1]
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

1 An Intimidate check is opposed by the target's Will save, not a skill check. See the Intimidate skill description for more information.

Favorable and Unfavorable Conditions

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

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

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a −2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

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

Time and Skill Checks

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

Checks without Rolls

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

Taking 10: When your character is not being threatened or distracted, and the skill check has no penalties for failure, you can't roll less than a 10. If you roll a d20 for your skill check, and you roll less than a 10, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful, and you may not even roll at all.

Distractions or threats (such as combat) make it impossible for a character to take 10. Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

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

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

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks and Caster Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

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

4.2.2 Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you get a 10 or higher on your check, the character you are helping gets a +2 circumstance bonus to his or her check, as per the rule for favorable conditions. (You normally can't take 10 on a skill check to aid another, but if you can take 10 as the result of a special ability, you may do so.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. For every 10 by which you exceed the DC 10 check, you grant an additional +2 circumstance bonus.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

4.2.3 Ability Checks

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

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

4.3 Skill Descriptions

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

Here is the format for skill descriptions.

Skill Name

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

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

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

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

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

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

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

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

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

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

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

4.3.1 Acrobatics (Dex; Armor Check Penalty)

The Acrobatics skill can be used for two purposes: balancing and tumbling. These are not different skills, but merely different applications of the same skill.

Balance

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows.

Table 4.5: Balance DCs

Narrow Surface	Balance DC[1]	Difficult Surface	Balance DC[1]
7-12 inches wide	10	Uneven flagstone	10[2]
2-6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

1 Add modifiers from Narrow Surface Modifiers, below, as appropriate.
2 Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Table 4.6: Narrow Surface Modifiers

Surface	DC Modifier[1]
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

1 Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow. If you take damage or are forced to move while balancing, you must make another Acrobatics check against the same DC to remain standing.

Tumble

You can only attempt to tumble if you are trained in Acrobatics.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving tumbling are given on the table below.

You can tumble past opponents in combat to reduce your odds of getting hit. You can tumble at one-half your normal speed as part of normal movement. If you do, make an Acrobatics check. If the result is higher than your armor class, you may use it against attacks of opportunity provoked by the movement.

You can also try to tumble through an area occupied by an enemy. However, the enemy whose area you are trying to tumble through gets a +10 bonus to hit you on its attack of opportunity, and if you are hit, you must stop your movement before entering the enemy-occupied area. Trying to go through an enemy's space is difficult. If the tumble check you make as part of the movement does not exceed 25, you must stop before entering the enemy-occupied area

and provoke an attack of opportunity.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Acrobatics check made to tumble into such a square is modified as indicated below.

Table 4.7: Tumble Modifiers

Surface Is	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog[1], undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

1 Tumbling is impossible in a deep bog.

Accelerated Movement: If you beat the Acrobatics DC by 10, you can move at full speed when balancing or tumbling. Moving twice your speed in a round does not require two Acrobatics checks. Instead, the first result is also used for the second movement, if any.) You may also accept this penalty in order to charge or tumble across a precarious surface; doing so requires one Acrobatics check for each multiple of your speed (or fraction thereof) that you charge.

Action: Not applicable. Balancing and tumbling are a part of movement, so an Acrobatics check is made as part of a move action.

Try Again: Varies. You can continue trying to balance on a precarious surface as long as you remain on the surface. You can try to reduce damage from a fall as an instant reaction only once per fall.

4.3.2 Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 circumstance bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* spell. Additionally, no Bluff check can convince someone of something which they have direct proof against. For example, you cannot convince a human that he is actually a frog. However, you could try to convince him that he is actually a frog which has been magically transformed into a human.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Table 4.8: Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	−5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive [Wis], page **??**).

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Special: The master of a snake familiar gains a +3 enhancement bonus on Bluff checks.

If you have the Deceitful feat, you get a +2 competence bonus on Bluff checks.

4.3.3 Climb (Str; Armor Check Penalty)

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall

Table 4.9: Climb DC Examples

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the *rope trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Table 4.10: Climb Modifiers

Climb DC Modifier[1]	Example Surface or Activity
−10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
−5	Climbing a corner where you can brace against perpendicular walls
+5	Surface is slippery

1 These modifiers are cumulative; use any that apply.

with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: If you beat the Climb DC by 10 or more, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot

exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A halfling has a +2 racial bonus on Climb checks because halflings are agile and surefooted.

The master of a lizard familiar gains a +3 enhancement bonus on Climb checks.

If you have the Athletic feat, you get a +2 competence bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a −5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

4.3.4 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)
- Ceramics (Glass, pottery)
- Leatherworking
- Metalsmithing
- Stonemasonry
- Textiles (Cloth, fabric)
- Woodworking

A Craft skill is specifically focused on creating something. If nothing is created by the 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.

Check: You make an item of the appropriate type. The DC depends on the complexity of the item to be created. Your check result and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a −2 penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Determine the item's DC (see the table below).
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one day's work. If the check succeeds, multiply your check result by your ranks in the relevant Craft skill. For every 5 points by which you exceed the DC, double your check result for the purpose of determining how quickly you craft the item. If this result equals the price of the item in sp, then you have completed the item. (If the result x the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result x the DC doesn't equal the price, then it represents the progress you've made that day. Record the result and make a new Craft check for the next week. Each day, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress that day. If you fail by 5 or more, you ruin the raw materials and have to pay the cost again.

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.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

Craft DCs: When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Item	Craft Skill	Craft DC
Acid	Alchemy[1]	15
Alchemist's fire, smokestick, or tindertwig	Alchemy[1]	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy[1]	25
Armor or shield	Armorsmithing	10 + AC bonus
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Composite longbow or composite shortbow with high strength rating	Bowmaking	15 + (2 x rating)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies[2]
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item	(lock)	Varies 20

1 You must be a spellcaster to craft any of these items. 2 Traps have their own rules for construction.

Magic Items: For every 5 ranks that you have in each Craft skill, choose a subschool of magic, as described in Chapter 10: Magic. If you have the Imbue Magic feat, you can craft items from that subschool of magic using that Craft skill. The Versatile Crafter feat increases the number of subschools you learn in each Craft skill to one per two ranks.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

4.3.5 Disable Device (Int; Trained Only)

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you?re attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

You can use Disable Device to disable magic traps in addition to mundane traps. A magic trap generally has a DC of 25 + double the spell level of the magic used to create it.

In addition, you can use Disable Device to open locks. Attempting an Open Lock check without a set of thieves? tools imposes a −2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves? tools, you gain a +2 circumstance bonus on the check.

Device	Time	Disable Device DC[1]	Example
Average	1 round	10	Jam a lock
Tough	1d4 rounds	15	Sabotage a wagon wheel
Challenging	2d4 rounds	20	Disarm a trap, open a very simple lock, reset a trap
Formidable	2d4 rounds	25	Disarm a complex trap, open an average lock
Heroic	2d4 rounds	30	Disarm a potent magical trap, open a good lock
Nearly impossible	3d4 rounds	40	Recover a potent magical trap, open an amazing lock

1 If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device or opening any kind of lock is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again. Locks may be retried any number of times.

Special: If you have the Nimble Fingers feat, you get a +2 competence bonus on Disable Device checks.

A character who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it. Alternately, if it is possible to take apart the trap for later redeployment, the character may do so. Most magic traps can be recovered in this fashion, but traps which require significant physical features (such as a pit trap) may not.

4.3.7 Disguise (Cha)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender[1]	−2
Disguised as different race[1]	−2
Disguised as different age category[1]	−2[2]

1 These modifiers are cumulative; use any that apply. 2 Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

Action: Creating a disguise requires 1d3x 10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Magic that alters your form, such as *disguise self*, grants you a +10 enhancement bonus on Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 enhancement bonus to duplicate the appearance of a specific individual using the veil spell. Divination magic that allows people to see through illusions (such as true seeing) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

If you have the Deceitful feat, you get a +2 competence bonus on Bluff checks.

4.3.8 Escape Artist (Dex; Armor Check Penalty)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's grapple attack to bind you. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 circumstance bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes	Binder's grapple attack +10
Net	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple attack result
Animate rope spell, *entangle* spell, or *web* spell	Spell's save DC

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Special: If you have the Agile feat, you get a +2 competence bonus on Escape Artist checks.

4.3.9 Forgery (Int)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in

4.3.6 Other Ways to Beat a Trap

It's possible to ruin many traps without making a Disable Device check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism – assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 circumstance bonus to dodge modifier against its attacks if it is triggered again within the next minute, and is not considered flat-footed against its attacks during that time.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them – they break just as daggers do.

Magic Traps: *Dispel magic* helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This works only with a targeted dispel magic, not the area version (see the spell description).

the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	−2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	−2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	−2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: If you have the Diligent feat, you get a +2 competence bonus on Forgery checks.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A barbarian can't learn the Forgery skill unless he has learned to read and write.

If you have the Investigator feat, you get a +2 competence bonus on Gather Information checks.

4.3.10 Handle Animal (Cha; Trained Only)

Check: The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal

1 See the specific trick or purpose below.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If your check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

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

Defend (DC 20): The animal defends you (or is ready to defend

you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

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

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

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

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

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

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

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

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also ?upgrade? an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion.

In addition, a druid's or ranger's animal companion knows one or more bonus tricks, which don't count against the normal limit on tricks known and don't require any training time or Handle Animal checks to teach.

If you have the Animal Affinity feat, you get a +2 competence bonus on Handle Animal checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can't teach, rear, or train other nondomestic animals.

4.3.11 Heal (Wis)

Check: The DC and effect depend on the task you attempt.

Task	Heal DC
First aid	15
Long-term care	15
Accelerate healing	25
Treat wound from caltrop, *spike growth*, or *spike stones*	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or attribute score points (lost to ability damage) at twice the normal rate: half the patient's hit points and one point of ability damage for 4 hours of rest, or all of the patient's hit points and two points of ability damage with 8 hours of rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

For every 5 by which you beat the DC, time your patients need to recover is halved. For example, a Heal check result of 25 would mean that the patients need only 2 hours of rest to fully heal.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC. For every 5 by which you beat the DC, the time required to dress the injuries is halved.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A character with the Naturalist feat gets a +2 competence bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

4.3.12 Intimidate (Cha)

Check: You can convince a creature to do what you want with a successful check. This check is made in the same way as a Persuasion check, except that you are always considered an enemy of the creature you are intimidating (+5 DC modifier). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check

opposed by the target's Will save or Intimidate check. If the target fails, he becomes shaken for 1 minute or until he successfully deals damage to you. You can intimidate any opponent that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a −4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear (such as a paladin of 3rd level or higher) can't be intimidated, nor can nonintelligent creatures. If you have the Persuasive feat, you get a +2 competence bonus on Intimidate checks.

4.3.13 Jump (Str; Armor Check Penalty)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a −6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

Long Jump Distance	Jump DC[1]
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

1 Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4

times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump Distance[1]	Jump DC[2]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

1 Not including vertical reach; see below. 2 Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height.

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 circumstance bonus on Jump checks for any jumps made after a running start, and you only need to run 10 feet to get a running start.

If you have the Acrobatic feat, you get a +2 competence bonus on Jump checks.

4.3.14 Knowledge (Int; Trained Only)

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

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

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's CR. A successful check allows you to remember the monster's name and its most well-known features.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action – you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower). Particularly common or famous monsters, such as goblins or dragons, can be recognized with an untrained knowledge check of this sort.

4.3.15 Linguistics (Int; Trained Only)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. In addition, the DC increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails by 5 or more, make a DC 5 Wisdom check to see if you

avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.) The DC of the Wisdom check may sometimes be higher or lower, depending on the particular writing in question.

Both the check to decipher and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

In addition, for every two ranks in Linguistics that your character has, you may learn a new language. Languages work as follows.

- You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- You don't make Linguistics checks to speak or understand languages. You either know a language or you don't.
- A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Languages are summarized on the table below.

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

Action: Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Try Again: No.

Special: A character with the Diligent feat gets a +2 bonus on Linguistics checks.

4.3.16 Perception (Wis)

The Perception skill is used to observe things which you might otherwise fail to notice. It can be used to spot concealed things, or to listen to sounds accurately. These are not different skills, but merely different applications of the same skill.

It is possible to have bonuses or penalties to only the Spot part of a Perception check, or to only the Listen part. 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 a case, roll the Perception check once and add the Spot modifier separately

from the Listen modifier. These are referred to as separate checks – a Spot check and a Listen check – though you only roll one die. If you succeed on a Listen check without succeeding on a Spot check, you have heard a sound but can't see what it is coming from, or vice versa.

Some creatures have additional senses, such as scent. These senses are also used with the Perception skill.

Listen

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check (a form of Stealth check).

Listen DC	Sound
−10	A battle
0	People talking[1]
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering[1]
19	A cat stalking
30	An owl gliding in for a kill

1 If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

In the case of people trying to be quiet, the DCs given on the

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Discern Illusion: If you are near an illusion spell which allows a Will save to disbelieve, you can attempt a Listen check against the save DC of the spell (including other modifiers as normal). If you succeed, you are considered to have interacted with it, and can make a Will save to disbelieve it accordingly. This can only be used if the illusion in question is or should be producing sound. For example, a silent illusion of a ghost should not produce sound, and therefore cannot be interacted with by a Listen check.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a −4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 competence bonus on Listen checks.

An elf, has a +2 racial bonus on Listen checks.

A half-elf has a +1 racial bonus on Listen checks.

A sleeping character may make Listen checks at a −10 penalty. A successful check awakens the sleeper.

Spot (Wis)

Check: The Spot skill is used to notice hidden creature or objects which are not readily apparent. Typically, your Spot check is opposed by the Hide check (a form of Stealth check) of the creature trying not to be seen or the DC to find a concealed object or trap. Sometimes a creature or object isn't intentionally hidden but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	−1
Spotter distracted	−5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Discern Illusion: If you are near an illusion spell which allows a Will save to disbelieve, you can reflexively make a Spot check against the save DC of the spell (including other modifiers as normal). If you succeed, you are considered to have interacted with it, and can make a Will save to disbelieve it accordingly. This can only be used if the illusion in question has a visual component. For example, an illusion of a wave of heat has no visual component, and therefore cannot be interacted with by a Spot check.

Search: Noticing some things, such as hidden traps and secret doors, requires close examination and attention to detail. You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical searching tasks involving the Spot skill.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other actions

Table 4.11: Active Searching DCs

Task	Spot DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap	21 or higher
Find a magic trap	25 + double level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies[1]

[1] A successful Spot check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

(other than moving at up to half speed) during this minute. It takes a full-round action to actively search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a −4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 competence bonus on Spot checks.

An elf has a +2 racial bonus on Spot checks. An elf who simply passes within 5 feet of a secret or concealed door can make a Spot check to find that door.

A half-elf has a +1 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 enhancement bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 enhancement bonus on Spot checks in shadowy or other darkened areas.

The rituals *explosive runes*, *fire trap*, *glyph of warding*, *symbol of X*, and *teleportation circle* create magic traps that can be found by making a successful Search check. *Spike growth* and *spike stones* create magic traps that can be found using Spot, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations reduce the DC to locate such abjuration spells by 4.

4.3.17 Perform (Cha)

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

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

- Act (comedy, drama, 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)

Check: You can impress audiences with your talent and skill.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

4.3.18   Persuasion (Cha)

Use this skill 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.

Persuasion includes negotiation, etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give others the right impression of oneself, to negotiate effectively, and to influence others.

Check: You can propose a trade or agreement to another creature with your words; a Persuasion check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Persuasion check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The base DC for any Persuasion check is equal to 10 + the level of the highest-level character in the group that you are trying to influence + the Wisdom of the character in the group with the highest Wisdom. If your offer has no risk and no possible downside to the target (such when as asking for directions, in most situations), the base DC is simply 10 instead.

If you are going to lie about the offer, make a Bluff check in addition to the Persuasion check. If the Bluff check fails, the Persuasion check automatically fails, as the target recognizes your offer is not genuine.

Success or Failure: If the Persuasion check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Persuasion check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Persuasion is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Gather Information: An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Persuasion check get you a general idea of a city's major news items, assuming there

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

are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: Influencing others with Persuasion generally takes at least 1 full minute. In many situations, this time requirement may greatly increase. A rushed Persuasion check (such as an attempt to head off a fight between two angry warriors) can be made as a full-round action, but you take a −10 penalty on the check. Gathering information generally takes d4 hours.

Try Again: If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never fail the Persuasion check by 10 or more, you can continue to offer deals.

Special: A half-elf has a +2 racial bonus on Persuasion checks, thanks to her ability to relate well to others. If you have the Persuasive feat, you get a +2 competence bonus on Persuasion checks.

4.3.19   Profession (Wis; Trained Only)

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

Check: You can 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

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

trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day. Most commoners have ranks in a Profession skill.

4.3.20 Ride (Dex)

If you attempt to ride a creature that is ill suited as a mount, you take a ?5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks.

Task	Ride DC	Task	Ride DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20[1]
Soft fall	15		

1 Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

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

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a −5 penalty on Ride checks.

If your mount has a military saddle (page **??**), you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

If you have the Animal Affinity feat, you get a +2 competence

bonus on Ride checks.

4.3.21 Sense Motive (Wis)

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task Sense Motive	DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Discern Mental Influence: If you or a creature you are interacting with is affected by beguilement, compulsion, or domination effect that alters their behavior, you can attempt a Sense Motive check against the save DC of the spell (including other modifiers as normal). If you succeed, you recognize the existence of unnatural mental influence. If you recognize such an effect on yourself, you can make a Will save to fight off the effect once each round.

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, as the *aversion* spell, would generally not show signs of the enchantment unless presented with cheese. Therefore, you could not generally make a Sense Motive check to detect the effect if the creature was simply talking with you about the weather.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a −2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

If you have the Negotiator feat, you get a +2 competence bonus on Sense Motive checks.

4.3.22 Sleight Of Hand (Dex; Trained Only; Armor Check Penalty)

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. If the observer is actively defending himself from you, you can't make a Sleight of Hand check to steal from him. See the Disarm combat maneuver instead.

You can hide a tiny object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Spot check of anyone observing you. The observer gains a +4 bonus for directly interacting with you to search for the object, such as by frisking you. You gain a bonus on your Sleight of Hand check when hiding extraordinarily small objects: Diminuitive objects grant a +2 circumstance bonus, and Fine objects grant a +4 circumstance bonus.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a swift action by taking a −20 penalty on the check.

Try Again: Yes, but observers who have seen you fail before gain a +10 circumstance bonus to catch you again.

Special: If you have the Deft Hands feat, you get a +2 competence bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

4.3.23 Spellcraft (Wis; Trained Only)

Use this skill to identify spells as they are cast or spells already in place.

Lingering Auras: A magical aura can linger after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If you use Spellcraft in such a location, you can an aura strength of "dim" (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power. Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

Action: Varies, as noted above.

Try Again: See above.

Table 4.13: 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 (caster level)	6th or lower	7th–12th	13th–20th	21st+ (artifact)

Special: If you are a specialist wizard, you get a +2 competence bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a −5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 competence bonus on Spellcraft checks.

4.3.24 Stealth (Dex; Armor Check Penalty)

The Stealth skill is used to escape detection while moving or hiding. There are two components required to remain undetected: you must hide from sight, and you must be able to move silently so you cannot be overheard. These are not different skills, but merely different applications of the same skill.

It is possible to have bonuses or penalties to only the Hide part of a Stealth check, or to only the Move Silently part. For example, it is extremely easy to hide when there is no light, but that has no effect on how difficult it is for you to move silently. In such a case, roll the Stealth check once and add the Hide modifier separately from the Move Silently modifier. These are referred to as separate checks – a Hide check and a Move Silently check – though you only roll one die. If a creature beats your Move Silently check without beating your Hide check, they have heard you but not seen you, and vice versa.

Check: Your Stealth check is opposed by the Perception check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a −5 penalty. It's practically impossible (−20 penalty) to remain unobserved while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large −4, Huge −8, Gargantuan −12, Colossal −16.

Hide

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway. When determining whether or not a character may attempt a hide check against a particular observer, do not consider any cover that does not impede the observer's vision or that would be hidden as a result of a successful check.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within a quarter of your movement speed.)

This check, however, is made at a −10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make take a standard action to attack, then immediately hide again. You take a −20 penalty on your Hide check to conceal yourself after the attack.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after an attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

If you have the Stealthy feat, you get a +2 competence bonus on Hide checks.

An 11th-level ranger can attempt a Hide check in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th-level ranger can do this even while being observed.

Move Silently

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Stealth check as indicated below.

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Special: The master of a cat familiar gains a +3 enhancement bonus on Move Silently checks.

If you have the Stealthy feat, you get a +2 competence bonus on Move Silently checks.

4.3.25 Survival (Wis)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 10 minutes of searching, plus 10 more minutes for every 5 that you failed the check by.

Table 4.12: Spellcraft DCs

Spellcraft DC	Task	Action	Retry
10	Notice the presence of any magical auras within 100 feet[1]	Reflexive[2]	Yes
10 + spell level	When using *read magic*, identify a *glyph* or *symbol* spell.	Reflexive	Yes
15	Identify the number of magical auras within 100 feet	Move	Yes
15	Identify the strength and location of an aura you have identified[3]	Move	Yes
15 + spell level[4]	Identify the school of an aura you have identified	Move[5]	Yes
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.)	Reflexive	No
15 + spell level	Determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.)	Move	Yes
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell.	Reflexive	Yes
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell.	Reflexive	Yes
20 + spell level	Decipher a written spell (such as a scroll) without using *read magic*.	Full-round	1/day
25 + spell level	After being affected by against a spell targeted on you, determine what that spell was.	Reflexive	No
25	Identify a potion.	1 minute	No
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream.	Varies	No

1 You cannot differentiate individual auras. However, you can ignore auras you are familiar with (such as magic items you or your companions wear).
2 You can make a check reflexively to perceive new information without taking an action. Actively paying attention to notice something requires a move action.
3 See Table 4.13: Aura Strengths for information on how strong auras are.
4 Or half caster level for effects which are not spells. 5 Can be done as part of the same action as identifying the strength and location of the aura.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	−2
Very noisy (dense undergrowth, deep snow)	−5

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

If you have the Self-Sufficient feat, you get a +2 competence bonus on Survival checks.

4.3.26 Swim (Str; Armor Check Penalty)

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

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 your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

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

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

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Accelerated Swimming: If you beat the Swim DC by 10 or more, you can move half your speed (instead of one-quarter your speed).

Action: Swimming is a kind of movement, so it's generally a move action. Each move action that includes any swimming requires a separate Swim check.

Special: Swim checks are subject to double the normal armor

Rise

check penalty and encumbrance penalty.

If you have the Athletic feat, you get a +2 competence bonus on Swim checks.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

4.3.27 Use Magic Device (Cha; Trained Only)

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand or staff	20 + spell level
Emulate a class feature	20; see text
Emulate an attribute score	See text
Emulate a race	25
Emulate an alignment	30

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before.

If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are given by rolling on the *rod of wonder* table, except that you are always the target. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Attribute Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective attribute score (appropriate to the class you're

emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the attribute score with a separate Use Magic Device check (see above). This use of the skill also applies to other spell completion magic items.

Use a Wand or Staff: Normally, to use a wand or staff, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand or staff as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill unless a special ability gives you the power to do so.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 competence bonus on Use Magic Device checks.

Chapter 5

Feats

Feats are special abilities that every character has. Feats can be used to specialize your character particular area, to grant your character new abilities, or to change the way your character does certain things.

5.1 Gaining Feats

Your character gains a feat every odd level: 1st, 3rd, 5th, and so on. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets.

5.1.1 Bonus Feats

Some class features and abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may select instead any other feat for which she qualifies.

5.2 Retraining Feats

At every even level, your character can choose to retrain an old feat in exchange for a new feat. You can only retrain feats for other feats you could have acquired at the time you took the original feat. Thus, you cannot retrain feats gained through class features which give you a specific feat, since there were no other feats you could have taken. However, a 6th level fighter can retrain his 2nd level fighter bonus feat for any other combat feat that he qualified for at 2nd level.

5.3 Prerequisites

Some feats have prerequisites. Your character must have the indicated attribute score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

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

5.4 Types Of Feats

Some feats are general, meaning that no special rules govern them as a group. Others belong to particular categories. The categories are given below:

- Skill feats affect a character's mastery of his or her skills.
- Combat feats affect a character's prowess in combat.
- Combat maneuver feats are combat feats which grant a character particular talent with specific maneuvers.

- Combat style feats grant a character the ability fight in particular styles. A character can only fight in one style at once.
- Metamagic feats let spellcasters cast spells with greater effect, albeit as if the spells were a higher level than they actually are.
- Item creation feats allow spellcasters to create magic items of various kinds.

5.4.1 Class Feats

Class feats improve a character's class features.

5.4.2 Racial feats

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

5.4.3 Skill Feats

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

5.4.4 Combat Feats

Combat feats always affect a character's combat abilities. Fighters gain bonus feats selected from a subset of the feat list presented in Table 5.5: Combat Feats (page 71). Any feat designated as a combat feat can be selected as a fighter's bonus feat.

5.4.5 Combat Maneuver Feats

Combat maneuver feats are combat feats which specifically deal with combat maneuvers – pushing opponents around, grappling them, tripping them, or other unusual attacks. Any feat designated as a combat maneuver feat is also considered a combat feat and can be selected as a fighter's bonus feat.

5.4.6 Combat Style Feats

Combat style feats grant a character the ability to fight in a particular style, granting them bonuses while fighting in that style. A character can only fight in one style at once. Initiating a style or changing to a different style is a swift action, but a style can be stopped as a free action.

Some style feats have style requirements. To gain the benefits of a combat style with a style requirement, a character must take some action or fulfill some condition during his turn. If the condition is not met, the character automatically stops fighting in that style at the end of his turn. For example, a character using the Power Attack style must charge or full attack with a melee weapon each round. If the character takes the total defense action instead, he stops using the Power Attack style at the end of his turn.

5.4.7 Metamagic Feats

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

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

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

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a *cure* or *inflict* spell can cast a metamagic version of it instead.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

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

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

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

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

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

5.4.8 Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Negative Levels: Power and energy that a spellcaster would normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level – that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level x caster level x 25 gp.
Potions: Base price = spell level x caster level x 50 gp.
Wands: Base price = spell level x caster level x 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation. The minimum caster level to craft an item is always 2, regardless of the level of the spell used.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component also carries a commensurate cost. For potions and scrolls, the creator must expend the material component when creating the item. For a wand, the creator must expend fifty copies of the material component.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

5.5 Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: A minimum attribute score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, characters cannot gain the same feat twice.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

5.5.1 General Feats

Augment Summoning [General]

Prerequisite: Spell Focus (conjuration).

Table 5.1: General Feats

General Feats	Prerequisites	Benefit
Combat Casting	—	+2 bonus on Concentration checks to cast spells, reroll 1/day
Endurance	—	Stay conscious longer against nonlethal damage
Diehard	Endurance	Remain conscious after taking critical damage
Great Fortitude	—	+2 bonus on Fortitude saves, reroll 1/day
Improved Counterspell	—	Counterspell with spell of same school
Retributive Counterspell	Improved Counterspell, ability to cast 4th level spells	Countered spells rebound on original caster
Iron Will	—	+2 bonus on Will saves, reroll 1/day
Lightning Reflexes	—	+2 bonus on Reflex saves, reroll 1/day
Magical Synthesis	Levels in two magical classes.	Gain magic levels in two magical classes at once.
Rapid Metamagic	Spellcraft 8 ranks, ability to cast spells, one metamagic feat	Apply metamagic effects more quickly
Ritual Master	Spellcraft 8 ranks, ability to cast spells	Perform rituals more quickly, +4 to ritual checks
Spell Focus[1]	Caster level 4th	+2 caster level with specific type of magic
Augment Summoning	Spell Focus (conjuration)	Summoned creatures gain +2 Str, +2 Con
Greater Spell Focus[1]	Caster level 10th, Spell Focus	+4 caster level with specific type of magic
Swift	—	Run and charge faster, related bonuses
Toughness	—	+3 hit points +1 per level above 3

1 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 5.2: Class Feats

Class Feats	Prerequisites	Benefit
Extend Rage	Ability to rage	Can rage for 5 rounds longer
Extra Channeling	Ability to channel energy	Can turn or rebuke 3 more times per day
Extra Invocation	Ability to use an arcane invocation	Learn a new arcane invocation
Extra Music	Bardic music	Can use bardic music 3 more times per day
Extra Rage	Ability to rage	Can rage 1 more time per day
Extra Smiting[1]	Ability to smite	Can smite 3 more times per day
Extra Stunning	Stunning Fist	Can use stunning fist 3 more times per day
Extra Wild Aspect	Wild aspect	Can use wild aspects 3 more times per day
Improved Turning	Ability to turn or rebuke creatures	+2 turning level
Selective Channeling	Ability to channel energy	Can exclude two additional creatures

Table 5.3: Racial Feats

Racial Feats	Prerequisites	Benefit
Focused Mind	Elf	Use Intelligence to concentrate instead of Constitution
Giantfighter	Dwarf, gnome, or halfling	+2 to dodge against Large or larger creatures
Gnomish Tricks	Gnome, Cha 0	Gain minor spell-like abilities
Keen Senses	Elf	Automatically notice secret doors, reroll Listen or Spot 1/day
Light-Footed	Elf or halfling	+3 to Move Silently and become harder to track
Stonecunning	Dwarf	Gain a sixth sense about stonework

Benefit: Each creature you conjure with any summon spell gains a +2 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Combat Casting [General]

Benefit: You get a +2 competence bonus on Concentration checks made to cast a spell or use a spell-like ability. In addition, once per day you may reroll a Concentration check made to cast a spell.

Diehard [General]

Prerequisite: Endurance.
Benefit: When you take critical damage, you automatically become stable. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you take critical damage (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of critical damage. You die normally if your critical damage exceeds your Constitution score + your level.

Normal: A character without this feat who takes critical damage

Table 5.4: Skill Feats

Skill Feats	Prerequisites	Benefit
Acrobatic	—	+2 bonus on Acrobatics and Jump checks, reroll 1/day
Agile	—	+2 bonus on Escape Artist and Stealth checks, reroll 1/day
Animal Affinity	—	+2 bonus on Handle Animal and Ride checks, reroll 1/day
Athletic	—	+2 bonus on Climb and Swim checks, reroll 1/day
Deceitful	—	+2 bonus on Bluff and Disguise checks, reroll 1/day
Diligent	—	+2 bonus on Forgery and Linguistics checks, reroll 1/day
Dilettante	Int 3	Use some Knowledge skills despite being untrained
Magical Aptitude	—	+2 bonus on Spellcraft and Use Magic Device checks, reroll 1/day
Nimble Fingers	—	+2 bonus on Disable Device and Sleight of Hand checks, reroll 1/day
Open Minded	—	Gain two skill points.
Perceptive	—	+2 bonus on Perception and Sense Motive checks, reroll 1/day
Persuasive	—	+2 bonus on Intimidate and Persuasion checks, reroll 1/day
Ranged Legerdemain	Ability to cast 2nd level spells	Use Disable Device or Sleight of Hand at range
Skill Devotion[1]	13 ranks in a skill	Gain special ability based on the skill
Skill Focus[1]	—	+3 bonus on checks with selected skill, reroll 1/day
Survivalist	—	+2 bonus on Heal and Survival checks, reroll 1/day
Track	—	Use Survival skill to track

1 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 5.5: Combat Feats

Combat Feats	Prerequisites	Benefit
Armor Proficiency (light)	—	No armor check penalty on attack rolls
Armor Proficiency (medium)	Armor Proficiency (light)	No armor check penalty on attack rolls
Armor Proficiency (heavy)	Armor Proficiency (medium)	No armor check penalty on attack rolls
Whirlwind Attack	Dex 3, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4	One melee attack against each opponent within reach
Cleave	Str 3, base attack bonus +4	Extra melee attack after dropping target
Dodge	Dex 3	+4 AC against some attacks of opportunity from selected target
Mobility	Dodge	Avoid some attacks of opportunity from selected target
Spring Attack	Mobility, base attack bonus +4	Move before and after melee attacks
Exotic Weapon Proficiency[1]	Base attack bonus +1	Don't provoke when attacking with exotic weapons
Far Shot	—	Increase range increment by 50% or 100%
Improved Initiative	—	+4 bonus on initiative checks
Improved Unarmed Strike	—	Considered armed even when unarmed
Deflect Arrows	Dex 3, Improved Unarmed Strike	Deflect one ranged attack per round
Improved Deflect Arrows	Dex 7, Deflect Arrows, Improved Unarmed Strike, base attack bonus +4	Deflect ranged attacks per round equal to Dexterity
Snatch Arrows	Dex 5, Deflect Arrows, Improved Unarmed Strike	Catch a deflected ranged attack
Stunning Fist	Dex 3, Wis 3, Improved Unarmed Strike, base attack bonus +4	Stun opponent with unarmed strike

is unconscious and dying.

Extend Rage [General]

Prerequisite: Ability to rage.
Benefit: Your rage lasts for five extra rounds.

Extra Channeling [General]

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

Extra Invocation [General]

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

Extra Music [General]

Prerequisite: Bardic music ability.
Benefit: You gain three extra uses of your bardic music ability.

Extra Rage [General]

Prerequisite: Ability to rage.
Benefit: You can rage one more time per day.

Table 5.6: Combat Feats (cont.)

Combat Feats	Prerequisites	Benefit
Mounted Combat	Ride 1 rank	Negate hits on mount with Ride check
Mounted Archery	Mounted Combat	Reduced penalty for ranged attacks while mounted by 4
Ride-By Attack	Mounted Combat	Move before and after a mounted charge
Spirited Charge	Mounted Combat, Ride-By Attack	Double damage with mounted charge
Trample	Mounted Combat	Target cannot avoid mounted overrun
Overwhelming Force	Str 5, base attack bonus +8	Apply full Strength to damage when using two hands
Quick Draw	Base attack bonus +1	Draw weapon as swift action
Rapid Reload	Proficiency with crossbows	Reload crossbows more quickly
Shield Proficiency	—	No armor check penalty on attack rolls
Improved Shield Bash	Shield Proficiency	Retain shield bonus to AC when shield bashing
Tower Shield Proficiency	Shield Proficiency	No armor check penalty on attack rolls
Short Haft	Proficiency with a reach weapon, base attack bonus +4	Short haft reach weapons faster, without penalty
Two-Weapon Fighting	Dex 5	Gain +2 attack bonus when fighting with two weapons
Two-Weapon Defense	Two-Weapon Fighting	Off-hand weapon grants +1 shield bonus to AC, later +3
Weapon Focus[1]	Proficiency with weapon group, base attack bonus +1	+1 to attack with selected weapon group
Weapon Specialization[1]	Base attack bonus +8, proficiency with weapon group, Weapon Focus with weapon group	+2 to attack, double threat range with selected weapon group
Weapon Proficiency[1]	—	Don't provoke when attacking with weapon group

1 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 5.7: Combat Maneuver Feats

Combat Maneuver Feats[1]	Prerequisites	Benefit
Improved Bull Rush	Base attack bonus +4	+2 bonus on bull rush attacks; push target back without moving
Improved Dirty Trick	Base attack bonus +4	+2 bonus on dirty trick attacks; dirty tricks last longer
Improved Disarm	Base attack bonus +4	+2 bonus on disarm attacks; knock foe's weapon away after disarming
Improved Feint	Base attack bonus +4	+2 bonus on feint attacks; feint as move action
Improved Grapple	Base attack bonus +4	+2 bonus on grapple attacks; attack faster in grapple
Improved Overrun	Base attack bonus +4	+2 bonus on overrun attacks; target can't avoid
Improved Trip	Base attack bonus +4	+2 bonus on trip attacks; tripped foe provokes attacks of opportunity

1 Combat maneuver feats are considered combat feats. Abilities and class features that grant combat feats may be used to select combat maneuver feats.

Extra Smiting [General]

Prerequisite: Smite ability.

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

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

Extra Stunning [General]

Prerequisite: Stunning Fist
Benefit: You gain three extra uses of your Stunning Fist ability.

Extra Wild Aspect [General]

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

Great Fortitude [General]

Benefit: You get a +2 competence bonus on all Fortitude saving throws. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Greater Spell Focus [General]

Choose a school of magic or a spell descriptor to which you already have applied the Spell Focus feat.

Prerequisites: Caster level 10th with the school or descriptor, Spell Focus.

Benefit: You get a +4 competence bonus to your caster level when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new school of magic or spell descriptor to which you already have applied the Spell Focus feat.

Table 5.8: Combat Style Feats

Combat Style Feats[1]	Prerequisites	Benefit
Blind-Fight	—	Reroll miss chance for concealment in melee
Cautious Attack	—	Trade damage for CMD
Combat Expertise	Int 3	Trade attack bonus for AC
Improved Combat Expertise	Int 5, Combat Expertise, base attack bonus +8	Trade more attack bonus for AC
Covering Fire	Wis 3	Targets struck by ranged attacks suffer attack penalties
Deadly Aim	Dex 3	Trade ranged attack bonus for damage
Improved Deadly Aim	Dex 5, Deadly Aim, base attack bonus +8	Trade more ranged attack bonus for damage
Defensive Stance	Base attack bonus +6	Trade ability to move for CMD
Improved Defensive Stance	Base attack bonus +12	Trade ability to move for AC
Distracting Foe	Base attack bonus +4	Threatened foes suffer Concentration penalties
Executioner	Base attack bonus +12	Gain free attacks against foes near death
Eye of the Storm	Base attack bonus +4	Reduce overwhelm penalties by 2
Heartseeker	Base attack bonus +8	Double critical threat range
Intimidating Stance	Intimidate 8 ranks	Swiftly intimidate struck foes
Opportunist	Dex 3	Bonus to attack and damage on attacks of opportunity
Overpowering Assault	Str 3	Trade AC for combat maneuver bonus
Precise Shot	—	Add half Wis to damage, no penalty for shooting into melee
Improved Precise Shot	Dex 7, Precise Shot, base attack bonus +8	Ignore less than total cover/concealment on ranged attack
Point Blank Shot	Precise Shot	+2 bonus on ranged damage within 30 ft.
Manyshot	Dex 9, Precise Shot, base attack bonus +11	Shoot two projectiles simultaneously
Power Attack	Str 3	Trade melee attack bonus for damage
Improved Power Attack	Str 5, Power Attack, base attack bonus +8	Trade more melee attack bonus for damage
Powerful Grip	Str 9	Use larger weapons without penalty
Shot on the Run	Dex 5, Dodge, Mobility, base attack bonus +4	Move before and after ranged attacks

1 Combat style feats are considered combat feats. Abilities and class features that grant combat feats may be used to select combat style feats.

Table 5.9: Metamagic Feats

Metamagic Feats	Prerequisites	Spell Level Increase	Benefit
Energetic Substitution	Caster level 4th	+1	Change spell's energy type
Enlarge Spell	Caster level 4th	+1	Double spell's range
Heighten Spell	Caster level 6th	Variable	Cast spell as higher level
Imbued Spellstrike	Caster level 4th	+1	Combine spell with weapon attack
Improved Imbued Spellstrike	Caster level 6th	+2	Imbue weapon with spell's power up to 5 minutes
Quicken Spell	Caster level 6th	+2	Cast spell as swift action, but lose next action
Reach Spell	Caster level 6th	+2	Cast touch spell at Close range
Shape Spell	Caster level 6th	+2	Exclude areas within spell's area
Silent Spell	Caster level 4th	+1	Cast spell without verbal components
Still Spell	Caster level 4th	+1	Cast spell without somatic components
Widen Spell	Caster level 8th	+3	Double spell's area

Table 5.10: Item Creation Feats

Item Creation Feats	Prerequisites	Benefit
Imbue Magic	Caster level 2nd or Craft (any) 5 ranks	Create magic items
Imbuement Admixture	Caster level 6th	Combine multiple spells to create items
Versatile Crafter	Craft (any) 8 ranks	Learn to craft more varieties of magic

Improved Counterspell [General]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Iron Will [General]

Benefit: You get a +2 competence bonus on all Will saving throws. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lightning Reflexes [General]

Benefit: You get a +2 competence bonus on all Reflex saving throws. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Magical Synthesis [General]

Choose two magical classes you possess.
Prerequisites: Levels in two magical classes.
Benefit: When gaining levels in either of your chosen classes, you gain magic levels in the other class as if the class you are gaining levels in did not progress your magic level. See Magic Level and Multiclassing, page **??**.

Rapid Metamagic [General]

Prerequisites: Spellcraft 8 ranks, ability to cast spells, one metamagic feat
Benefit: When you apply a metamagic feat to a spell, the spell only takes its normal casting time.
Normal: Applying metamagic takes a standard action (if the spell normally requires less than a standard action), a full-round action (if the spell normally requires a standard action), or an additional full-round action (if the spell takes 1 full round or longer to cast).
Special: At 1st level, a sorcerer gets Rapid Metamagic as a bonus feat, even if he does not have the prerequisites.

Retributive Counterspell [General]

Prerequisites: Improved Counterspell, ability to cast 4th level spells.
Benefit: As part of the action to counter a spell, you may expend an Abjuration (Negation) spell of 4th level or higher. If you do, the counterspelled spell is turned back on the caster as if it were affected by the *spell turning* spell. If it cannot be affected by *spell turning*, such as if it is a spell that only affects the caster, it is simply countered as normal.

Ritual Master [General]

Prerequisites: Spellcraft 8 ranks, ability to cast spells
Benefit: You can perform rituals in half the normal time. In addition, you gain a +4 competence bonus to checks made to perform rituals.
Special: At 1st level, a wizard gets Ritual Master as a bonus feat, even if she does not have the prerequisites.

Selective Channeling [General]

Prerequisites: Ability to channel energy
Benefit: You can exclude up to two additional creatures from the effect when you channel energy.
Normal: You can exclude a number of creatures from the effect equal to 1 + half your Wisdom.

Spell Focus [General]

Choose a school of magic or a spell descriptor.

Prerequisite: Caster level 4th
Benefit: You get a +2 competence bonus to your caster level when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Swift [General]

Benefit: When charging, you move at three times your normal speed. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 circumstance bonus on your Jump check. You only need 10 feet of movement to get a running start for a Jump check. While running, you are not flat-footed.
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), you move at twice your speed when charging, and you become flat-footed while running.

Toughness [General]

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

5.5.2   Racial Feats

Focused Mind [Racial]

Prerequisite: Elf
Benefit: You can use your Intelligence instead of your Constitution on Concentration checks, such as when you cast spells.

Giantfighter [Racial]

Prerequisite: Dwarf, gnome, or halfling
Benefit: You gain a +2 competence bonus to dodge modifier against creatures of size Large or larger.

Keen Senses [Racial]

Prerequisite: Elf
Benefit: If you come within 10 feet of a secret or concealed door, you can make a Spot check to notice it as if you were actively searching. In addition, once per day you may reroll a skill check with either Listen or Spot.

Light-Footed [Racial]

Prerequisite: Elf or halfling
Benefit: You gain a +3 competence bonus to Move Silently checks. In addition, the DC to follow tracks you leave increases by 5.

Stonecunning [Racial]

Prerequisite: Dwarf
Benefit: You gain a +2 competence bonus to Craft and Spot checks related to stone or metal. In addition, if you come within 10 feet of unusual stonework, you can make a Spot check to notice it as if you were actively searching. Finally, you can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

5.5.3 Skill Feats

Acrobatic [Skill]

Benefit: You get a +2 competence bonus on all Acrobatics checks and Jump checks. In addition, once per day you may reroll a skill check with either skill.

Agile [Skill]

Benefit: You get a +2 competence bonus on all Escape Artist checks and Stealth checks. In addition, once per day you may reroll a skill check with either skill.

Animal Affinity [Skill]

Benefit: You get a +2 competence bonus on all Handle Animal checks and Ride checks. In addition, once per day you may reroll a skill check with either skill.

Athletic [Skill]

Benefit: You get a +2 competence bonus on all Climb checks and Swim checks. In addition, once per day you may reroll a skill check with either skill.

Deceitful [Skill]

Benefit: You get a +2 competence bonus on all Bluff and Disguise checks. In addition, onec per day you may reroll a skill check with either skill.

Dilettante [Skill]

Prerequisite: Int 3

Benefit: Choose a number of Knowledge skills equal to your Intelligence. You are treated as trained in those skills, even if you possess no ranks, allowing you to make Knowledge checks in those areas. If your Intelligence increases after taking this feat, you may choose additional Knowledge skills.

Diligent [Skill]

Benefit: You get a +2 competence bonus on all Forgery and Linguistics checks. In addition, once per day you may reroll a skill check with either skill.

Magical Aptitude [Skill]

Benefit: You get a +2 competence bonus on all Spellcraft checks and Use Magic Device checks. In addition, once per day you may reroll a skill check with either skill.

Nimble Fingers [Skill]

Benefit: You get a +2 competence bonus on all Disable Device checks and Sleight of Hand checks. In addition, once per day you may reroll a skill check with either skill.

Open Minded [Skill]

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

Perceptive [Skill]

Benefit: You get a +2 competence bonus on all Perception checks and Sense Motive checks. In addition, once per day you may reroll a skill check with either skill.

Persuasive [Skill]

Benefit: You get a +2 competence bonus on all Intimidate checks and Persuasion checks. In addition, once per day you may reroll a skill check with either skill.

Ranged Legerdemain [Skill]

Prerequisite: Ability to cast 2nd level spells

Benefit: By expending an Evocation (Control) spell of 2nd level or higher, you can use the Disable Device or Sleight of Hand skills at Close (30 ft.) range for a number of rounds equal to half the level of the spell slot.

Skill Devotion [Skill]

Choose a skill.

Prerequisite: 13 ranks in the skill

Benefit: You gain a special ability based on the skill. Consult the list below.

- Climb: You gain a climb speed equal to your land speed.
- Jump:
- Swim: You gain a swim speed equal to your land speed.
- Acrobatics: You can make Acrobatics checks while moving at full speed without penalty.
- Escape Artist: You can escape from bindings or a grapple as a move action without penalty.
- Ride:
- Stealth: You can make Stealth checks while moving at full speed without penalty.
- Sleight of Hand: You can make Sleight of Hand checks as a swift action without penalty.
- Craft: You do not need to choose a DC before crafting. Your progress is always equal to your result x your result, provided you beat the base DC required to craft the item. This only applies to one Craft skill of your choice.
- Disable Device: You can make Disable Device checks as a standard action, regardless of what you are trying to disable.
- Knowledge: You can take 10 on Knowledge checks. This only applies to one Knowledge skill of your choice.
- Linguistics:
- Heal:
- Perception: You can make Perception checks as a swift action, except checks made to search. You can search as a move action.
- Survival:
- Bluff:
- Intimidate:
- Handle Animal:
- Perform:
- Persuasion: You can make Persuasion checks as a full-round action without penalty.
- Use Magic Device: You can take 10 on Use Magic Device checks if you would normally be able to take 10.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Skill Focus [Skill]

Choose a skill.

Benefit: You get a +3 competence bonus on all checks involving that skill. In addition, you once per day you may reroll a skill check with this skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Survivalist [Skill]

Benefit: You get a +2 competence bonus on all Heal checks and Survival checks. In addition, once per day you may reroll a skill check with either skill.

Track [Skill]

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

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

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

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

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

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

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

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

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

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

5.5.4 Combat Feats

Armor Proficiency (Heavy) [Combat]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).
Special: Fighters, paladins, and clerics automatically have Armor

Condition	Survival DC Modifier
Every three creatures in the group being tracked	−1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	−1
Huge	−2
Gargantuan	−4
Colossal	−8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [Combat]

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

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride. The character also suffers double the normal arcane spell failure chance for wearing the armor.

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

Armor Proficiency (Medium) [Combat]

Prerequisite: Armor Proficiency (light).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).
Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Cleave [Combat]

Prerequisites: Str 3, Power Attack.
Benefit: Whenever you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate extra melee attack against another creature within reach. You cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. There is no limit to the number of times you can use this feat per round.

With this feat, you may also make attacks of opportunity while

flat-footed.

Normal: A character without this feat can't make attacks of opportunity while flat-footed.

Special: A monk may select Combat Reflexes as a bonus feat at 2nd level.

Deflect Arrows [Combat]

Prerequisites: Dex 3, Improved Unarmed Strike.

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

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

Dodge [Combat]

Prerequisite: Dex 3.

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

Endurance [General]

Benefit: You do not become unconscious when your nonlethal damage exceeds your hit points. Your nonlethal damage must exceed double your current hit points before you suffer any ill effect. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

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

Exotic Weapon Proficiency [Combat]

You understand how to use exotic weapons in combat.

Prerequisite: Base attack bonus +1

Benefit: You don't provoke attacks of opportunity when attacking with exotic melee weapons from weapon groups that you are proficient with, and you can use exotic ranged weapons from those groups without penalty.

Normal: When using a melee weapon with which you are not proficient, you provoke an attack of opportunity when you miss. When using a ranged weapon with which you are not proficient, you take a −4 penalty to attack rolls.

Far Shot [Combat]

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

Improved Deflect Arrows [Combat]

Prerequisites: Dex 7, Deflect Arrows, Improved Unarmed Strike, base attack bonus +4

Benefit: Each round, you can deflect a number of arrows equal to your Dexterity.

Improved Initiative [Combat]

Benefit: You get a +4 competence bonus on initiative checks.

Improved Shield Bash [Combat]

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Improved Unarmed Strike [Combat]

Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, and can be considered light or medium weapons, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, you can deal only nonlethal damage with such an attack, and unarmed strikes are always considered light weapons.

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

Mobility [Combat]

Prerequisites: Dex 3, Dodge.

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

Mounted Archery [Combat]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is decreased by 4: −0 instead of −4 if your mount is taking a double move, and −4 instead of −8 if your mount is running.

Mounted Combat [Combat]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Overwhelming Force [Combat]

Prerequisite: Str 5, base attack bonus +8

Benefit: You add your full Strength to damage when wielding a medium or large melee weapon in two hands.

Normal: Without this feat, you add half your Strength to damage.

Quick Draw [Combat]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a swift action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a swift

action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Rapid Reload [Combat]

Prerequisite: Proficiency with crossbows.

Benefit: The time required for you to reload crossbows is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a heavy crossbow still provokes an attack of opportunity, but reloading hand and light crossbows does not.

With thiis feat, you may fire light and hand crossbows as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Ride-by Attack [Combat]

Prerequisites: Ride 1 rank, Mounted Combat.

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

Shield Proficiency [Combat]

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

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

Short Haft [Combat]

Prerequisites: Proficiency with a reach weapon, base attack bonus +4.

Benefit: You can switch grips to short haft a reach weapon (see page **??**) as a swift action, and you take no penalty while short hafting it.

Normal: Switching grips with a reach weapon takes a move action, and you take a −4 penalty while short hafting the weapon.

Snatch Arrows [Combat]

Prerequisites: Dex 5, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Spirited Charge [Combat]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance)

on your attack at the end of the charge.

Spring Attack [Combat]

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

Benefit: When attacking with a melee weapon, you can move both before and after each attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from your Dodge target, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attacks in order to utilize the benefits of Spring Attack.

Stunning Fist [Combat]

Prerequisites: Dex 3, Wis 3, Improved Unarmed Strike, base attack bonus +4.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis), in addition to dealing damage normally. A bloodied defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, is flat-footed, and takes a −2 penalty to AC. A healthy defender is staggered instead, and can only take a standard action each round. You may attempt a stunning attack once per day for every two levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

Tower Shield Proficiency [Combat]

Prerequisite: Shield Proficiency.

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

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

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

Trample [Combat]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one attack with an appropriate natural weapon (hoof, claw, or other leg-based attack) against any target you knock down, gaining the standard +4 circumstance bonus on attack rolls against prone targets.

Two-Weapon Defense [Combat]

Prerequisites: Dex 5, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. This bonus increases by 1 once your base attack

bonus reaches +8, and increases by 1 again once your base attack bonus reaches +16.

Two-Weapon Fighting [Combat]

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

Prerequisite: Dex 5.

Benefit: You gain a +2 circumstance bonus to attack rolls when attacking with two weapons at once.

Special: A 2nd-level ranger is treated as having Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Weapon Focus [Combat]

Choose one weapon group.

Prerequisites: Proficiency with selected weapon group, base attack bonus +1.

Benefit: You gain a +1 competence bonus on all attack rolls you make using weapons from the selected weapon group.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

You cannot choose simple weapons when you take this feat.

Weapon Proficiency [Combat]

Choose a weapon group. You understand how to use weapons from that weapon group in combat.

Benefit: You don't provoke attacks of opportunity when attacking with melee weapons from that group, and you can use ranged weapons from that group without penalty.

Normal: When using a melee weapon with which you are not proficient, you provoke an attack of opportunity when you miss. When using a ranged weapon with which you are not proficient, you take a −4 penalty to attack rolls.

Special: You can gain Weapon Proficiency multiple times. Each time you take the feat, it applies to a new weapon group. You cannot choose simple weapons.

Clerics who choose the War domain and paladins automatically gain the Weapon Proficiency feat related to their deity's favored weapon group as a bonus feat. They need not select it.

Weapon Specialization [Combat]

Choose one weapon group for which you have already selected the Weapon Focus feat. You deal extra damage when using weapons from this weapon group.

Prerequisites: Base attack bonus +8, proficiency with selected weapon group, Weapon Focus with selected weapon group.

Benefit: You gain a +2 competence bonus on all attack rolls you make using weapons from the selected weapon group. In addition, when using weapons from the selected weapon group, your threat range is doubled. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon group. You cannot choose simple weapons.

Whirlwind Attack [Combat]

Prerequisites: Dex 3, Int 3, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

5.5.5 Combat Maneuver Feats

Improved Bull Rush [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you perform a bull rush, you do not need to move with the target to move them back. You also gain a +2 competence bonus on bull rush attacks.

Improved Dirty Trick [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: The conditions imposed by your dirty tricks last for 1d4 rounds. You also gain a +2 competence bonus on dirty trick attacks.

Improved Disarm [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you disarm an opponent, the weapon can land up to 15 feet away in a random direction. You also gain a +2 competence bonus on disarm attacks.

Improved Feint [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: You can feint in combat as a move action, and you gain a +2 competence bonus to feint attacks.

Normal: Feinting in combat is an attack action.

Improved Grapple [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: While in a grapple, you may make grapple checks as an attack action. You also gain a +2 competence bonus on grapple attacks and to your CMD against grapple attacks.

Normal: While in a grapple, you make grapple attacks as a standard action.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

Improved Overrun [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you unless you let them. You also gain a +2 competence bonus on overrun attacks.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Trip [Combat Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you successfully trip a foe, it immediately provokes an attack of opportunity from everyone threatening it, including you. These attacks are made as the creature is being tripped, so it does not have penalties for being prone. You also gain a +2 competence bonus on trip attacks.

5.5.6 Combat Style Feats

Blind-Fight [Combat Style]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if

you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you are not flat-footed, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you are flat-footed against invisible attackers. Your speed is halved in darkness and poor visibility.

Bulwark of Defense [Combat Style]

Prerequisite: Base attack bonus +4

Benefit: Foes that you threaten at the start of your turn treat all squares you threaten as difficult terrain. Creatures must pay double movement cost to move through squares of difficult terrain, and cannot run or charge while in difficult terrain.

Cautious Attack [Combat Style]

Benefit: You can choose to take a −2 penalty to damage rolls to gain a +2 circumstance bonus to your Combat Maneuver Defense. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Style Requirement: Must full attack each round.

Combat Expertise [Combat Style]

Prerequisite: Int 3.

Benefit: You can choose to take a −2 penalty on attack rolls, including combat maneuvers, to gain a +2 circumstance bonus to your dodge modifier. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.In addition, you increase the bonus gained from using the total defense action (see page **??**) by the same amount.

Style Requirement: Must full attack or take the total defense action each round.

Normal: A character without the Combat Expertise feat can fight defensively while using the full attack action to take a −4 penalty on attack rolls and gain a +2 circumstance bonus to its dodge modifier.

Covering Fire [Combat Style]

Prerequisite: Wis 3.

Benefit: If you hit a creature with a ranged attack, it takes a −2 penalty to attack rolls for 1 round.

Style Requirement: Must full attack with a ranged weapon.

Deadly Aim [Combat Style]

Prerequisites: Dex 3.

Benefit: You take a −2 penalty on all ranged attack rolls and gain a +2 circumstance bonus on all ranged damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Style Requirement: Must full attack with a ranged weapon each round.

Defensive Stance [Combat Style]

Prerequisites: Base attack bonus +6

Benefit: You gain a +2 circumstance bonus to Combat Maneuver Defense. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.However, you are unable to move until you change styles (a swift action). You can only use this style

if you did not move in the previous round.

Distracting Foe [Combat Style]

Prerequisites: Base attack bonus +4.

Benefit: Foes you threaten take a −2 penalty to Concentration checks. This penalty increases to −3 at base attack bonus +8, to −4 at base attack bonus +12, and finally to −5 at base attack bonus +16.

Style Requirement: Must wield a melee weapon.

Executioner [Combat Style]

Prerequisites: Base attack bonus +12.

Benefit: Whenever a foe you threaten becomes staggered by dropping to 0 hit points, you can immediately make an attack of opportunity against it.

Style Requirement: Attack a bloodied foe with a melee weapon each round.

Eye of the Storm [Combat Style]

Prerequisite: Base attack bonus +4.

Benefit: You reduce all overwhelm penalties you take by 2. If this reduces your penalties to 0, you are not considered overwhelmed.

Heartseeker [Combat Style]

Prerequisite: Base attack bonus +8.

Benefit: You double your critical threat range with any weapon you wield. This does not stack with any other effects which increase threat range.

Improved Bulwark of Defense [Combat Style]

Prerequisites: Base attack bonus +10

Benefit: This style functions like the Bulwark of Defense style, except that you can also take attacks of opportunity on foes that

Improved Combat Expertise [Combat Style]

Prerequisites: Int 5, Combat Expertise, base attack bonus +8.

Benefit: This style functions like the Combat Expertise style, except that the penalty to attack rolls and AC bonus is doubled.

Style Requirement: Must full attack with a melee weapon or take the total defense action each round.

Improved Deadly Aim [Combat Style]

Prerequisites: Dex 5, Deadly Aim, base attack bonus +8.

Benefit: This style functions like the Deadly Aim style, except that the penalty to attack rolls and damage bonus is doubled.

Style Requirement: Must charge or full attack with a melee weapon each round.

Improved Defensive Stance [Combat Style]

Prerequisites: Base attack bonus +12, Defensive Stance

Benefits: This style functions like Defensive Stance, except that it grants a bonus to Armor Class instead of Combat Maneuver Defense.

Improved Precise Shot [Combat Style]

Prerequisites: Dex 7, Precise Shot, base attack bonus +8.

Benefit: This style functions like the Precise Shot style, except that your ranged attacks ignore the AC bonus from cover granted to targets by anything less than total cover, and the miss chance from concealment granted to targets by anything less than total concealment. Total cover and total concealment provide their normal

benefits against your ranged attacks. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

You must spend a full-round action to make a full attack while in this style. You can make a single attack as a standard action.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Power Attack [Combat Style]

Prerequisites: Str 5, Power Attack, base attack bonus +8.

Benefit: This style functions like the Power Attack style, except that the penalty to attack rolls and damage bonus is doubled.

Style Requirement: Must charge or full attack with a melee weapon each round.

Intimidating Stance [Combat Style]

Prerequisite: Intimidate 8 ranks.

Benefit: As a swift action each round, you can make an intimidate check against a single foe you threaten and dealt damage to during the round.

Style Requirement: Must deal damage to an opponent each round.

Manyshot [Combat Style]

Prerequisites: Dex 9, Precise Shot, base attack bonus +12.

Benefit: When you attack with a projectile weapon (except crossbows), you may make a flurry attack with two projectiles or weapons at once. If the attack hits, the first projectile hits. If the attack hits by 5 or more, both projectiles hit. As normal for flurry attacks, apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply once to the total damage dealt.

Style Requirement: Must full attack with a non-crossbow projectile weapon each round.

Opportunist [Combat Style]

Prerequisite: Dex 3.

Benefit: You gain a +2 circumstance bonus to attack and damage on attacks of opportunity. This bonus increases to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16.

Style Requirement: Must wield a melee weapon.

Overpowering Assault [Combat Style]

Prerequisite: Str 3.

Benefit: You take a −2 penalty to AC and gain a +2 circumstance bonus to combat maneuver attacks. This bonus increases to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16.The penalty to AC lasts until the start of the next turn after you end the style.

Style Requirement: Must perform a combat maneuver each round.

Point Blank Shot [Combat Style]

Prerequisite: Precise Shot.

Benefit: You get a +2 circumstance bonus on damage rolls with ranged weapons at ranges of up to 30 feet. This bonus increases to

+3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Style Requirement: None.

Power Attack [Combat Style]

Prerequisite: Str 3.

Benefit: You can choose to take a −2 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

This bonus to damage is halved if you are making an attack with an off-hand weapon or light weapon.

Style Requirement: Must charge or full attack with a melee weapon each round.

Powerful Grip [Combat Style]

Prerequisite: Str 9.

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

Shot On The Run [Combat Style]

Prerequisites: Dex 5, Dodge, Mobility, base attack bonus +4.

Benefit: When attacking with a ranged weapon, you can move both before and after each attack, provided that your total distance moved is not greater than your speed.

Style Requirement: Must move each round.

Precise Shot [Combat Style]

Benefit: You can choose to add half your Wisdom to damage with ranged weapons in addition to half your Strength. Additionally, you can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard −4 penalty on your attack roll.

You must spend a full-round action to make a full attack while in this style. You can make a single attack as a standard action. You cannot use this style with medium or large thrown weapons.

5.5.7 Metamagic Feats

Enlarge Spell [Metamagic]

Prerequisite: Caster level 4th.

Benefit: An enlarged spell has its range doubled. This metamagic can only be applied to spells with a range of Close (30 ft.) , Medium (100 ft.) , or Far (300 ft.) . An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Energetic Substitution [Metamagic]

Prerequisite: Caster level 4th.

Benefit: When casting a substituted spell, you can choose what kind of energy damage it deals: acid, cold, fire, or electricity. This can only be applied to spells that originally dealt energy damage. A substituted spell uses up a spell slot one level higher than the spell's actual level.

Heighten Spell [Metamagic]

Prerequisite: Caster level 4th.

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

Imbued Spellstrike [Metamagic]

Prerequisite: Caster level 4th.

Benefit: When casting a channeled spell, you can make a single attack with a weapon in your hand. If the attack hits, the struck creature is affected by the spell, as if it had been the target, in addition to taking damage from the weapon. The imbuement fades away without effect after 1 round (at the end of your next turn) if you have not struck a foe.

Only spells which affect a single target can be channeled in this way. An imbued spellstrike uses up a spell slot one level higher than the spell's actual level.

Improved Imbued Spellstrike [Metamagic]

Prerequisite: Caster level 6th, Imbued Strike.

Benefit: This metamagic functions like Imbued Strike, except that the imbuement lasts for 5 minutes if you have not struck a foe. If the weapon leaves your hands or you cast another spell, the imbuement fades away without effect.

An improved imbued spellstrike uses up a spell slot two levels higher than the spell's actual level.

Quicken Spell [Metamagic]

Prerequisite: Caster level 6th.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. However, casting a quickened spell is mentally exhausting. In the turn after you cast it, you lose your standard action. You may cast only one quickened spell per round. A spell whose casting time is more than 1 standard action cannot be quickened. A quickened spell uses up a spell slot two levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

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

Reach Spell [Metamatic]

Prerequisite: Caster level 6th.

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

Shape Spell [Metamagic]

Prerequisite: Caster level 6th.

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

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

Silent Spell [Metamagic]

Prerequisite: Caster level 4th.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

Still Spell [Metamagic]

Prerequisite: Caster level 4th.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Widen Spell [Metamagic]

Prerequisite: Caster level 8th.

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

5.5.8 Item Creation Feats

Imbue Magic [Item Creation]

Prerequisite: Caster level 2nd or Craft (any) 6 ranks.

Benefit: You can imbue items with magic using your spells or crafting ability. Imbuing an item with magic takes time and material components, as described in Magic Item Creation, page **??**.

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.

Imbuement Admixture [Item Creation]

Prerequisite:

Benefit: You can blend two spells together to create magic items.

Versatile Crafter [Item Creation]

Prerequisite: Craft (any) 10 ranks.

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

Normal: You learn how to make items from one subschool for every five ranks you have in each Craft skill.

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.

6.1.1 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 hurting, oppressing, and killing 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.

6.1.2 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.

6.1.3 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

6.2.1 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 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

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard 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

on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

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

Table 6.2: Aging Effects

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

1 At middle age, −1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, −2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, −3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

6.2.2 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	4' 10"	+2d12	150 lb.	x (2d6) lb.
Half-orc, female	4' 5"	+2d12	110 lb.	x (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	x 1 lb.

Chapter 7

Equipment

You begin with 100 gold pieces, and you decide how to spend them. Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

7.1 Wealth And Money

7.1.1 Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 7.1: Coin Exchange Values

		CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100	1/1,000
Silver piece (sp)	=	10	1	1/10	1/100
Gold piece (gp)	=	100	10	1	1/10
Platinum piece (pp)	=	1,000	100	10	1

7.1.2 Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 7.2: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

7.1.3 Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

7.2 Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, medium, or heavy), and its size (Small, Medium, or Large).

7.2.1 Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.3: Weapon Groups. For example, all axes belong to the "axes" weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a light blade, and a thrown weapon.

7.2.2 Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Weapon Encumbrance:

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: A light weapon can be used with more finesse than a medium weapon. The wielder can add either his Dexterity or his Strength to attack rolls with light weapons, whichever he prefers. In addition, light weapons are easier to use in the off-hand or while grappling.

An unarmed strike is considered a light weapon unless the character has the Improved Unarmed Strike feat, in which case it can be considered either a light or a medium weapon.

Medium: A medium weapon can be used in either the primary hand or the off hand.

A character must have a Strength score of at least 3 to use a medium weapon in one hand. Otherwise, the character must use it in two hands.

Heavy: Two hands are required to use a heavy weapon effectively.

A character must have a Strength score of at least 3 to use a heavy weapon effectively. Otherwise, the character is treated as being nonproficient with the weapon.

Table 7.3: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, heavy mace, light mace, quarterstaff, sap	
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow (and composite)	
Crossbows	Heavy crossbow, light crossbow	Hand crossbow, repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Spiked chain, whip
Headed weapons	Heavy pick, light hammer, light pick, scythe, sickle, warhammer	Gnome hooked hammer, maul
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, shortspear, spear, trident	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

Double: Double weapons are treated as heavy weapons when only one end at a time is used. When both sides are used at once, one side is treated as being a medium weapon, and the other side is treated as being a light weapon.

Reach Weapons

Glaives, guisarmes, lances, longspears, ranseurs, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Most reach weapons may be "short hafted", allowing its wielder to strike adjacent foes but denying them the ability to strike foes farther away. Switching grips like this takes a move action. While short hafting a reach weapon, you take a −4 penalty to attack rolls, since the weapon was not designed to be used in that way. A reach weapon can be short hafted unless stated otherwise in its description.

Double Weapons

Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, just as though the character were wielding a medium weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

Thrown Weapons

Daggers, darts, javelins, throwing axes, light hammers, shuriken, and nets are thrown weapons. The wielder applies his or her Strength to damage dealt by thrown weapons (except for splash weapons).

A character can also use a thrown weapon in melee, but if the weapon is not designed for melee (such as a javelin or shuriken), the wielder provokes an attack of opportunity when he misses, as if using a weapon with which he is not proficient.

It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table 7.5: Weapons), but a character who does so takes a −4 penalty on the attack roll. Throwing a light or medium weapon is a standard action, while throwing a heavy weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons

Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition

Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken and darts are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. 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: The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, medium, or heavy weapon for a particular wielder) 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. If a weapon's designation 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. If it is used as a melee weapon, the wielder provokes an attack of opportunity when he misses with it. If it is used as a ranged weapon, the wielder takes a −4 penalty to attack rolls 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 scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

7.2.3   Weapon Qualities

Here is the format for weapon entries (given as column headings on Table: 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 columns give the damage dealt by the weapon on a successful hit. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. The damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a damage die that is one size smaller. Table 7.4: Weapon Damage and Size gives weapon damage values for weapons of many sizes.

Table 7.4: Weapon Damage and Size

Medium	Tiny	Small	Large	Huge	Gargantuan	Colossal
1d2	—	1	1d3	1d4	1d8	2d6
1d3	1	1d2	1d4	1d6	1d10	2d8
1d4	1d2	1d3	1d6	1d8	2d6	2d10
1d6	1d3	1d4	1d8	1d10	2d8	4d6
1d8	1d4	1d6	1d10	2d6	2d10	4d8
1d10	1d6	1d8	2d6	2d8	4d6	4d10

Minimum Damage: Some medium and heavy weapons are particularly likely to deal significant damage. If you roll the weapon's minimum damage or lower, reroll the damage. You never reroll the same roll more than once. Each roll made for a critical hit is considered separately.

The minimum damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a minimum damage that is one lower. In general, when a weapon increases in size category, its minimum damage increases by an amount equal to the number of dice rolled for the weapon's new damage. For example, greatsword increases its minimum damage by 2 when it grows from Medium to Large, since a Large greatsword deals 2d6 damage. Similarly, a Small greatsword has a minimum damage 1 lower than a Medium greatsword, since a Small greatsword deals 1d8 damage. Weapons that do not have a minimum damage rating gain a minimum damage rating when increasing in size, provided that the weapon deals at least 1d8 damage at its new size.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Bonus damage dice over and above a weapon's normal damage dice are not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19-20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19-20.)

18-20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18-20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative −2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapon Descriptions

Weapons found on Table: Weapons that have special options for the wielder ("you") are described below. Splash weapons are

Table 7.5: Weapons

Weapons	Encumbrance	Dmg	Min	Critical	Range Increment	Type[2]	Cost	Weight[1]
Armor weapons								
Shield, heavy	Medium	1d4	—	x2	—	Bludgeoning	special	special
Shield, light	Light	1d3	—	x2	—	Bludgeoning	special	special
Spiked armor	Light	1d6	—	x2	—	Piercing	special	special
Spiked shield, heavy	Medium	—	1	x2	—	Piercing	special	special
Spiked shield, light	Light	—		x2	—	Piercing	special	special
Axes								
Axe, throwing	Light	1d6	—	x2	10 ft.	Slashing	8 gp	2 lb.
Battleaxe	Medium	1d8	1	x3	—	Slashing	10 gp	6 lb.
Greataxe	Heavy	1d10	2	x3	—	Slashing	20 gp	12 lb.
Handaxe	Light	1d6	—	x3	—	Slashing	6 gp	3 lb.
Blunt weapons								
Club	Medium	1d6	—	x2	—	Bludgeoning	—	3 lb.
Greatclub	Heavy	1d10	1	x2	—	Bludgeoning	5 gp	8 lb.
Mace, heavy	Medium	1d8	1	x2	—	Bludgeoning	12 gp	8 lb.
Mace, light	Light	1d6	—	x2	—	Bludgeoning	5 gp	4 lb.
Morningstar	Medium	1d8	1	x2	—	Bludgeoning and piercing	8 gp	6 lb.
Quarterstaff[5]	Double	1d6/1d6		x2	—	Bludgeoning	—	4 lb.
Sap	Light	1d6[3]	—	x2	—	Bludgeoning	1 gp	2 lb.
Blades, heavy								
Falchion	Heavy	1d10	2	x3	—	Slashing	75 gp	8 lb.
Greatsword	Heavy	1d10	2	19-20/x2	—	Slashing	50 gp	8 lb.
Longsword	Medium	1d8	1	19-20/x2	—	Slashing	15 gp	4 lb.
Scimitar	Medium	1d8	1	x3	—	Slashing	15 gp	4 lb.
Blades, light								
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Dagger, punching	Light	1d4	—	x3	—	Piercing	2 gp	1 lb.
Rapier	Medium	1d6	—	x3	—	Piercing	20 gp	2 lb.
Sword, short	Light	1d6	—	19-20/x2	—	Piercing or slashing	10 gp	2 lb.
Bows								
Longbow	Ranged	1d8	1	x3	100 ft.	Piercing	75 gp	3 lb.
Longbow, composite	Ranged	1d8	1	x3	100 ft.	Piercing	100 gp	3 lb.
Shortbow	Ranged	1d6	—	x3	50 ft.	Piercing	30 gp	2 lb.
Shortbow, composite	Ranged	1d6	—	x3	50 ft.	Piercing	75 gp	2 lb.
Arrows (20)	—	—	—	—	—	—	1 gp	3 lb.
Crossbows								
Crossbow, heavy	Ranged	1d10	2	19-20/x2	100 ft.	Piercing	50 gp	8 lb.
Crossbow, light	Ranged	1d8	1	19-20/x2	50 ft.	Piercing	35 gp	4 lb.
Bolts, crossbow (10)	—	—	—	—	—	—	1 gp	1 lb.
Flexible weapons								
Flail	Medium	1d8	—	x2	—	Bludgeoning	8 gp	5 lb.
Flail, heavy	Heavy	1d10	1	x2	—	Bludgeoning	15 gp	10 lb.

described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (−4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon.

A creature wielding an orc double axe in one hand can't use it as a double weapon?only one end of the weapon can be used in any

given round.

Bolas: You can use this weapon to make a ranged trip attack against an opponent.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (−4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other

Weapons	Encumbrance	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Headed weapons								
Hammer, light	Light	1d4	—	x2	20 ft.	Bludgeoning	1 gp	2 lb.
Pick, heavy	Medium	1d6	—	x4	—	Piercing	8 gp	6 lb.
Pick, light	Light	1d4	—	x4	—	Piercing	4 gp	3 lb.
Scythe	Heavy	1d8	1	19-20/x3	—	Piercing or slashing	18 gp	10 lb.
Sickle	Light	1d6	—	x3	—	Slashing	6 gp	2 lb.
Warhammer	Medium	1d8	1	x3	—	Bludgeoning	12 gp	5 lb.
Monk weapons								
Kama	Light	1d6	—	x2	—	Slashing	2 gp	2 lb.
Nunchaku	Light	1d6	—	x2	—	Bludgeoning	2 gp	2 lb.
Quarterstaff[5]	Double	1d6/1d6	—	x2	—	Bludgeoning	—	4 lb.
Sai	Light	1d4	—	x2	—	Piercing	1 gp	1 lb.
Shuriken (5)	Ranged	1d2	—	x2	10 ft.	Piercing	1 gp	1/2 lb.
Siangham	Light	1d6	—	x2	—	Piercing	3 gp	1 lb.
Polearms								
Glaive[4]	Heavy	1d10	2	x3	—	Slashing	8 gp	10 lb.
Guisarme[4]	Heavy	1d10	1	x3	—	Slashing	9 gp	12 lb.
Halberd	Heavy	1d10	2	x3	—	Piercing or slashing	10 gp	12 lb.
Ranseur[4]	Heavy	1d10	1	x3	—	Piercing	10 gp	12 lb.
Simple weapons								
Club	Medium	1d6	—	x2	10 ft.	Bludgeoning	—	3 lb.
Crossbow, light	Ranged	1d8	1	19-20/x2	80 ft.	Piercing	35 gp	4 lb.
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Quarterstaff[5]	Double	1d6/1d6	—	x2	—	Bludgeoning	—	4 lb.
Unarmed strike	Light	1d3[3]	—	x2	—	Bludgeoning	—	—
Spears								
Javelin	Ranged	1d6	—	x2	30 ft.	Piercing	1 gp	2 lb.
Lance[4]	Heavy	1d8	2	x3	—	Piercing	10 gp	10 lb.
Longspear[4]	Heavy	1d8	2	x3	—	Piercing	5 gp	9 lb.
Shortspear	Medium	1d6	1	x2	20 ft.	Piercing	1 gp	3 lb.
Spear	Heavy	1d8	2	x3	20 ft.	Piercing	2 gp	6 lb.
Trident	Medium	1d8	2	x2	10 ft.	Piercing	15 gp	4 lb.
Thrown weapons								
Axe, throwing	Light	1d6	—	x2	10 ft.	Slashing	8 gp	2 lb.
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Dart (5)	Ranged	1d4	—	x2	20 ft.	Piercing	1 gp	1/2 lb.
Hammer, light	Light	1d4	—	x2	20 ft.	Bludgeoning	1 gp	2 lb.
Javelin	Ranged	1d6	—	x2	30 ft.	Piercing	1 gp	2 lb.
Shuriken (5)	Ranged	1d2	—	x2	10 ft.	Piercing	1 gp	1/2 lb.
Sling	Ranged	1d4	—	x2	50 ft.	Bludgeoning	2 gp	0 lb.
Bullets, sling (20)	—	—	—	—	—	—	1 gp	5 lb.
Weaponlike Spells[6]								
Unarmed weapons								
Claw Sheath	—	—	—	—	—	—	50 gp	3 lb.
Gauntlet	Light	1d3	—	x2	—	Bludgeoning	2 gp	1 lb.
Gauntlet, spiked	Light	1d4	—	x2	—	Piercing	5 gp	1 lb.
Unarmed strike	Light	1d3[3]	—	x2	—	Bludgeoning	—	—

weapons with reach, it can be used against an adjacent foe. However, you do not threaten foes you are not adjacent to. In addition, you cannot attack foes who have cover from you unless they are adjacent to you.

Exotic Weapons	Encumbrance	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Type[2]	Weight[1]	Type[2]
Armor									
Axes									
Axe, orc double[5]	Double	1d8/1d8	1/1	x3/x3	—	Slashing	60 gp	15 lb.	
Urgrosh, dwarven[5]	Double	1d8/1d6	1/1	x3	—/x3	Slashing or piercing	50 gp	12 lb.	
Waraxe, dwarven	Medium	1d10	1	x3	—	Slashing	30 gp	8 lb.	
Blunt weapons									
Blades, heavy									
Sword, bastard	Medium	1d10	2	19-20/x2	—	Slashing	35 gp	6 lb.	
Sword, two-bladed[5]	Double	1d8/1d8	2/2	19-20/x2	—	Slashing	100 gp	10 lb.	
Blades, light									
Kukri	Light	1d4		18-20/x2	—	Slashing	8 gp	2 lb.	
Bows									
Crossbows									
Crossbow, hand	Ranged	1d4	—	19-20/x2	30 ft.	Piercing	100 gp	2 lb.	
Crossbow, repeating heavy	Ranged	1d10	2	19-20/x2	120 ft.	Piercing	400 gp	12 lb.	
Crossbow, repeating light	Ranged	1d8	1	19-20/x2	80 ft.	Piercing	250 gp	6 lb.	
Bolts, hand (10)	—	—	—	—	—	—	1 gp	1 lb.	
Bolts, repeating (5)	—	—	—	—	—	—	1 gp	1 lb.	
Flexible weapons									
Chain, spiked[4]	Heavy	1d8	1	x2	—	Piercing	25 gp	10 lb.	
Flail, dire[5]	Double	1d8/1d8	1/1	x2/x2	—	Bludgeoning	90 gp	10 lb.	
Whip[4]	Light	1d3[3]	—	x2	—	Slashing	1 gp	2 lb.	
Headed weapons									
Hammer, gnome hooked[5]	Double	1d8/1d6	1/1	x2/x2	—	Bludgeoning and piercing	20 gp	6 lb.	
Monk weapons									
Polearms									
Simple weapons									
Spear									
Thrown weapons									
Bolas	Ranged	1d4[3]	—	x2	10 ft.	Bludgeoning	5 gp	2 lb.	
Net	Ranged	—	—	10 ft.	6 lb.			20 gp	—	
Unarmed weapons									

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6 Not actually a weapon group, but can be treated as one for the purpose of feats and abilities (like Weapon Focus).

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

You cannot short haft a spiked chain.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand.

Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

You can fire a crossbow from a prone position without penalty.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a −4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two medium weapons. This penalty is cumulative with the penalty

for one-handed firing.

You can fire a crossbow from a prone position without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a −2 penalty on attack rolls. You can shoot a light crossbow with each hand, just as if wielding two light weapons at once. This penalty is cumulative with the penalty for one-handed firing.

You can fire a crossbow from a prone position without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

You can fire a crossbow from a prone position without penalty.

Dagger: Daggers, including punching daggers, are unusually small, and are considered one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This typically grants a +2 circumstance bonus on Sleight of Hand checks to conceal the dagger. A dagger can be used as a light weapon by a creature one size smaller than the dagger is designed for.

Dart: Although they are thrown weapons, darts are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

You can also use this weapon to make trip attacks.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

You can also use this weapon to make trip attacks.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Javelin: You can throw a javelin using Strength to attack, treating it as a medium thrown weapon. Since it is not designed for melee, you are treated as nonproficient with it and take a −4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a −2 penalty on attacks with it. The default composite longbow requires a Strength of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite

longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a −2 penalty on attack rolls and a −2 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 add double spell level Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 20 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a −4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

Rapier: You apply your Dexterity instead of your Strength to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy.

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a

penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a −2 penalty on attacks with it. The default composite shortbow requires a Strength of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

You can throw shuriken from a prone position without penalty.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a −1 penalty on attack rolls.

Spear: If you use a ready action to set a spear against a charge, you deal double damage on your first successful hit against a charging character. When throwing a spear, you throw it with one hand as if it were a medium weapon.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or bull rush. 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.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity instead of your Strength to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

Trident: If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage on your first hit against the charging character. If you set an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. Dwarves do not treat dwarven waraxes as exotic weapons.

Whip: A whip deals nonlethal damage. The whip is treated as a light melee weapon with 15 foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

7.3 Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as chainmail or full plate, and shields.

7.3.1 Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.7: 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 **??**: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your armor modifier to AC, while shields improve your shield modifier to AC. Wearing multiple suits of armor or wielding multiple shields does not improve your AC any further.

Dexterity Modifier: Medium and heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's armor check penalty (if any). A Dexterity penalty is not halved.

Even if a character's Dexterity drops to 0 because of armor, this situation does not count as becoming flat-footed.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity bonus.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing medium or heavy armor.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, and Stealth checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically fatigued the next day. He or she takes a −2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet.

They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy

load.

Shields: Shields do not affect a character's speed.

Flat-Footed: A character's shield modifier to AC is lost when the character is flat-footed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed, though it does impose armor check penalties. Running in medium or heavy armor is difficult, and you can run at only three times your movement speed instead of four times your movement speed. Heavy armor slows down your movement speed even further, causing you to move at 2/3 of your normal movement rate.

7.3.2 Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table 7.6: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute[1]
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes[1]	1 minute	1 minute[1]
Half-plate or full plate	4 minutes[2]	4 minutes[1]	1d4+1 minutes[1]

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can?t help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

7.3.3 Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.7: 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: Weapons) on a successful grapple, bull rush, or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a heavy weapon), but you take a −1 penalty on attack rolls while doing so. If you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

Unlike most shields, you do not apply your buckler's shield bonus to your touch armor class.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.5: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield,

Table 7.7: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Cost	Weight[1]
Light armor								
Padded	+1	1x	0	5%	30 ft.	20 ft.	5 gp	10 lb.
Leather	+2	1x	−1	10%	30 ft.	20 ft.	10 gp	15 lb.
Studded leather	+3	1x	−2	15%	30 ft.	20 ft.	25 gp	20 lb.
Medium armor								
Chain shirt	+4	1/2x	−2	20%	30 ft.	20 ft.	100 gp	25 lb.
Hide	+4	1/2x	−4	20%	30 ft.	20 ft.	15 gp	25 lb.
Scale mail	+5	1/2x	−4	25%	30 ft.	20 ft.	50 gp	30 lb.
Chainmail	+6	1/2x	−5	30%	30 ft.	20 ft.	100 gp	40 lb.
Breastplate	+6	1/2x	−4	25%	30 ft.	20 ft.	200 gp	30 lb.
Heavy armor								
Splint mail	+7	1/2x	−7	40%	20 ft.	15 ft.	200 gp	45 lb.
Half-plate	+8	1/2x	−8	40%	20 ft.	15 ft.	500 gp	50 lb.
Full plate	+8	1/2x	−6	35%	20 ft.	15 ft.	1,000 gp	50 lb.
Shields								
Buckler	+1	—	−1	5%	—	—	15 gp	5 lb.
Shield, light wooden	+1	—	−2	5%	—	—	3 gp	5 lb.
Shield, light steel	+1	—	−2	5%	—	—	9 gp	6 lb.
Shield, heavy wooden	+2	—	−3	15%	—	—	7 gp	10 lb.
Shield, heavy steel	+2	—	−3	15%	—	—	20 gp	15 lb.
Shield, tower	+4[2]	1/2x	−10	50%	—	—	30 gp	45 lb.
Extras								
Armor spikes	−1[3]	—	−2	—	—	—	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	[4]	—	—	8 gp	+5 lb.
Shield spikes	—	—	−1	—	—	—	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 A tower shield can instead grant you cover. See the description.

3 Armor spikes reduce the AC bonus granted by the armor they are put on by 1.

4 Hand not free to cast spells.

using it as a light bludgeoning weapon. See Table 7.5: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a −2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Splint Mail: The suit includes gauntlets.

Studded Leather: Only the studs on studded leather are made of metal. If the studs are made from a special material, only the studs are affected, not the whole armor. For example, ironwood studded leather weighs 17.5 pounds, since the weight of the studs is halved.

7.3.4 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 7.7: 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.

Size	Humanoid Cost	Humanoid Weight	Nonhumanoid Cost	Nonhumanoid 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.

7.3.5 Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of the same type would normally cost, to a minimum of an additional 200 gp.

7.4 Goods And Services

7.4.1 Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a medium improvised weapon that deals bludgeoning damage equal to that of a club of its size.

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 combat maneuver attack (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15 foot radius, provides shadowy illumination out to a 30 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60 foot cone and shadowy illumination in a 120 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30 foot radius and provides shadowy illumination in a 60 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, 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 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

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 circumstance 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.

Table 7.8: 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)	10 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	20 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	50 gp	—
Bedroll	1 sp	5 lb.[1]	Manacles, masterwork	50 gp	2 lb.	Everburning torch	110 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	25 gp	1 lb.
Blanket, winter	5 sp	3 lb.[1]	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	20 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	50 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	30 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	1 gp	—
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.

7.4.2 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. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws 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

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.1
Cleric's vestments	5 gp	6 lb.1
Cold weather outfit	8 gp	7 lb.1
Courtier's outfit	30 gp	6 lb.1
Entertainer's outfit	3 gp	4 lb.1
Explorer's outfit	10 gp	8 lb.1
Monk's outfit	5 gp	2 lb.1
Noble's outfit	75 gp	10 lb.1
Peasant's outfit	1 sp	2 lb.1
Royal outfit	200 gp	15 lb.1
Scholar's outfit	5 gp	6 lb.1
Traveler's outfit	1 gp	5 lb.1

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 1st-level	Caster level x 10 gp[1]
Spell, 2nd-level	Caster level x 20 gp[1]
Spell, 3rd-level	Caster level x 30 gp[1]
Spell, 4th-level	Caster level x 40 gp[1]
Spell, 5th-level	Caster level x 50 gp[1]
Spell, 6th-level	Caster level x 60 gp[1]
Spell, 7th-level	Caster level x 70 gp[1]
Spell, 8th-level	Caster level x 80 gp[1]
Spell, 9th-level	Caster level x 90 gp[1]

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

of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1 foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30 foot radius and provides shadowy illumination in a 60 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a −2 penalty on attack rolls and a −4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart

and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10 foot radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

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 AC 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.

7.4.3 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 circumstance 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.

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 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance 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 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

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 circumstance 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 circumstance 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.

7.4.4 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 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (−2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked

into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

7.4.5 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.

7.4.6 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 Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

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

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

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

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

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

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

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

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

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

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance 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.

7.4.7 Transport

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

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

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

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

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

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

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

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

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

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship

can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

7.4.8 Spellcasting And Services

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

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

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

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

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

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

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

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

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

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

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

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

Chapter 8

Combat

8.1 How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

2. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.

3. Combatants act in initiative order (highest to lowest).

4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

8.2 Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use them.

8.2.1 Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Overwhelming Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is treated as if a −10 had been rolled – in all but the most extreme situations (such as hitting a wall), it is an automatic miss. A natural 20 (the d20 comes up 20) is treated as if a 30 had been rolled, which is usually an automatic hit. A natural 20 is also a threat – a possible critical hit.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you get an overwhelming hit, as if you had rolled a 30. If the attack hits, The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll – another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to

give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage dice over and above a weapon's normal damage are not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an overwhelming hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

8.2.2 Attack Bonus

Your attack bonus with a medium or heavy weapon is:

$$\text{Base attack bonus} + \text{Strength} + \text{size modifier}$$

With a light or ranged weapon (except with medium or heavy thrown weapons), your attack bonus is:

$$\text{Base attack bonus} + \text{Dexterity} + \text{size modifier} + \text{range penalty}$$

Table 8.1: Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	−8	Small	+1
Gargantuan	−4	Tiny	+2
Huge	−2	Diminutive	+4
Large	−1	Fine	+8
Medium	+0		

8.2.3 Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add half your Strength to the damage result. A

Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you do not add your Strength bonus.

Flurry Attacks: When you deal damage with extra attacks as part of a flurry attack, you do not add your Strength bonus to the extra attacks.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

8.2.4 Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor modifier + shield modifier + Dexterity + natural armor modifier + deflection modifier + dodge modifier + size modifier

Sometimes you can't use your agility to avoid a blow. If you are flat-footed, you can't apply your Dexterity bonus, dodge modifier, or shield modifier to your AC. If your Dexterity is negative, you always apply the penalty, even if the condition or effect says you lose your Dexterity.

Base Attack Bonus: Your experience and aptitude in combat affects your ability to defend yourself; experienced warriors know how to recognize and avoid or parry blows that would easily fell novices. As a result, you add half your base attack bonus to your dodge modifier to armor class. This is an inherent bonus, and stacks with all other bonuses to your dodge modifier.

Other Modifiers: Many other factors can modify your AC.

Natural Armor Modifier: Natural armor, such as from having unusually tough skin or thick hide, improves your AC. Armor and natural armor do not fully stack; add the higher modifier plus half the lower modifier to your AC. For example, if a warhorse (+4 natural armor modifier) wears chainmail barding (+6 armor modifier), it gets a total of a +8 bonus to AC: the chainmail provides +6, and its natural armor is halved to give a +2 bonus.

Dodge Modifier: Your dodge modifier represents your ability to actively avoid blows. Any situation that denies you your Dexterity bonus also denies you your dodge modifier. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.)

Deflection Bonus: Certain rare magical effects can deflect attacks, improving your AC.

Touch Attacks: Some attacks disregard armor (but not shields) and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus or natural armor bonus. All other modifiers apply normally.

8.2.5 Hit Points

When your hit point total reaches 0, you're disabled. If you take any further damage, you have taken significant physical damage to your body, and you are dying. Damage dealt to you after you have reached 0 hit points is considered critical damage. If you have more critical damage than your Constitution score + your level, you're dead.

8.2.6 Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in medium or heavy armor).

8.2.7 Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an attribute score. Your saving throw modifier is:

Base save bonus + primary attribute + 1/2 secondary attribute

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution and half your Strength to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity and half your Wisdom to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Charisma and half your Intelligence to your Will saving throws.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Overwhelming Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is treated as rolling a −10, and a natural 20 (the d20 comes up 20) is treated as rolling a 30. Under normal circumstances, a 1 is an automatic failure, and a 20 is an automatic success.

8.3 Initiative

Initiative Checks: At the start of a battle, each combatant makes an initiative check. Each character applies his or her Dexterity and half his or her Wisdom to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Unaware: At the start of an encounter, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are unaware. You are flat-footed and cannot take attacks of opportunity or immediate actions. Barbarians, monks, and rogues have the uncanny dodge extraordinary ability, which prevents them from being flat-footed even when unaware.

If you were aware of the impending combat and your foes before initiative was rolled, you are not unaware, even if you have not yet taken an action.

8.3.1 Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Listen checks, Spot checks, or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round.

8.4 Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: All attacks of opportunity come from focusing on something other than the battle at hand. This can come in two forms: moving away from an opponent, and performing certain actions within a threatened area.

Leaving the Battle: Moving farther away from an opponent who threatens you usually provokes an attack of opportunity, as you turn your attention away from your opponent. The withdraw action can be used to avoid such an attack.

Ignoring the Battle: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Casting a spell and attacking with a ranged weapon, for example, require concentrating on something other than avoiding a foe's blows. Table 8.2: Actions in Combat (page 106) notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack. You can make a number of attacks of opportunity each round equal to 1 + half your Dexterity, but never more than one per opportunity. You don't have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus – even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Creatures without Intelligence: Taking an attack of opportunity requires the ability to perceive openings. Creatures who lack an Intelligence score, such as mindless zombies, may not make attacks of opportunity.

Nonproficient Weapons: You can't make an attack of opportunity with a weapon that you aren't proficient with.

8.5 Actions in Combat

8.5.1 The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity, page **??** and Special Initiative Actions, page **??**.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

8.5.2 Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform

Table 8.2: Actions in Combat

Standard Action	Provokes			Free Action	Provokes
Activate most magic items	No	Pick up an item	Yes	Cast a quickened spell	No
Aid another	Maybe[1]	Ready a tower shield	No	Dismiss a spell	No
Bull rush	Maybe[2]	Sheathe a weapon	No	Draw a weapon	No
Cast most spells	Yes[3]	Stand up from prone	No	Lower spell resistance	No
Cast a spell from a scroll	Yes[3]	Retrieve a stored item	Yes	Ready a shield	No
Concentrate to maintain an active spell	No				
Draw a hidden weapon (see Sleight of Hand skill)	No	**Full-Round Action**	**Provokes**	**Immediate Action**	**Provokes**
Drink a potion or apply an oil	Yes	Charge[4]	No	Cast an immediate spell	No
Escape a grapple	No	Deliver coup de grace	Yes	Drop prone	No
Full attack	No	Extinguish flames	Yes	Focus on a foe	No
Grapple	Maybe[2]	Fighting retreat	Maybe[5]		
Ready (triggers a standard action)	No	Load a heavy or repeating crossbow	Yes	**Attack Action**	**Provokes**
Total defense	No	Overrun	Maybe[2,5]	Attack (melee)	No
Use extraordinary ability	No	Run	Yes	Attack (ranged)	Yes
Use spell-like ability	Yes	Use touch spell on up to six allies	Yes	Attack (unarmed or improvised weapon)	Maybe[7]
Use supernatural ability	No	Withdraw[4]	Maybe[5]	Disarm	Maybe[2]
				Feint	Maybe[2]
Move Action	**Provokes**	**Free Action**	**Provokes**	Trip an opponent	Maybe[2]
Control a frightened mount	Yes	Cease concentration on a spell	No		
Direct or redirect an active spell	No	Drop an item[6]	No		
Load a hand crossbow or light crossbow	Yes	Prepare spell components to cast a spell	No	**No Action**	**Provokes**
Move	Yes	Speak[6]	No	Delay	No
Open or close a door	No				

1 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

2 Combat maneuvers provoke attacks of opportunity if they fail by 10 or more.

3 The attack of opportunity may be avoided by casting defensively.

4 May be taken as a standard action if you are limited to taking only a single action in a round.

5 The movement does not provoke from the target, but provokes from other foes normally.

6 You may take this action at any time, even when it is not your turn.

7 Attacking while unarmed or while armed with only an improvised weapon provokes an attack of opportunity if the attack misses.

one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Attack Action: An attack action is a special kind of action that can only be used for attacking. It usually comes from the full attack action (see Standard Action, below) or from attacks of opportunity. Only one attack can be made on an attack action, even if abilities would normally grant a character extra attacks. Single attacks that effectively result in two hits, such as from two-weapon fighting, can be used on attack actions.

Standard Action: A standard action allows you to do something. Most commonly, this is used to make a full attack, which allows a character to make her normal sequence of melee or ranged attacks, or to cast a spell.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can

take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes almost all your effort during a round. You can also perform a single swift or immediate action, as well as free actions.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that sense, a swift action is like a free action. However, you can only perform a single swift action each turn, regardless of what other actions you take.

For example, casting a quickened spell is a swift action.

Immediate Action: Much like a swift action, an immediate

action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time – even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. If you use an immediate action when it is not your turn, you cannot use another immediate action or swift action until after your next turn. Effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn. You cannot use an immediate action if you are currently flat-footed.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

8.5.3 Attack Actions

Whenever you get an attack, whether from the full attack action or from attacks of opportunity, you get an attack action. You can use an attack action to perform any of the actions below.

Make an Attack

Making an attack is the most common attack action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet) unless you short haft the weapon (see page **??**).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a light melee weapon, except for the following:

Attacks of Opportunity: If you miss with an unarmed attack, you provoke an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes after your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed. "Armed" unarmed attacks do not provoke attacks of opportunity when they miss, and allow you to take attacks of opportunity on unarmed opponents.

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of damage (plus half your Strength, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage.

Some abilities, such as the Improved Unarmed Strike feat, let you treat an unarmed strike as a medium weapon instead of a light weapon.

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a −4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Improvised Weapons: Attacking with an improvised weapon, such as a broken bottle or a chair, is similar to attacking unarmed. You provoke attacks of opportunity in the same way, provided your opponent is armed. If you are wielding an improvised weapon, you are not considered armed for the purpose of taking attacks of opportunity on opponents attacking unarmed or with improvised weapons.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

Overwhelming Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is treated as rolling a −10. A natural 20 (the d20 comes up 20) is treated as rolling a 30. Under normal circumstances, a natural 1 automatically misses, and a natural 20 automatically hits. A natural 20 is also a threat – a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Standard Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with an ally, you take a −4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest ally, you can avoid the −4 penalty, even if the creature you're aiming at is engaged in melee with an ally.

Precise Shot: If you have the Precise Shot feat, you don't take this penalty.

Perform Combat Maneuver

The dirty trick, disarm, feint, and trip combat maneuvers can be performed as an attack action. They are described in the Combat Maneuvers section below.

8.5.4 Standard Actions

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, or for some special reason (such as being *hasted*), you must use a full attack action to get your additional

attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

When you take a full attack action, you get a number of attack actions equal to the number of attacks you can make.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest.

Fighting Defensively: You can choose to fight defensively when taking a full attack action. If you do so, you take a −4 penalty on all attacks in a round to gain a +2 circumstance bonus to your dodge modifier for the same round. You cannot gain the benefits of the Combat Expertise feat while fighting defensively. You must choose one mode to attack with.

Perform Combat Maneuver

The bull rush and grapple combat maneuvers can be performed as a standard action. They are described in the Combat Maneuvers section below.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Spell Components: To cast a spell with a verbal (V) component, your character must speak in a firm voice about as loudly as you would while having a normal conversation. If you're gagged, you can't cast such a spell. If you are deafened, you have a 20% chance to spoil any spell you to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M) or focus (F) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate, preparing these materials is a free action.

Concentration: You must concentrate to cast a spell. If you can't concentrate, you can't cast a spell. If you start casting a spell but something interferes with your concentration, you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration. If you fail, the spell fizzles with no effect. It counts against your daily limit of spells even though you did not cast it successfully.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell, though you don't add any modifier to your Concentration check for the spell's level. If your concentration breaks, the spell ends. You can speak briefly while concentrating, but sustained conversation can break your concentration.

Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + double spell level) or lose the spell. Spells that require only a swift or immediate action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 10 + double spell level) to pull off. Failure means that you lose the spell.

Touch Spells in Combat: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell or after touching the target. You can automatically touch one ally unless circumstances make the ally hard to hit or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll. If your ally would be difficult to hit, such as if the ally is invisible, you must make an attack roll, though the ally is treated as being flat-footed if she chooses not to avoid the attack. The ally can take a move action on his or her turn to be available for your touch so you do not have to make an attack to hit.

Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. Melee touch attacks are like light weapons, and use Dexterity to hit. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus or natural armor bonus. His other bonuses all apply normally.

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one ally as a standard action or up to six allies as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell: Dismissing an active spell is a swift action that doesn't provoke attacks of opportunity.

Activate Magic Item

Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Use Special Ability

Using a special ability is usually a standard action, but the type of action required for any individual special ability is defined by the ability.

Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is equal to the casting time of the spell it mimics unless the ability description notes otherwise

Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + double spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense

You can defend yourself as a standard action. You get a +4 circumstance bonus to your dodge modifier for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively (since that requires you to attack).

While using the total defense action, you can't make attacks of opportunity, but you still threaten squares normally for the purpose of overwhelm penalties and similar effects.

You can use the total defense action while disabled (at 0 hit points) without going unconscious.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

8.5.5 Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing and Swimming: You can climb one-half your speed as a move action if you beat the Climb or Swim DC by 10 or more.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Crouching: You can move at half speed while crouching.

Focus

Focusing allows you to avoid being distracted by insignificant opponents when dealing with a serious threat. As a move action, you can focus your attention on a specific foe you can see or otherwise observe. If you do, you are not considered overwhelmed against attacks that foe makes. However, you increase by 2 any overwhelm penalties you suffer against other foes. You remain focused until you stop focusing (a free action).

Draw a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

You may draw or sheathe a weapon and move your speed as part of the same move action. If you have the Two-Weapon Fighting feat, you can draw or sheathe two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, darts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. You can ready or loose a shield and move your speed as part of the same move action.

Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table 8.2: Actions in Combat.

Stand Up

Standing up from a prone position requires a move action. It does not provoke attacks of opportunity.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a swift action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

8.5.6 Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action.

Cast a Spell

Casting a spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the

spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

Each round that you continue to cast a spell, you provoke attacks of opportunity on your turn. These attacks of opportunity can be negated by casting defensively, as normal. While casting a spell, you don't threaten any squares around you.

This action is otherwise identical to the cast a spell action described under Standard Actions.

Casting a Metamagic Spell: All casters except sorcerers must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action. Note that this isn't the same as a spell with a 1-round casting time – the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. When you withdraw, you may designate one opponent that threatens you. If you do, you do not provoke attacks of opportunity for moving away from that opponent when you withdraw.

If, during the process of withdrawing, you move away from a threatening enemy other than the one you designated, that enemy get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round, you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run

You can run as a full-round action. When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in medium or heavy armor). You lose any Dexterity and dodge modifiers to AC unless you have the Run feat.

You can run for a number of rounds equal to 5 + your Constitution, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you

have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend 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. This movement provokes attacks of opportunity normally.

8.5.7 Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions almost never incur attacks of opportunity. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

8.5.8 Swift Actions

Cast a Spell

You can cast a quickened spell (see the Quicken Spell feat) or any spell with a swift action casting time as a swift action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a swift action doesn't incur an attack of opportunity.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a swift action and does not provoke attacks of opportunity or require concentration.

Use Special Ability

Using a special ability is usually a standard action, but some may be swift actions, as defined by the ability.

8.5.9 Immediate Actions

Cast a Spell

You can cast a spell with an immediate action casting time (such

as the *feather fall* spell) as an immediate action action. Only one such spell can be cast in any round. Casting a spell with a casting time of an immediate action doesn't incur an attack of opportunity.

Drop Prone

Dropping to a prone position in your space is a swift action.

Use Special Ability

Using a special ability is usually a standard action, but some may be immediate actions, as defined by the ability.

8.5.10 Miscellaneous Actions

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Be Creative

Your character is not limited to the actions described in these rules. If you can imagine your character doing something, he or she can almost certainly attempt it. Don't be afraid of trying to do unusual things. It's the DM's job to come up with appropriate rules for how to handle that. For example, there are no rules for what happens if a rogue tries to climb up onto a dragon's head to ride on it and attack its eyes. A reasonable idea might be to have the rogue make a Climb check against the dragon's CMD to get on the dragon, and then to let the dragon make grapple attacks against the rogue's CMD or Climb check to try to throw the rogue off – but the DM should decide what's right for the situation.

8.6 Injury And Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

8.6.1 Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose 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 the effort to dodge the blow fatigued your character, or you avoided it through sheer luck – and everyone's luck runs out eventually.

Effects Hit Point Damage: Damage doesn't slow you down until you run out of hit points. If you take damage that would reduce your hit points to 0, you become staggered. Hit points can't go negative – if you take damage that would your hit points to below 0, it reduced your hit points to 0.

Effects of Critical Damage: If you take damage while you are at 0 hit points, it is considered critical damage. You immediately begin dying. If you have more critical damage than your Constitution score + your Hit Values, you're dead.

8.6.2 Staggered (0 Hit Points)

When your current hit points drop to 0, you're staggered. You may take a single move action or standard action each round, but not both. You cannot take full-round actions, but you may take swift actions.

Normally, any excess damage from the attack that brought you to 0 hit points is wasted. If you have already taken critical damage, however, the excess damage is dealt to you directly as critical damage and you immediately become unconscious.

As long as you haven't taken critical damage, healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 hit points. If you have taken critical damage, you remain staggered no matter how many hit points you have.

You can also become staggered when recovering from dying. In this case, it's a step toward recovery, and you can have critical damage (see Stable Characters and Recovery, below).

8.6.3 Dying (Critical Damage)

When your character takes damage while at 0 hit points, he the damage is critical damage and he is dying. Critical damage is more difficult to heal; see Healing (page **??**).

A dying character immediately falls unconscious and can take no actions.

A dying character must make a DC 15 Fortitude save every round. This continues until the character dies or becomes stable (see below).

8.6.4 Dead

When your character's current critical damage exceeds his Constitution score + his Hit Values, he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

8.6.5 Stable Characters and Recovery

A dying character must make a DC 15 Fortitude save every round to stave off death. If he fails three such saving throws, he dies. If he succeeds at three saving throws, he stabilizes and no longer needs to make saving throws every round. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

Another character can make a Heal check to help the dying character stabilize. In that case, use the result of the Heal check or the character's saving throw, whichever is higher.

If a dying character receives any magical healing, even if it does not cure any critical damage, he immediately stabilizes.

Healing that removes all critical damage raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never taken critical damage. A spellcaster retains the spellcasting capability she had before taking critical damage.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him,

however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, he must make another DC 15 Fortitude save. If he succeeds, he becomes conscious, at which point he is staggered (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become staggered every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A character who becomes stable on his own (by making the Fortitude save) and who has no one to tend to him still loses hit points, just at a slower rate. He makes a DC 20 Fortitude save every hour to become conscious. Each time he fails, he takes 1 point of critical damage. He also does not recover hit points through natural healing.

Even once he becomes conscious and is staggered, an unaided character still does not recover hit points naturally. Instead, each day must make a DC 15 Fortitude save to start recovering hit points naturally (starting with that day); otherwise, he takes 1 point of critical damage.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if he still has critical damage).

8.6.6 Healing

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

Natural Healing: With 8 hours of rest, you recover half your hit points. Any significant interruption (such as combat or the like) during your rest prevents you from healing. If you rest for an entire day (16 hours), you recover all your hit points.

Magical Healing: Various abilities and spells can restore hit points. However, only certain spells can heal critical damage, as specified in the spell description. Unless a spell says it can cure critical damage, it cannot – though it can still stabilize dying characters.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per 8 hours of rest for each affected attribute score.

Healing Critical Damage: Critical damage takes much longer to heal than hit point damage. Resting for 1 week restores an amount of critical damage equal to 1 + half the character's Constitution. 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.

8.6.7 Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as

real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

8.6.8 Nonlethal Damage

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, if your nonlethal damage equals or exceeds your current hit points, you're staggered. If you take any damage or nonlethal damage while staggered in this way, you fall unconscious.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a −4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a −4 penalty on your attack roll.

Staggered, Unconscious, and Dead: When your nonlethal damage equals or exceeds your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

If you take any damage or nonlethal damage while staggered as a result of nonlethal damage, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

It is possible, but unusual, to die from nonlethal damage. When your nonlethal damage equals twice your maximum hit points, you begin dying, as if you had taken critical damage. Any further nonlethal damage is considered critical damage, and can kill you.

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

8.7 Movement, Position, And Distance

Miniatures are on the 30mm scale – a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

8.7.1 Tactical Movement

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table 8.3: Tactical Speed). Your speed while unencumbered is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in

a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed.

Bonuses to Speed: A barbarian has a +10 foot competence bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Table 8.3: Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-orc	30 ft. (6 squares)	20 ft. (4 squares)
Dwarf	20 ft. (4 squares)	20 ft. (4 squares)
Halfling, gnome	20 ft. (4 squares)	15 ft. (3 squares)

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

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

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Ally: You can move through a square occupied by an ally. When you move through a square occupied by an ally, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty.

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement, you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent.

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

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. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a −4 penalty on attack rolls and a −4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square. To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a −4 penalty to AC, and you are flat-footed.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction,

even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal.

8.7.2 Big and Little Creatures in Combat

Table 8.4: Creature Size and Scale

Creature Size	Example Creature	Space[1]	Natural Reach[1]
Fine	Fly	1/2 ft.	0
Diminutive	Toad	1 ft.	0
Tiny	Cat	2-1/2 ft.	0
Small	Halfling	5 ft.	5 ft.
Medium	Human	5 ft.	5 ft.
Large (tall)	Ogre	10 ft.	10 ft.
Large (long)	Horse	10 ft.	5 ft.
Huge (tall)	Cloud giant	15 ft.	15 ft.
Huge (long)	Bulette	15 ft.	10 ft.
Gargantuan (tall)	50-ft. animated statue	20 ft.	20 ft.
Gargantuan (long)	Kraken	20 ft.	15 ft.
Colossal (tall)	Colossal animated object	30 ft. or more	30 ft. or more
Colossal (long)	Great wyrm red dragon	30 ft. or more	20 ft. or more

1 These values are typical for creatures of the indicated size. Some exceptions exist.

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't overwhelm an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square. 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.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

8.8 Combat Modifiers

This section covers circumstances that can affect combat. Any bonuses described here are circumstance bonuses unless stated otherwise.

Table 8.5: Attack Roll Bonuses and Penalties

Attacker is...	Melee	Ranged
Dazzled	−1	−1
Entangled	−2	−2
Grappling	−0[1]	−0[1]
Invisible	+2[1]	+2[1]
On higher ground	+1	+0
Prone	−4	—[2]
Squeezing through a space	−4	−4

1 The defender is flat-footed. This bonus doesn't apply if the target is blinded.
2 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Table 8.6: Armor Class Bonuses and Penalties

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	−2[1]	−2[1]
Concealed or invisible	—See Concealment —	
Cowering	−2[1]	−2[1]
Crouching or kneeling	−2	+2
Entangled	+0	+0
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralyzed, sleeping, or bound)	−4[3]	+0[3]
Overwhelmed	special[4]	special[4]
Pinned	−4[4]	+0[3]
Prone	−4	+4
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4
Stunned	−2[1]	−2[1]

1 The defender is flat-footed.
2 Roll randomly to see which grappling combatant you strike. That defender is flat-footed.
3 Treat the defender's Dexterity as −5. Rogues can sneak attack helpless or pinned defenders.
4 The creature suffers a penalty equal to the number of creatures threatening it.

8.8.1 Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If the creature you are attacking has a space larger than 5 feet (1 square), also choose a single target square that the creature occupies. If any line from this corner

Rise

to any corner of the target's square (or the target square) passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 circumstance bonus to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall) or other similar solid obstacles. When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target. If two creatures are equally distant from the wall, it grants cover to both of them.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 circumstance bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee or ranged attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks. Additional restrictions may apply when attacking creatures who have improved cover.

8.8.2 Concealment

Deterining concealment for ranged attacks works exactly like determining cover for ranged attacks.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you, use the rules for determining concealment from ranged attacks.

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

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. Before rolling the attack, the attacker must make a miss chance percentile roll to see if the attack misses due to concealment. Multiple concealment conditions do not stack.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. An attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

8.8.3 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 armor class equal to the number of creatures threatening it.

8.8.4 Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a −4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender is flat-footed. In fact, his Dexterity score is treated as if it were −10, giving him a −10 penalty to AC.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents because it involves focused concentration and methodical action on the part of the attacker. If any attacks of opportunity hit, you must make a Concentration check (DC 10 + total damage dealt from all attacks of opportunity) or else the coup

de grace fails.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

8.9 Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, dirty trick, disarm, grapple, overrun, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Table 8.7: Combat Maneuvers

Combat Maneuver	Brief Description
Bull rush	Push an opponent back 5 feet or more
Disarm	Strike an object away from your foe
Feint	Trick your foe into being flat-footed
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Trip	Trip an opponent

Combat Maneuver Attack: Each creature has a Combat Maneuver Attack (or CMA) that represents its skill at performing combat maneuvers. A creature's CMA is determined using the following formula:

CMA = Base attack bonus + Strength + attack modifiers + special size modifier

Any bonuses or penalties that the creature has to attack, such as from being shaken or from being Small, affect the creature's CMA.

Some feats, such as Improved Grapple, give bonuses to CMA for specific maneuvers. These bonuses stack separately from other attack bonuses.

The special size modifier for a creature's Combat Maneuver Attack is as follows: Fine −16, Diminutive −12, Tiny −8, Small −4, Medium +0, Large +4, Huge +8, Gargantuan +12, Colossal +16. Some feats and abilities grant a bonus to your CMA when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While many combat maneuvers can be performed as part of an attack action, full-attack action, or attack of opportunity (in place of a melee attack), others require a specific action. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds.

When you attempt to perform a combat maneuver, make an attack roll and add your CMA in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, feats, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense: Each character and creature has a Combat Maneuver Defense (or CMD) that represents its ability to resist combat maneuvers. A creature's CMD is determined using the following formula:

CMD = Touch AC + Strength + special size modifier

The special size modifier for a creature's Combat Maneuver Defense is the same as for a creature's Combat Maneuver Attack. Some feats and abilities grant a bonus to your CMD when resisting specific maneuvers. A creature can also add any deflection or dodge bonuses to AC to its CMD. Any penalties to a creature's AC also apply to its CMD. A flat-footed creature does not add its Dexterity or dodge modifiers to its CMD.

Determine Success: If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD.

If you fail a combat maneuver attack by 10 or more, you provoke an attack of opportunity from the defender.

If you pass a combat maneuver attack by 10 or more, you deal damage with the weapon used to perform the maneuver in addition to getting the successful effects of the maneuver. If the maneuver was performed without a weapon, you deal damage equivalent to an unarmed attack.

8.9.1 Bull Rush

You can make a bull rush as a standard action or as part of a charge, in place of the melee attack. Weapons cannot be used to bull rush. You can only bull rush an opponent who is no more than on size category larger than you. A bull rush attempts to push an opponent straight back without doing any harm. Any one-handed or two-handed bludgeoning or slashing weapon - including a shield - can be used to perform a bull rush attack. If you do not use a weapon, you must have a free hand to perform a bull rush.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds your opponent's CMD you can push the target back an additional 5 feet. If you do not have the Improved Bull Rush feat or a similar ability, you can must move with the target to push them back, and you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

An enemy being moved by a bull rush does not provoke attacks of opportunity because of the movement. You cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your bull rush, you may try to bull rush the second creature as well. If you do, apply your original attack roll to the second creature's CMD, taking a −5 penalty. If you are successful, you can continue to push both of the creatures a distance equal to the lowest result. For example, if a fighter bull rushes a goblin for a total of 15 feet, but there is another goblin 5 feet behind the first, he can push both goblins 15 feet away from his starting location. If, however, the second goblin was instead a mighty dragon, he could only push the first goblin 5 feet before it would stop.

8.9.2 Dirty Trick

This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include knocking an opponent's head to bewilder him, pulling down an enemy's pants to entangle him, or hitting a foe in a sensitive spot to make him sickened.

You can attempt to perform a dirty trick on your opponent as an

attack action. Most weapons cannot be used to perform dirty tricks. If you attempt to perform a dirty trick on an opponent without an appropriate weapon, you must have a free hand. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target suffers a negative condition. The penalty is limited to one of the following conditions: bewildered, dazzled, deafened, entangled, or sickened. This condition normally lasts for 1 round. If you have the Improved Dirty Trick feat or a similar ability, the condition instead lasts for 1d4 rounds. For every 5 points by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. The penalty can be removed if the target spends a standard action.

8.9.3 Disarm

You can attempt to disarm your opponent as an attack action. Any weapon can be used to disarm.

When you disarm an opponent, you choose one object the target is carrying or wearing. If your attack is successful, the object takes damage from your attack. Damage that exceeds the object's hardness is subtracted from its hit points. If an object loses all its hit points, it becomes broken and useless. Regardless of the damage dealt, if the item is not well secured, such as a ring or suit of armor, it falls to the ground in the target's square.

If you have the Improved Disarm feat or a similar ability, you may choose to knock the item any distance up to 15 feet away from your foe in a random direction. If you successfully disarm your opponent without using a weapon, you may automatically pick up any item dropped.

Table 8.8: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	**special[2]**	**armor bonus x 5**
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2 Varies by material.

8.9.4 Feint

You can attempt to feint your opponent in place of a melee attack. Any weapon can be used to feint. If you have the Improved Feint feat, you may attempt to feint as a move action.

If your attack is successful, your foe is flat-footed against the next melee attack you make against it. This attack must be made before the creature's next turn.

8.9.5 Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. Weapons may not be used to grapple, and you must have a free hand to attempt a grapple.

If your attack is successful, both you and the target become grappled. Some creatures have special abilities related to grappling, such as improved grab. Those creatures do not become grappled when they grapple their opponents, and instead use the limb used to perform the grapple to grapple their foe. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space. If no space is available, your grapple fails.

Being Grappled

While grappled, you suffer certain penalties and restrictions, as described below.

- You must use one of your hands (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. For example, you cannot attack with a two-handed weapon while grappling. You cannot use a hand holding a shield (except a buckler) to grapple.
- You lose your Dexterity and dodge modifiers to AC to all opponents except the one you are grappling.
- Anyone making a ranged attack at you has a 50% chance to strike the other participant in the grapple instead. This does not apply if you are larger than the other participant.
- You do not threaten any opponents except for the creature you are grappling with.
- You take a −2 penalty to all attack rolls except those made to grapple.
- You take an additional −4 penalty to attack rolls made with one-handed weapons, since they are too large and cumbersome to be used effectively in a grapple.
- You cannot cast spells with somatic components.
- Casting a spell without somatic components requires a DC 20 + double spell level Concentration check.
- You cannot move normally (but see Move the Grapple, below).

Other than the restrictions listed above, you can act normally. You also gain the ability to use three special actions. Each of these is resolved by making opposed grapple attacks, rather than beating CMD. If your grapple attack exceeds your opponent's, you succeed.

These special actions normally require a standard action. If you have Improved Grapple, you can take these actions as attack actions. Regardless of how many attacks you make, your foe applies its full bonus to the grapple attacks it makes to defend itself from these maneuvers.

Escape the Grapple: You can make a grapple attack or Escape Artist check to attempt to escape the grapple. If you succeed, you break the grapple and can act normally.

You cannot make an Escape Artist check as an attack action, even if you have Improved Grapple.

Move the Grapple: You can make a grapple attack to attempt to move the grapple. If you succeed, you can move both yourself and

your opponent up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. This can be used to place the target in dangerous positions, such as near a *wall of fire* or over a pit.

You can only move the grapple once per round, regardless of how many grapple attacks you can make.

Pin: You can make a grapple attack to attempt to pin your opponent. If you succeed, your opponent becomes pinned, while you remain grappled.

Being Pinned

A pinned creature is helpless, but it cannot be the target of a coup de grace. The only action it can take that requires movement is to free itself through a grapple attack or Escape Artist check (using its normal Dexterity, not treating its Dexterity as 0). A pinned creature can take mental actions, but cannot cast any spells that require a somatic or material component or focus. At the opponent's option, a pinned creature may be unable to speak, in which case it is incapable of casting spells which require a verbal component. A pinned character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMA + double spell level) or lose the spell. Being pinned is a more severe version of being grappled, and their effects do not stack.

Multiple Grapplers

Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus to its CMA and CMD for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled creature's grapple attack.

Grappling a Mounted Opponent

You may make a grapple attempt against a mounted opponent. The defender may make a Ride check and use it instead of his CMD if it is higher. If you succeed, you pull the rider from his mount, and he lands prone in a square adjacent to both you and his horse. However, neither of you are considered grappled, and you must succeed on a second grapple attack to grapple him.

Binding an Opponent

Once you have pinned an opponent, you may attempt to bind them with ropes or other forms of restraint. You must have the restraint on hand. To do so, make a grapple attack against the pinned opponent. The opponent can resist with a grapple attack. If you succeed, your opponent is bound and helpless. To escape the bindings, the opponent must exceed your check result with an Escape Artist check.

Once your opponent is bound and helpless, you can take 20 on your grapple attack to bind him or her more securely.

8.9.6 Overrun

As a full round action, you move your speed while overruning targets in your path, moving through their squares. Weapons cannot be used to overrun. You can only overrun opponents who are no more than one size category larger than you. When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver check as normal.

If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space. If your overrun attempt is successful, you move through the target's space. If your attack exceeds your opponent's CMD by 5 or more, you move through the target's space and the target is knocked prone.

If the target is unusually stable, such as for being a dwarf or for having more than two legs, it gets a +4 circumstance bonus to its CMD. Some creatures, such as oozes that completely fill their squares, cannot be overrun.

You can overrun multiple opponents as part of a single overrun action. You make a single overrun check which applies against each opponent. For every opponent you successfully overrun, you take a −4 penalty to any additional overrun checks you make in the same action. If your attack exceeds an opponent's CMD by 10 or more, you do not take a penalty after overrunning that opponent.

8.9.7 Trip

You can attempt to trip your opponent as an attack action. Only tripping weapons, as indicated in their description, may be used to trip. If you attempt to trip an opponent without a tripping weapon, you must have a free hand. You can only trip an opponent who is no more than one size category larger than you.

If your attack exceeds the target's CMD, the target is knocked prone. If you have the Improved Trip feat or a similar ability, the target provokes an attack of opportunity immediately after being knocked prone. If the target is unusually stable, such as for being a dwarf or for having more than two legs, it gets a +4 circumstance bonus to its CMD. Some creatures, such as oozes, creatures without legs, and flying creatures, cannot be tripped.

8.10 Special Actions

This section covers grappling, throwing splash weapons (such as acid or holy water), attacking objects (such as trying to hack apart a locked chest), turning or rebuking undead (for clerics and paladins), and an assortment of other special attacks.

Table 8.9: Special Attacks

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Charge	Move up to twice your speed and attack with +2 bonus
Mounted combat	Fight while mounted
Throw splash weapon	Throw container of dangerous liquid at target
Two-weapon fighting	Fight with a weapon in each hand

8.10.1 Aid Another

In melee combat, you can help an ally attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging an ally in melee combat, you can attempt to aid your ally as a standard action. You make an attack roll against AC 10. If you succeed, your ally gains either a +2 circumstance bonus on his attack rolls against that opponent or a +2 circumstance bonus to AC against that opponent's attacks (your choice). Either benefit lasts until you stop taking the aid another action.

Multiple characters can aid the same ally, and the bonuses stack. You can also use this standard action to help an ally in other ways, such as when he is affected by a spell.

8.10.2 Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent; if anything can hinder your movement (such as difficult terrain or obstacles), you cannot charge.

The path you take must meet two qualifications. First, you must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you can't charge. Second, if any line from your starting space to the ending space passes through a square that blocks movement (such as a wall), slows movement (such as difficult terrain), or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn (such as during a surprise round).

Attacking on a Charge: After moving, you may attack. How you attack depends on how far you moved. If you moved no more than your speed, you may take a full attack. If you moved more than your speed, you can only make a single attack. However, if you moved more than your speed, you can use the momentum of the charge in your favor, giving you a +2 circumstance bonus on the attack roll. Since such a charge is a bit reckless, you also take a −2 penalty to your AC until the start of your next turn.

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Multiple Attacks: Even if you get multiple attacks on a charge, bonuses that apply while charging (such as the double damage dealt by lances) only apply on the first attack of the charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character (see Table 7.5: Weapons, page 89, and Ready, page **??**).

8.10.3 Fighting Retreat

If you fight and move carefully in sequence, you can avoid leaving any openings for a foe. As a full-round action, you may take a full attack and then move at half your movement speed. You do not provoke attacks of opportunity for this movement from any creature you attacked.

If you are unable to take a full attack as a standard action, such as if you are using the Precise Shot combat style, you may make only a single attack when making a fighting retreat.

8.10.4 Mounted Combat

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

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

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

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

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

If your mount moves more than its normal speed when charging, you also take the AC 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 **??**).

You can use ranged weapons while your mount is taking a double move, but at a −4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a −8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + double pell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + double spell level).

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

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

8.10.5 Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby crea-

tures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Splash weapons require no weapon proficiency. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), it lands in a random adjacent square.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

8.10.6 Two-Weapon Fighting

If you wield a second weapon in your off hand, you can attack with both weapons at once whenever you attack. Roll a single attack roll for both weapons. Apply your attack bonuses with each of your weapons separately, taking a −5 penalty with your off-hand attack. If you hit with your main hand, you deal damage with your main weapon. If you hit with your off-hand (after taking into account the −5 penalty), you also deal damage with your off-hand weapon.

Precision-based damage, such as sneak attack damage, is only dealt once. It is possible to critical with both weapons. Use each weapon's critical threat range separately, but roll only once to confirm a critical threat, using the same attack bonus as with the original attack. Damage reduction only applies once against the damage dealt by both weapons.

Fighting in this way is difficult, and you suffer a −2 penalty to your attack roll. You can mitigate this penalty if your off-hand weapon is light. (An unarmed strike is always considered light.) The Two-Weapon Fighting feat grants a +2 circumstance bonus to attack rolls when fighting with two weapons at once.

You take no penalties for alternating attacks between two (or more) weapons, as long as you do not attack with both weapons at once.

For example, Felix the 1st-level fighter is wielding a longsword and a short sword against an evil goblin. The goblin has an AC of 15. Felix's longsword is masterwork, but his short sword is not, and he has a Strength of 15. This means his attack bonus with his longsword is +4, and his attack bonus with his short sword is +3. If he attacks with both weapons at once, he takes no penalty to his attacks (because his off-hand weapon is light), but his attack with his off-hand weapon takes a −5 penalty. So his attack bonus would be +4 (with his longsword) and −2 (with his short sword). If he rolls a 15, he will hit the goblin with his longsword, but not with his short sword.

If Felix had the Two-Weapon Fighting feat, his attack bonus would be +6 with his longsword and +0 with his short sword. Assuming he rolls a 15 again, he would hit the goblin with both weapons, dealing damage with both of them.

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon

when used in this manner, and treat a set of bolas, javelin, net, or sling as a one-handed weapon.

8.11 Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

8.11.1 Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. Additionally, you can't interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

8.11.2 Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action or a move action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take some free actions as part of your readied action, but in general you can take no actions other than the action you readied.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters: You can ready a full attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

Readying to Counterspell: You may ready a counterspell

against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges (see Table 7.5: Weapons, page 89). A readied weapon of this type deals double damage if you score a hit with it against a charging character. If you take multiple attacks, the damage is doubled only for the first attack.

Chapter 9

Adventuring

9.1 Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Table 9.1: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4-6 lb.	7-10 lb.
2	6 lb. or less	7-13 lb.	14-20 lb.
3	10 lb. or less	11-20 lb.	21-30 lb.
4	13 lb. or less	14-26 lb.	27-40 lb.
5	16 lb. or less	17-33 lb.	34-50 lb.
6	20 lb. or less	21-40 lb.	41-60 lb.
7	23 lb. or less	24-46 lb.	47-70 lb.
8	26 lb. or less	27-53 lb.	54-80 lb.
9	30 lb. or less	31-60 lb.	61-90 lb.
10	33 lb. or less	34-66 lb.	67-100 lb.
11	38 lb. or less	39-76 lb.	77-115 lb.
12	43 lb. or less	44-86 lb.	87-130 lb.
13	50 lb. or less	51-100 lb.	101-150 lb.
14	58 lb. or less	59-116 lb.	117-175 lb.
15	66 lb. or less	67-133 lb.	134-200 lb.
16	76 lb. or less	77-153 lb.	154-230 lb.
17	86 lb. or less	87-173 lb.	174-260 lb.
18	100 lb. or less	101-200 lb.	201-300 lb.
19	116 lb. or less	117-233 lb.	234-350 lb.
20	133 lb. or less	134-266 lb.	267-400 lb.
21	153 lb. or less	154-306 lb.	307-460 lb.
22	173 lb. or less	174-346 lb.	347-520 lb.
23	200 lb. or less	201-400 lb.	401-600 lb.
24	233 lb. or less	234-466 lb.	467-700 lb.
25	266 lb. or less	267-533 lb.	534-800 lb.
26	306 lb. or less	307-613 lb.	614-920 lb.
27	346 lb. or less	347-693 lb.	694-1,040 lb.
28	400 lb. or less	401-800 lb.	801-1,200 lb.
29	466 lb. or less	467-933 lb.	934-1,400 lb.
+10	x4	x4	x4

Table 9.2: Carrying Loads

Load	Max Dex	Check Penalty	Speed (30 ft.)	Speed (20 ft.)	Run
Medium	+3	−3	20 ft.	15 ft.	x4
Heavy	+1	−6	20 ft.	15 ft.	x3

Encumbrance by Armor: A character's armor affects his or her Dexterity and value, armor check penalty, speed, and running speed.

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.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table 9.1: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus or dodge modifier to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 9-1: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 9-1 by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table

9.1: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does. Multiply the figures by 4 for every ten points the creature's strength is above the score for that row.

9.2 Movement

Table 9.3: Movement and Distance

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

Table 9.4: 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, or run.

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

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

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

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

9.2.1 Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle or run. A character who moves his or her speed and takes some action, such as attacking or casting a spell, is hustling for about half the round and doing something else for the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling).

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

You can't run or charge through any square that would hamper your movement.

9.2.2 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 **??**: Overland Movement, below, for movement measured in miles per hour.

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

9.2.3 Overland Movement

Table 9.5: 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.

Table 9.6: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.)[1]	4 miles	40 miles
Light warhorse (231-690 lb.)[1]	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.)[1]	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.)[1]	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.)[1]	3 miles	30 miles
Warpony (101-300 lb.)[1]	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.)[1]	2 miles	20 miles
Mule (231-690 lb.)[1]	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.)[1]	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed)[2]	1/2 mile	5 miles
Keelboat (rowed)[2]	1 mile	10 miles
Rowboat (rowed)[2]	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 9.1: Carrying Capacity, 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.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 9.5: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Forced March: In a day of normal walking, a character walks for 10 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 10 hours in a day by making a forced march. For each hour of marching beyond 10 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 9.6: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 9.6: Mounts and Vehicles for speeds for water vehicles.

9.3 Exploration

9.3.1 Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table **??**: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus and dodge modifiers to AC, moves at half speed, and takes a −2 penalty to attack rolls, AC, and any checks which involve sight.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 60 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

9.3.2 Breaking And Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash

an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of 0 (−10 penalty to AC). Furthermore, if you take a move action to focus on the object, you automatically hit with melee weapons and get a +4 bonus with ranged weapons on any attacks you make during your turn against the object.

Hardness: Each object has hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table 8.8: Common Armor, Weapon, and Shield Hardness and Hit Points; Table **??**: Substance Hardness and Hit Points; and Table **??**: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined.

Very large objects may have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine −16, Diminutive −12, Tiny −8, Small −4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

Chapter 10

Magic

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins). Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different foundational principles of magic. All spellcasters select their spells from a limited list of spells known, casting them spontaneously as the need arises.

10.1 Casting Spells

Whether a spell is arcane or divine, casting a spell works the same way.

10.1.1 Choosing a Spell

First, you must choose a spell that you know. If a spell has multiple versions, you choose which version to use when you cast it.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

10.1.2 Concentration

To cast a spell, you must concentrate. While casting a spell, you can't take any other actions, even immediate actions. If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, the spell has no effect, but you still spend the spell slot.

To make a concentration check, roll d20 + your magic level + Constitution. If you have more than one magic level, use the level appropriate to the spell you are casting.

Some actions other than spells require concentration to complete. To make a concentration check for a reason other than to cast a spell, roll d20 + your Constitution.

Any condition which grants a bonus or penalty to checks affects Concentration checks. In addition, you apply your overwhelm penalty (if any) to your Concentration checks.

Casting Defensively: If you cast a spell while threatened, you must make a Concentration check (DC 10 + double the level of the spell you're casting). If you fail, you provoke attacks of opportunity.

Injury: If while trying to cast a spell you take damage, you must make a Concentration check (DC 10 + points of damage taken + double the level of the spell you're casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round

Table 10.1: Concentration Examples

Concentration DC[1]	Distraction
10	Casting defensively
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the damage last dealt action.[3]
Distracting spell's save DC	Distracted by nondamaging spell.[4]
5	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
10	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
10	Entangled.
15	Grappling.[4]
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

1 If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add double the level of the spell to the indicated DC.
2 If you take damage from multiple sources at the same time, add up the damage taken and make a single Concentration check, rather than one check for each source.
3 Such as from *acid arrow*.
4 You can cast only spells without somatic components for which you have any required material component in hand.

or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + double the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10 + points of damage + double the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + double the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 15 + double the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 5 + double the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 10 + double the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + double the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + double the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 10 + double the level of the spell you're casting Concentration check to cast the spell. You lose the spell if you fail.

Extended Concentration

Concentrating on a spell is mentally tiring. You can concentrate on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check (DC 15 + double the level of the spell). If you fail, you lose your concentration on the spell and become fatigued. The DC of the check increases by 2 for every additional minute.

10.1.3 Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast

the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spels: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

***Dispel Magic* as a Counterspell**: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

10.1.4 Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

Effects that increase caster level never increase the level that a character uses to determine how many spells per day and spells known she gets. Only a character's magic level affects those values.

10.1.5 Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

10.1.6 The Spell's Effect

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

10.1.7 Special Spell Effects

Many special spell effects are handled according to the school or subschool of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions and special abilities, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: All spells give enhancement bonuses unless otherwise specified in the spell description. Enhancement bonuses to the same modifier do not stack with each other.

Bringing Back the Dead: Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its

alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a negative level. If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains two new levels.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* or *soul bind* prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

10.2 Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, class features, and other effects that have very similar effects may not both help the subject. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

10.2.1 Stacking Effects

Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and so on usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, below).

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description. If a spell negates another spell, it immediately dispels the other spell without a caster level check if cast on the same targets or in the same area, but does not itself take effect on those targets or in that area.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

10.2.2 Bonuses, Penalties, and Modifiers

A bonus is the most basic way that a roll or numerical statistic can be modified. All bonuses have one of four types: inherent, competence, enhancement, and circumstance. These types are described in Bonus Types, below. You use these types to determine whether different bonuses stack. Bonuses from the same source never stack.

A penalty is like a bonus, but it subtracts instead of adds. Penalties are never typed, and always stack, except that penalties from the same source don't stack. For example, a creature who is sickened by both a *ghoul touch* spell and an *unholy blight* spell takes a −4 penalty to everything that being sickened penalizes. However, a creature suffering from the *crushing despair* spell does not take any additional penalties if another *crushing despair* is cast on it – even if the second spell is cast by a different caster.

A modifier is the sum of bonuses and penalties. Most of the time, a modifier is the number that you add to the d20 when you take an action. For example, when you attack, you add your attack modifier, which is determined by the sum of all of your attack bonuses and attack penalties. Armor Class is a special case, as discussed in Armor Class, below.

Bonus Types

There are four bonus types, described below. Everything which gives a numerical improvement to a character's abilities belongs to one of these bonus types.

Inherent bonuses: These are bonuses which are an inseparable part of a character. They come from base attack bonus, skill ranks, ability modifiers, and other fundamental parts of a character. The bonus provided by wearing a suit of armor or wielding a shield is also considered an inherent bonus, since it is inherent to the item. Inherent bonuses stack with other inherent bonuses.

Competence bonuses: These are bonuses which derive from a character's experience and ability. They usually come from feats, racial features, and class features. For example, Weapon Focus gives a competence bonus to attack rolls. Competence bonuses do not stack with other competence bonuses.

Enhancement bonuses: These are bonuses which derive from magical improvements to a character's abilities. Almost all spells and magic items (except those relating to armor, shields, and weapons) give enhancement bonuses. Enhancement bonuses do not stack with other enhancement bonuses.

Circumstance bonuses: These are bonuses which derive from specific circumstances. Feats, class features, and magic items which are dependent on circumstances or are extremely temporary in nature can give circumstance bonuses. For example, a rogue's

sneak attack gives a circumstance bonus to damage. Circumstance bonuses stack with other circumstance bonuses.

Armor Class

Your AC is equal to 10 plus the sum of five modifiers, described below. Each of those modifiers is calculated separately before being added together to get your final AC.

Armor modifier: An armor modifier usually comes from armor that you wear. It does not apply against touch attacks.

Shield modifier: A shield modifier usually comes from a shield that you wield. It does not apply when you are flat-footed.

Natural armor modifier: A natural armor modifier represents the physical durability of your body. It does not apply against touch attacks. Armor and natural armor do not fully stack; see below.

Dodge modifier: A dodge modifier represents your ability to avoid attacks. It does not apply when you are flat-footed.

AC modifier: A small number of things can affect a character's Armor Class directly. AC modifiers apply to all types of Armor Class.

Armor and natural armor are very similar, so they do not fully stack. To calculate your character's total AC, add the higher modifier plus half the lower modifier to your AC. For example, if a warhorse (+4 natural armor modifier) wears chainmail barding (+6 armor modifier), it gets a total of a +8 bonus to AC: the chainmail provides +6, and its natural armor is halved to give a +2 bonus.

An example can help illustrate how armor class stacking works. Bob the Fighter is wearing +1 full plate, wielding a heavy shield, and wearing a Ring of Protection +1.

- His AC modifier is +1 (enhancement, from the Ring of Protection).
- His armor modifier is 8 (inherent) + 1 (enhancement) = 9.
- His shield modifier is 2 (inherent).
- Therefore, his total armor class is 10 + 1 + 9 + 2 = 22.

If he were to receive a *barkskin* spell, his natural armor modifier would be +2. However, his total armor class would only increase by +1, since he is wearing full plate.

10.2.3 Special Stacking Rules

Not every kind of effect uses the normal bonus stacking system. Exceptions to the normal stacking rules are described below. If a specific spell or effect says otherwise, it overrules these exceptions, as normal.

- Magical effects that increase size do not stack.
- Damage reduction does not stack. Only the best value applicable to the attack applies.
- Effects that grant extra attacks (such as the *haste* spell) do not stack.
- Temporary hit points do not stack.
- If a character has two separate abilities which let him add the same attribute to a given roll or numerical attribute, the attribute is still only added once.
- Effects that reduce the effective spell level of a spell affected by metamagic can never reduce a spell below its original level.

10.3 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

10.3.1 Name

The first line of every spell description gives the name by which the spell is generally known.

10.3.2 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.

10.3.3 School/Schools (Subschool)

The next line describes the schools and subschools of magic that the spell belongs to. Almost every spell belongs to at least one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells manipulate the raw essence of magic to protect allies or ward off foes. There are four subschools of abjuration spells.

Interdiction: An interdiction spell hedges out creatures or forces of an opposing alignment or type. *Protection from evil* is an interdiction spell.

Negating: A negating spell negates magical effects. *Dispel magic* is a negating spell.

Shielding: A shielding spell protects creatures or objects from harm. *Shield* is a shielding spell.

Warding: A warding spell protects an area from intrusion. If one warding spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Spot skill drops by 4. The DC drops by an additional 2 for each additional warding spell beyond the second. *Glyph of warding* is a warding spell.

Conjuration

Conjuration spells transport and create objects and creatures to aid you. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range. There are three subschools of conjuration spells.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the

conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence. *Acid arrow* is a creation spell.

Summoning: A summoning spell instantly brings a manifestation of a creature or object to a place you designate. When the spell ends or is dispelled, the manifestation disappears. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. Because summoning spells do not physically transport the actual creature or object, even if the manifestation is injured or destroyed, the original is unharmed. However, it takes 24 hours for the manifestation to reform, during which time it can't be summoned again. Most summoning spells, including the *summon monster* and *summon nature's ally* spells, will automatically summon a different creature of the same type should this occur.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Summon monster I is a summoning spell.

Translocation: A translocation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable. Many translocation effects involve teleportation (see Descriptors, below). *Dimension door* is a translocation spell.

Divination

Divination spells enable you to predict the future, gain or share knowledge, find hidden things, and foil deceptive spells. There are four subschools of divination spells.

Awareness: A awareness spell reveals objects, creatures, or effects within an area. Some awareness spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can examine each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell. *Detect evil* is an awareness spell.

Communication: A communication spell magically enhances communication between creatures, often by transcending linguistic barriers or distance. *Comprehend Languages* is a communication spell.

Knowledge: A knowledge spell grants the recipient information. Most knowledge spells give knowledge about the present, but some can reveal information about the future as well. *Comprehend languages* is a knowledge spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DC 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Scrying is a scrying spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are mind-affecting spells. There are four subschools of enchantment spells.

Beguilement: A beguilement spell influences the subject's opinions. Beguilement spells are the most subtle form of mental control, and a creature affected by such a spell usually does not realize that it is being manipulated until after the spell wears off – if it does at all. *Charm person* is a beguilement spell.

Compulsion: A compulsion spell compels the subject to act in a particular way. Especially powerful compulsions can give you complete control over the subject. *Sleep* is a compulsion spell.

Emotion: An emotion spell influences the subject's emotions. *Attraction* is an emotion spell.

Inhibition: An inhibition spell prevents the subject's mind from working normally, typically preventing the target from acting. *Hold person* is an inhibition spell.

Evocation

Evocation spells create and manipulate energy and forces or tap into divine or other powers to produce a desired end. In effect, they create energy or effects, but not physical objects, out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. There are three subschools of evocation spells.

Channeling: A channeling spell channels divine or other power. *Holy smite* is a channeling spell.

Control: A control spell manipulates forces and moves inanimate objectss. Powerful control spells can manipulate forces on a large scale, even altering weather patterns. *Gust of wind* is a control spell.

Energy: An energy spell creates or manipulates energy, such as fire or electricity. *Fireball* is an energy spell.

Illusion

Illusion spells deceive the senses of others. They conceal things that exist or cause people to perceive things that do not exist. There are three subschools of illusion spells.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish, unless you prescribe exactly which sounds to make. Likewise, you cannot make a visual copy of something unless you know what it looks like.

A figment's AC is equal to 10 + its size modifier.

Silent image is a figment spell.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. *Invisibility* is a glamer spell.

Phantasm: A phantasm spell manipulates the subject's senses to create images or sensations that are not real. It creates personalized sensations, and no one else can observe the effect. *Phantasmal killer* is a phantasm spell.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Unreal Effects: Some figments and glamers are unreal (see Descriptors, below), which means that they can be disbelieved.

Necromancy

Necromancy spells manipulate the power of life and death, as well as souls. Spells involving positive and negative energy belong to this school. There are three subschools of necromancy spells.

Flesh: A flesh spell affects the home of a creature's life energy: its body. Many flesh spells inflict or remove physical disabilities. *ray of enfeeblement*Ray of enfeeblement is a flesh spell.

Life: A life spell manipulates a creature's life force directly. *Crush life* is a life spell.

Soul: A soul spell manipulates the subject's soul, either restoring it to its proper place or fragmenting it for terrible purposes. *Raise dead* is a soul spell.

Vitalism: An vitalism spell channels positive or negative energy. This can be used to enhance or destroy a subject's life energy, or to manipulate creatures powered by negative energy. *Cure light wounds* is a vitalism spell.

Transmutation

Transmutation spells change the properties of creatures and objects. There are three subschools of transmutation spells.

Animation: An animation spell grants temporary "life" to an affected object. *Animate objects* is an animation spell.

Alteration: An alteration spell changes the physical state of anything with a material form. *Shape stone* is an alteration spell.

Augment: An augment spell enhances the existing physical or mental abilities of an object or creature. *Totemic power* is an augment spell.

Imbuement: An imbuement spell infuses an object or creature with magic, granting it new abilities.. *Fly* is an imbuement spell.

Polymorph: A polymorph spell changes a creature's body into a new form. *Enlarge person* is a polymorph spell.

Temporal: A temporal spell manipulates time itself, speeding or slowing its passage for the subject. *Haste* is a temporal spell.

10.3.4 [Descriptor]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, charm, chaotic, cold, curse, darkness, death, detection, disease, domination, earth, electricity, evil, fear, fire, fog, force, good, language-dependent, lawful, light, mind-affecting, morale, negative, planar, poison, positive, sight-dependent, size-affecting, sound-dependent, sonic, teleportation, trap, unreal, wall, water.

Many of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

- Air spells do not function in environments without air.
- Barrier spells cannot be used offensively. If you force the barrier against a force or creature it prohibits, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

- Curse spells cannot be dispelled by *dispel magic* or similar effects. However, they can be removed with a *break enchantment*, *limited wish*,*miracle*, *remove curse*, or *wish* spell.
- A detection spell can penetrate barriers, but is always blocked by special materials of some kind. Unless otherwise specified in the spell description, the spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- Fire spells do not function underwater. Unless otherwise noted, a fire spell provides light equivalent to a torch.
- Fog spells do not function underwater and can be dispersed by wind or fire. Unless the spell specifies otherwise, a moderate wind (11+ mph) disperses the fog in 5 rounds, and a strong wind (21+ mph) disperses the fog in 1 round. A fire spell or other powerful fire effect burns away the fog in the area into which it dealt damage.
- Language-dependent spells use intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says, the spell fails.
- Mind-affecting spells work only against creatures with an Intelligence score of 1 or higher.
- Sight-dependent spells use sight as a fundamental component of the spell. If the target cannot see the spell, it has no effect.
- Size-affecting spells alter a creature's size. Multiple size increasing or size decreasing effects never stack. If a creature is affected by both size-increasing and size-decreasing effects, they cancel out on a one for one basis, and any remaining effect occurs normally.
- Sound-dependent spells use sound as a fundamental component of the spell. If the target cannot hear the spell, it has no effect.
- Teleportation spells instantaneously move creatures by travelling through the Astral Plane. Anything that blocks planar travel also blocks teleportation.
- Trap spells do not have obvious effects immediately. They can be detected with the Spot skill. The DC to detect a trap spell is 25 + spell level. Most, but not all, traps can be disabled with the Disable Device skill. If it can be disabled, the DC is 25 + spell level.
  No more than one trap spell can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.
- Unreal spells do not have "real" effects and can be disbelieved. Unreal effects cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly unless combined with a real effect.
  Creatures encountering an unreal spell usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A Spot or Listen check can be made to interact with an unreal effect if appropriate to the type of effect. Unless otherwise specified by the spell, the DC of such a check is equal to the saving throw DC of the

spell.

Once a creature has interacted with an unreal effect, it can make a Will save. A successful saving throw reveals it to be false. Its effects can still be observed if desired, but they are mere shadows of the full effect: visual effects appear translucent outlines, sounds can be heard as ghostly echoes, and so on.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with definitive proof that an unreal effect isn't real needs no saving throw. If any viewer successfully disbelieves an unreal effect and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

10.3.5 Level

The next line of a spell description gives the spell's level, a number between 0 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. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Leadership, Magic, Plant, Protection, Strength, Travel, Trickery, War, and Water.

10.3.6 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 must be able to speak in a strong voice.

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. A *silence* spell imposes a 50% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Touch range spells often include the act of touching the spell recipient as part of the somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused.

10.3.7 Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some take 1 round or more, while a few require only a swift or immediate action.

A spell that takes 1 round to cast requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1 round casting times). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 swift action (such as a quickened spell) or 1 immediate action doesn't count against your normal limit of one spell per round. Casting a spell with those casting times doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

10.3.8 Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. 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.

10.3.9 Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its manifestation, or its area, as appropriate.

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.

Burst, Emanation, Spread: Many spells that affect an area function as a burst, an emanation, a limit, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. A burst's area defines how far from the point of origin the spell's effect extends. The effects of burst spells do not extend around corners.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Many emanations are cones.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Limit: Some area spells specify a limit. A limiting area is like a range: the spell has effects within the area, but does not affect the entire area at once. The spell will specify the targets that it affects or the manifestations it creates. Limit spells, like bursts and emanations, do not go around corners.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere. Unless otherwise specified, the shape of a burst, emanation, or spread is a sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate, extending out to a limit defined by the spell. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any vertical obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. Unless otherwise specified, a line spell affects an area 10 feet wide. The affected squares are chosen such that they stay close to the chosen line as possible.

A sphere-shaped spell expands from its point of origin to fill a

spherical area. Spheres are typically denoted by simply specifying the radius of the spell.

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 the length of a cone or line. Small spells extend 10 feet out. Medium spells extend 20 feet out. Large spells extend 50 feet out. Other spells affect a specific area defined in the spell's description.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Target or 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.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells. Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action that does not provoke attacks of opportunity.

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.

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.

Manifestation: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away a manifestation can appear, but if the manifestation is mobile, it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Manifestations and Areas: Some effects, such clouds and fogs, create a manifestation within an area. Follow all of the normal rules for determining the area when determining the effects of such a spell.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

10.3.10 Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. Concentrating on an active spell is easier than

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn. For example, a spell that lasts 1 round ends at the end of your next turn. If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Short: The spell lasts for as long as you concentrate, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an manifestation, it lasts for the duration. The man-

ifestation might move or remain still. Such an effect can sometimes be destroyed prior to when its duration ends. If the spell affects an area, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a shortened, modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a swift action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

10.3.11 Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class

A saving throw against your spell has a DC of 10 + half your caster level + your casting attribute (Intelligence for a wizard, Wisdom for a druid, and Charisma for a sorcerer, bard, paladin, and most clerics). If you have more than one caster level, use the caster level appropriate to the class that you are casting the spell from, including any modifiers specific to that spell (such as from the Spell Focus feat).

Succeeding on a Saving Throw: A creature that successfully saves against 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.

Overwhelming Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is treated as rolling a -10, and a natural 20 (the d20 comes up 20) is treated as rolling a 30. Under all but the most extreme circumstances, a natural 1 is an automatic failure, and a natural 20 is an automatic success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. However, a character with a special resistance to magical effects cannot suppress that quality.

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 a saving throw. It simply is dealt the appropriate damage.

10.3.12 Spell Resistance

Each spell that allows spell resistance specifies a saving throw type. A creature with spell resistance may always make a saving throw when a spell is cast on it. If it succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Most creatures with spell resistance must voluntarily lower their resistance (a swift action) in order to be affected by any spell, even one noted as harmless. In such a case, you do not need to make the caster level check described above. A creature who lowers its spell resistance cannot benefit from it again until the beginning of its next turn, at which point its spell resistance automatically returns. It must spend another swift action to lower it again, if it wishes to do so. Some creatures lower their spell resistance differently; see the individual description for details.

10.3.13 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.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Healthy Effect

This is the effect a spell has on a healthy subject (above half hit points remaining).

Bloodied Effect

This is the effect a spell has on a bloodied subject (at or below half hit points remaining). If the spell has a duration, and a healthy creature becomes bloodied during the duration of the spell, it immediately suffers the bloodied effect of the spell. If the spell does not have a duration, any damage the subject takes after being affected by the spell does not change which effect the spell has.

10.4 Arcane And Divine Spells

Wizards, sorcerers, and bards cast arcane spells, which involve the direct manipulation of mystic energies. These manipulations require natural talent (in the case of sorcerers), long study (in the case of wizards), or both (in the case of bards).

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells do not directly manipulate magical energy. Instead, they call upon divine powers to intercede on the caster's behalf, creating magical effects. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells.

10.4.1 Casting and Regaining Spells

An spellcaster's class level limits the number of spells he or she can cast. A spellcaster must have a casting attribute score at least equal to the spell's level to cast a spell.

Spell Slots: To cast a spell of a given level, a spellcaster must spend a spell slot of the appropriate level. If the spellcaster has no spell slots of the appropriate level, she may use a higher-level spell slot instead.

Daily Readying of Spells: Arcane casters must rest before gaining their spells for a new day, but divine casters do not. Their spells are gifts from some other power.

Regardless of whether they need rest, all spellcasters must spend 15 minutes concentrating at the beginning of the day. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the caster readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Rest for Arcane Casters: To regain his daily spells, an arcane caster must have a clear mind. To clear her mind she must first sleep for 8 hours. The spellcaster does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to regaining her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Divine casters simply request their spells from a divine source, so they do not need rest to regain their spells.

Recent Casting Limit/Rest Interruptions: If a spellcaster has cast spells recently, the drain on her resources reduces her capacity to regain spell slots. When she regains spells for the coming day, all the spell slots she has used within the last 8 hours count against her daily limit.

Adding Spells Known: A spellcaster gains spells each time he attains a new level in his class. When your character gains a new

level, consult the table for your character's class to learn how many spells from the appropriate spell list he now knows.

10.4.2 Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until she takes time to study and decipher it.

To decipher an magical writing (such as a single spell in written form on a scroll), a character must make a Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast spells of the appropriate type, she can attempt to use the scroll.

10.5 Special Abilities

Spell-Like Abilities: Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability has the casting time of the spell it mimics unless noted otherwise in the ability description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Supernatural Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by dispel magic, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities: This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

10.6 Arcane Invocations

Arcane invocations are special spell-like abilities that arcane casters can use at will. Unlike other spell-like abilities, they have verbal and somatic components and are subject to arcane spell failure. All arcane invocations take a standard action to cast unless specified otherwise in the description. Arcane invocations are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

10.7 Rituals

Rituals are ceremonies that create magical effects. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest wizards to commit to memory. To cast a ritual, you need to read from a book or a scroll containing it. Rituals are considered to be spells for many purposes, such as for spell resistance and for effects related to spells, but they are learned and cast in very different ways.

10.7.1 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, with two differences. First, unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or both. 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 or druid. Second, each ritual has one or more skills associated with it. In order to learn and perform a ritual, a character must be trained in one of the skills associated with the ritual.

10.7.2 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 equal to 100 x ritual level x ritual level.

10.7.3 Ritual Components

Every ritual has a material component cost. Unless otherwise specified in the ritual description, the material component cost for a ritual is equal to 20 x ritual level x ritual level. This cost can be paid with precious metals or gems.

10.7.4 Casting Rituals

To cast a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. At the end of the ritual, make a skill check using a skill appropriate for the ritual. If you are trained in multiple skills associated with the ritual, you may choose which skill to use. The DC for the check is equal to 10 + twice the ritual's level. If you succeed, the ritual is cast successfully and the material components are expended. If you fail by 9 or less, the ritual is cast successfully and the material components are expended, but channeling the magic drains you and you gain a negative level. This negative level persists for 24 hours before

disappearing. If you fail by 10 or more, you botched the ritual. The material components are expended, but the ritual has no effect, and you gain a negative level that lasts for 24 hours.

You can take 10 on this skill check if you are not threatened, even if the skill is a Knowledge skill. You can also take 20 by spending twenty times the normal time to cast the ritual, and expending twice the normal amount of material components.

Chapter 11

Spells

An ^{M} or ^{F} appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Values: The term "Hit Values" is used synonymously with "character levels" for effects that affect a number of Hit Values of creatures. Creatures with Hit Values only from their race, not from classes, have character levels equal to their Hit Values.

Caster Level: A spell's power often depends on caster level. Every spellcaster has a caster level which is primarily determined by its class level. A creature with no classes who uses spells has a caster level equal to its Hit Values unless otherwise specified. The word "level" in the spell lists that follow always refers to casting power.

Enhancement Bonuses: If a spell or magical effect provides a numerical bonus, it is an enhancement bonus unless otherwise stated. Enhancement bonuses do not stack with each other; only the highest bonus applies.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

Restricted Spells: Some spells on the sorcerer/wizard spell list have their names written in italics. This indicates that the spell is a restricted spell. Restricted spells can only be learned by sorcerer and wizard class features, and are not generally available; see the class descriptions for more details.

11.1   Bard Spells

11.1.1   1st-level Bard Spells

Attraction: Subject has an attraction you specify.
Cause Fear: One creature flees for short duration.
Comprehend Languages: You understand all spoken and written languages.
Create Sound: Figment sounds.
Cure Light Wounds: Cures 2d8 damage.
Dancing Lights: Creates torches or other lights.
Detect Secret Doors: Reveals hidden doors within large cone.
Disguise Self: Changes your appearance.

Dispel Magic, Lesser: Cancels magical spells and effects on a single target.
Expeditious Retreat: Your speed doubles.
Grease: Makes 10 ft. square or one object slippery.
Light: Object shines like a torch.
Message: Whispered conversation at distance.
Mage Hand: 5-pound telekinesis.
Sleep: Tire a creature, possibly putting it to sleep.
Summon Monster I: Calls extraplanar creature to fight for you.
Ventriloquism: Throws voice for medium duration.

11.1.2   2nd-level Bard Spells

Aversion: Subject has an aversion you specify.
Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.
Charm Person: Makes one person your friend.
Cure Moderate Wounds: Cures 4d8 damage.
Darkness: Object sheds supernatural shadow in medium radius.
Hideous Laughter: Subject loses actions for short duration.
Hold Person: Paralyzes one humanoid for short duration.
Hypnotic Pattern: Fascinates creatures in small radius.
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures in small radius.
Silence: Negates sound in medium radius.
Silent Image: Creates minor illusion of your design.
Slow: Subject takes only one action/round.
Sound Burst: Deals 2d6 sonic damage in small radius; may stun.
Summon Monster II: Calls extraplanar creature to fight for you.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

11.1.3   3rd-level Bard Spells

Confusion: Subject acts randomly for short duration.
Crushing Despair: Subjects in medium cone are demoralized.
Cure Serious Wounds: Cures 6d8 damage.
Daze: Subject is bewildered and may lose an action.
Detect Thoughts: Allows "listening" to surface thoughts.
Dispel Magic: Cancels magical spells and effects.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope: Subjects gain +2 on attack and damage, 10 +1/level temporary hp.
Heroism: Gives +2 on attacks and saves.
Invisibility: Subject is invisible for short duration or until it attacks.
Minor Image: As silent image, plus some sound.
Sculpt Sound: Creates new sounds or changes existing ones.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls extraplanar creature to fight for you.
Tongues: Speak and understand any language.
Zone of Silence: Keeps eavesdroppers from overhearing conversations.

11.1.4   4th-level Bard Spells

Charm Monster: Makes monster believe it is your ally.

Cure Critical Wounds: Cures 8d10 damage.

Displacement: Attacks miss subject 50% of the time.

Fear: Subjects within medium cone flee for short duration.

Hold Monster: As hold person, but any creature.

Major Image: As silent image, plus sound, smell and thermal effects.

Mind Fog: Fog imposes −10 penalty to Wis checks and Will saves.

Modify Memory: Changes 5 minutes of subject's memories.

Rainbow Pattern: Lights fascinate creatures in a small radius.

Shadow Conjuration: Mimics conjuring below 4th level, but only 25% real.

Shout: Deafens all within medium cone and deals 1d6/level sonic damage.

Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

Summon Monster IV: Calls extraplanar creature to fight for you.

Totemic Mind: Subject gains +4 to Int, Wis, or Cha for medium duration, or +2 to each.

11.1.5   5th-level Bard Spells

Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.

Dominate Person: Controls humanoid telepathically.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Heroism, Greater: Gives immunity to fear and bonus on attacks, saves, and checks.

Mislead: Turns you invisible and creates illusory double.

Invisibility Sphere: Makes everyone within small radius invisible.

Persistent Image: As major image, but no concentration required.

Seeming: Changes appearance of group of creatures.

Shadow Evocation: Mimics evocation of lower than 5th level, but only 25% real.

Summon Monster V: Calls extraplanar creature to fight for you.

Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.

11.1.6   6th-level Bard Spells

Analyze Dweomer:[F]Reveals magical aspects of subject.

Charm Person, Mass: As *charm person*, but affects multiple creatures.

Cure Moderate Wounds, Mass: Cures 6d8 damage for many creatures.

Hold Person, Mass: As *hold person*, but affects multiple creatures.

Irresistible Dance: Forces subject to dance.

Project Image: Illusory double can talk and cast spells.

Shout, Greater: Yell deals 6d6 damage in large cone; stuns creatures, damages objects.

Song of Discord: Forces targets in small spread to attack each other.

Suggestion, Mass: As *suggestion*, but shorter and affects multiple creatures.

Summon Monster VI: Calls extraplanar creature to fight for you.

11.2   Cleric Spells

11.2.1   1st-level Cleric Spells

Bane: Nearby enemies are shaken.

Bless: Nearby allies gain +2 to attack.

Cause Fear: One creature flees for short duration.

Command: One subject obeys selected command for 1 round.

Cure Light Wounds: Cures 2d8 damage.

Delay Poison: Stops poison from harming subject for extended duration.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Poison: Detects poison in large cone.

Detect Undead: Reveals undead within large cone.

Dispel Magic, Lesser: Cancels magical spells and effects on a single target.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Magic Weapon: Weapon becomes +2.

Magic Vestment: Armor or shield becomes +2.

Inflict Light Wounds: Touch deals 2d8 damage.

Light: Object shines like a torch.

Obscuring Mist: A Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to saves and counter opposing mind control.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

11.2.2   2nd-level Cleric Spells

Align Weapon: Weapon becomes +2 and good, evil, lawful, or chaotic.

Comprehend Languages: You understand all spoken and written languages.

Cure Moderate Wounds: Cures 4d8 damage.

Daylight: Large radius of bright light.

Hold Person: Paralyzes one humanoid for short duration.

Inflict Moderate Wounds: Touch attack, 4d8 damage.

Locate Object: Senses direction toward object (specific or type).

Divine Favor: You gain +2 on attack and damage rolls.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Share Pain: Willing subject takes half of your damage.

Shield Other:[F]You take half of subject's damage.

Silence: Negates sound in medium radius.

Spiritual Weapon: Magic weapon attacks on its own.

Summon Monster II: Calls extraplanar creature to fight for you.

Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.

Zone of Truth: Subjects within medium emanation cannot lie.

11.2.3   3rd-level Cleric Spells

Aid: Ally gains +2 attack bonus, 10 +1/level temporary hp.

Bestow Curse: −6 to an attribute score; −4 on attack rolls, saves, and checks; or 25% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Cure Serious Wounds: Cures 6d8 damage.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Inflict Serious Wounds: Touch attack, 6d8 damage.

Invisibility Purge: Dispels invisibility within large radius.

Protection from Energy: Absorb 10 points/level of damage from one kind of energy.

Searing Light: Ray deals 6d6 damage and blinds, more against undead.

Share Pain, Forced: Unwilling subject takes half of your damage.

Summon Monster III: Calls extraplanar creature to fight for you.

11.2.4   4th-level Cleric Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Cure Critical Wounds: Cures 8d8 damage.

Death Ward: Grants immunity to death spells and negative energy effects.

Dismissal: Forces a creature to return to native plane.

Divine Power: You gain attack and damage bonus, +4 Str, and 2 hp/level.

Freedom: Subject moves normally despite impediments.
Inflict Critical Wounds: Touch attack, 8d8 damage.
Invest Magic: All of subject's equipment is magical.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Resist Energy, Greater: As *resist energy*, but all energy types.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak and understand any language.

11.2.5 5th-level Cleric Spells

Command, Mass: As *command*, but affects multiple creatures.
Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.
Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smite foes in small radius with divine fire (8d8 damage).
Inflict Light Wounds, Mass: Deals 5d8 damage to many creatures.
Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
Righteous Might: Your size increases, and you gain combat bonuses.
Revivify: Restores recently dead body to life.
Slay Living: Touch attack kills subject.
Summon Monster V: Calls extraplanar creature to fight for you.

11.2.6 6th-level Cleric Spells

Banishment: Banishes extraplanar creatures in medium radius around you.
Blade Barrier: Wall of blades deals 6d8 damage.
Cure Moderate Wounds, Mass: Cures 6d8 damage for many creatures.
Dispel Magic, Greater: As dispel magic, but up to +20 on check.
Harm: Deals 12d8 damage to touched target.
Heal: Cures 12d8 damage, all diseases and mental conditions.
Inflict Moderate Wounds, Mass: Deals 6d8 damage to many creatures.
Protection from Energy, Greater:
Summon Monster VI: Calls extraplanar creature to fight for you.
Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.
Totemic Power, Mass: As *Totemic power*, but affects multiple creatures.
True Seeing:[M]Lets you see all things as they really are.
Undeath to Death:[M]Destroys 2 HV/level undead.
Word of Recall: Teleports you back to designated place.

11.2.7 7th-level Cleric Spells

Antilife Shell: Small, immobile emanation hedges out living creatures.
Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects in large radius.
Cure Serious Wounds, Mass: Cures 7d8 damage for many creatures.
Destruction:[F]Stuns and deals 14d8 damage to subject, destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects in 60 ft. cube.
Hold Person, Mass: As *hold person*, but affects multiple creatures.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects in large radius.
Inflict Serious Wounds, Mass: Deals 7d8 damage to many creatures.
Summon Monster VII: Calls extraplanar creature to fight for you.
Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

11.2.8 8th-level Cleric Spells

Antimagic Field: Negates magic in small emanation from you.
Cloak of Chaos:[F]+4 to AC, +4 resistance, and SR 10 against lawful spells.

Cure Critical Wounds, Mass: Cures 8d8 damage for many creatures.
Death Ward, Mass: As *death ward*, but affects multiple creatures.
Earthquake: Intense tremor shakes large radius.
Energy Drain: Subject gains 2d4 negative levels.
Freedom, Mass: As *freedom*, but affects multiple creatures.
Holy Aura:[F]+4 to AC, +4 resistance, and SR 10 against evil spells.
Inflict Critical Wounds, Mass: Deals 8d8 damage to many creatures.
Regenerate: Touched creature heals 10 hit points/round.
Shield of Law:[F]+4 to AC, +4 resistance, and SR 10 against chaotic spells.
Spell Immunity, Greater: As spell immunity, but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Unholy Aura:[F]+4 to AC, +4 resistance, and SR 10 against good spells.

11.2.9 9th-level Cleric Spells

Heal, Mass: As heal, but heals 9d8 for many subjects.
Implosion: Kills one creature/round.
Miracle:[M]Requests a deity's intercession.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.

11.3 Cleric Domains

11.3.1 Air Domain

Air Domain Spells

1 **Feather Fall:** Objects or creatures fall slowly.
1 **Gust of Wind:** Blows away or knocks down smaller creatures in large line.
2 **Windstrike:** Wind bludgeons target for 4d6 damage.
2 **Zephyr Blade:** Melee weapon can strike from a short distance for half damage.
3 **Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.
3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
4 **Summon Monster V*:** Calls creature to fight.
5 **:**
5 **Windstrike, Greater:** Wind moves and bludgeons target for 10d6 damage.
6 **Chain Lightning:** 10d6 damage; 1 secondary bolt/level each dealing half damage.
6 **Zephyr Blade, Greater:** Melee weapon can strike from a distance for full damage.
7 **Call Lightning, Greater:** As *call lightning*, but 5d8 damage per bolt.
7 **Summon Monster VIII*:** Calls creature to fight.
8 **Reverse Gravity:** Objects and creatures fall upward.
9 **Elemental Swarm*:** Summons multiple elementals.
9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.
*Summons air elementals only

11.3.2 Chaos Domain

Chaos Domain Spells

1 **Entropic Shield:**
1 **Protection from Law:** +2 to saves and counter opposing mind control.
2 **Align Weapon:** Weapon becomes +2 and chaotic.
2 **Hideous Laughter:** Subject loses actions for short duration.
3 **Confusion:** Subject acts randomly for short duration.
3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
4 **Chaos Hammer:** Confuses and deals 3d8 damage to lawful creatures.
5 **Animate Objects:** Objects attack your foes.
5 **Magic Circle against Law:** Protect allies in a Medium (20 ft.) radius.
6 **Insanity:** Subject suffers continuous *confusion*
6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Prismatic Spray:** Rays hit subjects with a variety of effects.

7 **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

8 **Cloak of Chaos:**[F]+4 to AC, +4 resistance, SR 10 against lawful spells.

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

9 **Irresistible Dance:** Forces subject to dance.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summon chaotic creatures only

11.3.3   Death Domain

Death Domain Spells

1 **Ray of Enfeeblement:** Ray inflicts 1d6 +1 per two levels Str penalty.

1 **Ray of Clumsiness:** Ray inflicts 1d6 +1 per two levels Dex penalty.

2 **Crush Life:** Target takes 4d6 unavoidably.

2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.

3 **Contagion:** Infects subject with chosen disease.

3 **Vampiric Touch:** Touch deals 6d8 damage; caster gains half damage as temporary hp.

4 **Death Ward:** Grants immunity to death spells and negative energy effects.

4 **Enervation:** Subject gains 1d4 negative levels.

5 **Crush Life, Greater:** Target takes 10d6 damage unavoidably and gains a negative level.

5 **Slay Living:** Touch attack kills subject.

6 **Circle of Death:**[M]Kills 2/level HV of creatures.

6 **Harm:** Deals 12d8 damage to touched target.

7 **Finger of Death:** Kills one subject.

7 **:**

8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.

8 **Energy Drain:** Subject gains 2d4 negative levels.

9 **Power Word Kill:** Kills bloodied creature.

9 **Wail of the Banshee:** Kills one creature/level.

11.3.4   Destruction Domain

Destruction Domain Spells

1 **Burning Hands:** 1d8 fire damage in small cone.

1 **Shocking Grasp:** Touch delivers 2d6 electricity damage.

2 **Shatter:** Sonic vibration damages objects or crystalline creatures in small radius.

2 **Warp Wood:** Bends wood (shaft, handle, door, plank).

3 **Contagion:** Infects subject with chosen disease.

3 **Lightning Bolt:** Large line of electricity deals 3d8 damage.

4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.

4 **:**

5 **Flame Strike:** Smite foes in small radius with divine fire (5d6 damage).

5 **:**

6 **Disintegrate:** Makes one creature or object vanish.

7 **Destruction:**[F]Stuns and deals 14d8 damage to subject, destroys remains.

7 **Shout, Greater:** Yell deals 6d6 sonic damage in large cone; stuns creatures, damages objects.

8 **Earthquake:** Intense tremor shakes 5 ft./level radius.

8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.

9 **Implosion:** Kills one creature/round.

9 **Meteor Swarm:** Four exploding spheres each deal 3d8 fire damage.

11.3.5   Earth Domain

Earth Domain Spells

1 **Earth's Pull:** Subject feels gravity more strongly.

1 **Tremorsense:** "See" through the ground by concentrating.

2 **:**

2 **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.

3 **Meld into Stone:** You and your gear merge with stone.

3 **Shape Stone:** Sculpts stone into any shape.

4 **Spike Stones:** Creatures in area take 1d8 damage per 5 feet moved, may be slowed.

4 **Summon Monster V*:** Calls extraplanar creature to fight for you.

5 **Stoneskin:** +5 AC, ignore 10 damage per round.

5 **Wall of Stone:** Creates a stone wall that can be shaped.

6 **Transmute Flesh and Stone:** Turns subject creature into statue, or restores petrified creature.

7 **Earthquake:** Intense tremor shakes large radius.

7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.

8 **Iron Body:** Your body becomes living iron.

8 **:**

9 **Elemental Swarm*:** Summons multiple elementals.

9 **Imprisonment:** Entombs subject beneath the earth.

*Summons earth elementals only.

11.3.6   Evil Domain

Evil Domain Spells

1 **Bane:** Nearby enemies are shaken.

1 **Protection from Good:** +2 to saves and counter opposing mind control.

2 **Align Weapon:** Weapon becomes +2 and evil.

2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.

3 **Share Pain, Forced:** Unwilling subject takes half of your damage.

4 **Summon Monster III*:** Calls extraplanar creature to fight for you.

4 **Enervation:** Subject gains 1d4 negative levels.

4 **Unholy Blight:** Sickens and deals 3d8 damage to good creatures.

5 **:**

5 **Magic Circle against Good:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.

6 **Harm:** Deals 12d10 damage to touched target.

6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects in large radius.

7 **:**

8 **Energy Drain:** Subject gains 2d4 negative levels.

8 **Unholy Aura:**[F]+4 to AC, +4 resistance, SR 10 against good spells.

9 **Assimilate:** Incorporate creature into your own body.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons evil creatures only

11.3.7   Fire Domain

Fire Domain Spells

1 **Burning Hands:** 1d6 fire damage in medium cone.

1 **:**

2 **Flame Weapon:** Flaming weapon deals 1d8 + casting attribute value damage.

2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.

3 **:**

3 **Fireball:** small radius of fire deals 3d6 damage.

4 **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.

4 **Summon Monster V*:** Calls extraplanar creature to fight for you.

5 **Flame Strike:** Smite foes in small radius with divine fire (1d6/level damage).

5 **Wall of Fire:** Passing through wall deals 5d6 fire damage.

6 **Delayed Blast Fireball:** 7d6 fire damage; you can postpone blast for 5 rounds.

6 **Fire Seeds:** Acorns and berries become grenades and bombs.

7 **:**

7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.

8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.

9 **Elemental Swarm**:** Summons multiple elementals.

9 **Meteor Swarm:** Four exploding spheres each deal 3d8 fire damage.

*Summons fire elementals only.

11.3.8 Good Domain

Good Domain Spells

1 **Bless:** Allies gain d6 +1/level temporary hp.

1 **Protection from Evil:** +2 to saves and counter opposing mind control.

2 **Align Weapon:** Weapon becomes +2 and good.

2 **Shield Other:**^F You take half of subject's damage.

3 **Aid:** Ally gains +2 attack bonus, 10 +1/level temporary hp.

3 **Summon Monster III*:** Calls extraplanar creature to fight for you.

4 **Death Ward:** Grants immunity to death spells and negative energy effects.

4 **Holy Smite:** Blinds and deals 4d6 damage to evil creatures.

5 **Magic Circle against Evil:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.

5 **Righteous Might:** Your size increases, and you gain combat bonuses.

6 **Heal:** Cures 12d8 damage, all diseases and mental conditions.

6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Holy Word:**^F Kills, paralyzes, slows, or deafens nongood subjects in large radius.

7 **:**

8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.

8 **Holy Aura:** +4 to AC, +4 resistance, and SR 10 against evil spells.

9 **Heal, Mass:** As heal, but heals 9d8 for many subjects.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons good creatures only.

11.3.9 Knowledge Domain

Knowledge Domain Spells

1 **Comprehend Languages:**

1 **:**

2 **Locate Object:**

2 **:**

3 **Detect Thoughts:**

3 **Tongues:**

4 **Locate Creature:**

4 **Moment of Prescience, Lesser:**

5 **True Seeing:**

6 **Analyze Dweomer:**

6 **Locate Entity:**

7 **Arcane Sight, Greater:**

7 **Moment of Prescience:**

8 **Detect Thoughts, Greater:**

8 **:**

9 **Foresight:**

9 **Revelation:**

11.3.10 Law Domain

Law Domain Spells

1 **Command:** One subject obeys selected command for 1 round.

1 **Protection from Chaos:** +2 to saves and counter opposing mind control.

2 **Align Weapon:** Weapon becomes +2 and lawful.

2 **Zone of Truth:** Subjects within range cannot lie.

3 **Discern Lies:** Reveals deliberate falsehoods.

3 **Summon Monster III*:** Calls extraplanar creature to fight for you.

4 **Hold Monster:** As *hold person*, but any creature.

4 **Order's Wrath:** Dazes and deals 3d8 damage to chaotic creatures.

5 **Command, Greater:** As *command*, but affects multiple creatures.

5 **Magic Circle against Chaos:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.

6 **True Seeing:**^M Lets you see all things as they really are.

6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.

7 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects in 60 ft cube.

7 **Power Word Stun:** Stuns bloodied creature.

8 **:**

8 **Shield of Law:**^F +4 to AC, +4 resistance, and SR 10 against chaotic spells.

9 **Imprisonment:** Entombs subject beneath the earth.

9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons lawful creatures only.

11.3.11 Life Domain

Life Domain Spells

1 **Bless:** Allies in large radius gain 5 +1/level temporary hp (max 10).

1 **Cure Light Wounds:** Cures 2d8 damage.

2 **:**

2 **Cure Moderate Wounds:** Cures 4d10 damage.

3 **Cure Serious Wounds:** Cures 6d10 damage.

3 **Link Vitality:** Two targets share each others' damage and healing.

4 **Death Ward:** Grants immunity to death spells and negative energy effects.

4 **Cure Critical Wounds:** Cures 8d10 damage.

5 **Cure Light Wounds, Mass:** Cures 5d8 damage for many creatures.

5 **:**

6 **Cure Moderate Wounds, Mass:** Cures 6d8 damage for many creatures.

6 **Heal:** Cures 10 damage/level, all diseases and mental conditions.

7 **Cure Serious Wounds, Mass:** Cures 7d8 damage for many creatures.

7 **Regenerate:** Touched creature heals 10 hit points/round.

8 **Cure Critical Wounds, Mass:** Cures 8d8 damage for many creatures.

8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.

9 **Heal, Mass:** As heal, but heals 9d8 for many subjects.

9 **Miracle:** Requests a deity's intercession.

11.3.12 Magic Domain

Magic Domain Spells

1 **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.

1 **Magic Weapon:** Weapon becomes +2.

2 **Ablative Shield:**

2 **Spelltheft:** Lesser As *lesser dispel magic*, but you gain the effects of dispelled spells.

3 **Dimensional Anchor:** Bars extradimensional movement.

3 **Dispel Magic:** Cancels magical spells and effects.

4 **Ablative Fortress:**

4 **Spell Immunity:** Subject is immune to one spell per four levels.

5 **Spell Resistance:** Subject gains SR 10.

5 **Spelltheft:** As *dispel magic*, but you gain the effects of dispelled spells.

6 **Analyze Dweomer:**^F Reveals magical aspects of subject.

6 **Dispel Magic, Greater:** As dispel magic, but up to +20 on check.

7 **Antimagic Field:** Negates magic in small emanation from you.

7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.

8 **Protection from Spells:** Subject gains SR 10 and +5 to saves vs spells.

8 **Spell Immunity, Greater:** As spell immunity, but up to 8th-level spells.

9 **Mage's Disjunction:** Dispels all magic in medium radius.

9 **:**

11.3.13 Nature Domain

Nature Domain Spells

1 **Detect Animals or Plants:** Detects animals or plants in a large cone.
1 **Entangle:** Plants entangle everyone in small spread.
2 **Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.
2 **Reduce Animal:** Shrinks one willing animal.
3 **Magic Fang, Greater:** One natural weapon of subject gets +1/three levels on attack and damage (max +5).
3 **Summon Nature's Ally IV:** Calls creature to fight.
4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
4 **:**
5 **Animate Plants:** Plants animate and fight for you.
5 **Wall of Thorns:** Thorns damage anyone who tries to pass.
6 **Animal Growth:** Enlarges multiple animals.
6 **Summon Nature's Ally VI:** Calls creature to fight.
7 **Antilife Shell:** Small stationary emanation hedges out living creatures.
7 **Fire Seeds:** Acorns and berries become grenades and bombs.
8 **Changestaff:** Your staff becomes a treant on command.
8 **Summon Nature's Army:** Calls one creature/level to fight.
9 **Stampede:** Summon bison to stampede foes.
9 **Summon Nature's Ally IX:** Calls creature to fight.

11.3.14 Protection Domain

Protection Domain Spells

1 **Sanctuary:** Opponents can't attack you, and you can't attack.
1 **Shield of Faith:** Aura grants +2 or higher deflection bonus.
2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
2 **Shield Other:**[F]You take half of subject's damage.
3 **Redirection:** Redirect attacks on you to other targets.
3 **Protection from Energy:** Absorb 10 points/level of damage from one kind of energy.
4 **Death Ward:** Grants immunity to death spells and negative energy effects.
4 **Spell Immunity:** Subject is immune to one spell per four levels.
5 **Spell Resistance:** Subject gains SR 10.
5 **Stoneskin:** +5 AC, ignore 10 damage per round.
6 **Shield Other, Greater:** You take all of subject's damage.
6 **Repulsion:** Creatures can't approach you.
7 **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.
7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
8 **Spell Immunity, Greater:** As spell immunity, but up to 8th-level spells.
9 **Foresight:** "Sixth sense" warns of impending danger.
9 **:**

11.3.15 Strength Domain

Strength Domain Spells

1 **Longstrider:** Increases your speed.
1 **Jump:** Subject gets bonus on Jump checks.
2 **Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
2 **:**
3 **Enlarge Person:** Humanoid creature doubles in size.
4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.
4 **Shout:** Deafens all within medium cone and deals 1d6/level sonic damage.
5 **Stoneskin:** +5 AC, ignore 10 damage per round.

5 **Righteous Might:** Your size increases, and you gain combat bonuses.
6 **Forceful Hand:** Hand pushes creatures away.
6 **Enlarge Person, Mass:** Enlarges several creatures.
7 **Grasping Hand:** Large hand provides cover, pushes, or grapples.
7 **Shout, Greater:** Yell deals 1d6/level sonic damage in large cone; stuns creatures, damages objects.
8 **Iron Body:** Your body becomes living iron.
8 **Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.
9 **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.
9 **:**

11.3.16 Travel Domain

Travel Domain Spells

1 **Feather Fall:** Objects or creatures fall slowly.
1 **Longstrider:** Increases your speed.
2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
2 **Spider Climb:** Grants ability to walk on walls and ceilings.
3 **Dimension Slide:** Teleports you very short distance.
3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
4 **Freedom:** Subject moves normally despite impediments.
5 **Dimension Door:** Teleports you within Long range.
5 **Passwall:** Creates passage through wood or stone wall.
6 **Repulsion:** Creatures can't approach you.
6 **Word of Recall:** Teleports you back to designated place.
7 **Ethereal Jaunt:** You become ethereal for short duration.
7 **Phase Door:** Creates an invisible passage through wood or stone.
8 **Freedom, Mass:** As *freedom*, but affects multiple creatures.
8 **Dimension Door, Mass:** Teleports you and one ally/level within Long range.
9 **Etherealness:** Travel to Ethereal Plane with companions.
9 **Gate:** Connects two planes for travel.

11.3.17 Trickery Domain

Trickery Domain Spells

1 **Create Sound:** Figment sounds.
1 **Ventriloquism:** Throws voice for medium duration.
2 **Darkness:** Object sheds supernatural shadow in medium radius.
2 **Silence:** Negates sound in medium radius.
3 **Confusion:** Subject acts randomly for short duration.
3 **Invisibility:** Subject invisible for short duration or until it attacks.
4 **:**
4 **Phantasmal Killer:** Fearsome illusion can frighten target to death.
5 **Mind Fog:** Fog imposes −5 penalty to Wisdom.
5 **Phantom Maze:** Subject acts as if affected by *maze*.
6 **Mislead:** Turns you invisible and creates illusory double.
6 **Seeming:** Changes appearance of group of creatures.
7 **Invisibility, Greater:** As *invisibility*, but affects any within 100 ft.
7 **:**
8 **Confusion, Mass:** Subjects in small radius act randomly for short duration.
8 **Reverse Gravity:** Objects and creatures fall upward.
9 **Maze:** Traps subject in extradimensional maze.
9 **Weird:** As *phantasmal killer*, but affects multiple creatures

11.3.18 War Domain

War Domain Spells

1 **Bane:** Nearby enemies are shaken.
1 **Bless:** Nearby allies gain +2 to attack.
2 **Divine Favor:** You gain +2 on attack and damage rolls.

2 **Spiritual Weapon:** Magical weapon attacks on its own.

3 **Aid:** Ally gains +2 attack bonus, 10 +1/level temporary hp.

3 **:**

4 **Invest Magic:** All of subject's equipment is magical.

4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.

5 **Flame Strike:** Smite foes in small radius with divine fire (5d6 damage).

5 **Waves of Fatigue:** Creatures in large cone become fatigued.

6 **Blade Barrier:** Wall of blades deals 6d6 damage.

6 **:**

7 **:**

7 **:**

8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.

8 **Waves of Exhaustion:** Creatures in medium cone become exhausted.

9 **:**

9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

11.3.19 Water Domain

Water Domain Spells

1 **Obscuring Mist:** A Fog surrounds you.

1 **Ray of Frost:** Icy ray deals 2d8 cold damage and hinders movement.

2 **Fog Cloud:** Fog obscures vision.

2 **:**

3 **Control Water:** Raises or lowers bodies of water.

3 **Water Walk:** Subject treads on water as if solid.

4 **:**

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

5 **Ice Storm:** Hail deals damage in small cylinder.

5 **Wall of Ice:** Create plane of ice or hemisphere can trap creatures inside.

6 **Cone of Cold:** 5d8 cold damage and brief slow in large cone.

6 **Solid Fog:** Fog blocks vision and slows movement.

7 **Freezing Sphere:** Freezes water or deals cold damage.

7 **Summon Nature's Ally VII*:** Calls creature to fight.

8 **Horrid Wilting:** Fatigues and deals 8d8 damage to living creatures.

8 **Polar Ray:** Ranged touch attack slows and deals 16d8 cold damage.

9 **Elemental Swarm*:** Summons multiple elementals.

9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

*Summons water elementals or aquatic creatures only.

11.4 Druid Spells

11.4.1 1st-level Druid Spells

Cure Light Wounds: Cures 2d8 damage.

Delay Poison: Stops poison from harming subject for extended duration.

Detect Animals or Plants: Detects animals or plants in large cone.

Detect Poison: Detects poison in large cone.

Detect Snares and Pits: Reveals natural or primitive traps in large cone.

Earth's Pull: Subject feels gravity more strongly.

Entangle: Plants entangle everyone in small spread.

Gust of Wind: Blows away or knocks down smaller creatures in large line.

Jump: Subject gets bonus on Jump checks.

Light: Object shines like a torch.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature becomes +2 weapon.

Obscuring Mist: A Fog surrounds you.

Shillelagh: Cudgel or quarterstaff becomes +2 weapon.

Spike Growth: Creatures in area take 1d6 damage per 5 ft. moved, may be slowed.

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

Tremorsense: "See" through the ground by concentrating.

11.4.2 2nd-level Druid Spells

Barkskin: Grants +2 bonus to AC and DR 2/adamantine.

Cone of Cold, Lesser: 2d6 cold damage and brief fatigue in medium cone.

Cure Moderate Wounds: Cures 4d10 damage.

Dispel Magic, Lesser: Cancels magical spells and effects on a single target.

Faerie Fire: Outlines subjects in small radius with light, canceling concealment, invisibility, and the like.

Flame Weapon: Flaming weapon deals 1d8 + casting attribute value damage.

Heat Metal: Make metal so hot it damages those who touch it.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Shape Wood: Rearranges wooden objects to suit you.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

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

Summon Swarm: Summons swarm of bats, rats, or spiders.

Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.

Tree Shape: You look exactly like a tree for extended duration.

Windstrike: Wind bludgeons target for 4d6 damage.

Warp Wood: Bends wood (shaft, handle, door, plank).

Zephyr Blade: Melee weapon can strike from a short distance for half damage.

11.4.3 3rd-level Druid Spells

Call Lightning: Calls down lightning bolts (3d8 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 6d10 damage.

Fog Cloud: Small cylinder of fog obscures vision.

Lightning Bolt: Large line of electricity deals 3d6 damage.

Magic Fang, Greater: All subject's natural weapons get +2 bonus.

Meld into Stone: You and your gear merge with stone.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 10 points/level of damage from one kind of energy.

Shape Stone: Sculpts stone into any shape.

Snare: Creates a magic booby trap.

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

Water Walk: Subject treads on water as if solid.

11.4.4 4th-level Druid Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Cure Critical Wounds: Cures 8d10 damage.

Dispel Magic: Cancels spells and magical effects.

Entangling Growth: New plants grow and entangle everyone in large spread.

Freedom: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals damage in small cylinder.

Resist Energy, Greater: As *resist energy*, but all energy types.

Spike Stones: Creatures in area take 1d8 damage per 5 feet moved, may be slowed.

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

Wall of Ice: Create plane of ice or hemisphere can trap creatures inside.

11.4.5 5th-level Druid Spells

Adapt Body: Your body automatically adapts to hostile environments.
Animal Affinity, Mass: As *animal affinity*, but affects multiple creatures.
Animate Plants: Plants animate and fight for you.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning, Greater: As call lightning, but 5d8 damage per bolt.
Cone of Cold: 5d6 cold damage and fatigue in medium cone.
Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.
Stoneskin: +5 AC, ignore 10 damage per round.
Summon Nature's Ally V: Calls creature to fight.
Wall of Fire: Passing through wall deals 4d6 damage.
Wall of Stone: Creates a stone wall that can be shaped.
Wall of Thorns: Thorns damage anyone who tries to pass.
Windstrike, Greater: Wind moves and bludgeons target for 10d6 damage.

11.4.6 6th-level Druid Spells

Animal Growth: Enlarges multiple animals.
Antilife Shell: Small radius emanation hedges out living creatures.
Cure Moderate Wounds, Mass: Cures 5d8 damage for many creatures.
Dispel Magic, Greater: As dispel magic, but up to +20 on check.
Fire Seeds: Acorns and berries become grenades and bombs.
Protection from Energy, Greater:
Solid Fog: Fog blocks vision and slows movement.
Summon Nature's Ally VI: Calls creature to fight.
Totemic Mind, Mass: As *totemic mind*, but affects multiple creatures.
Totemic Power, Mass: As *totemic power*, but affects multiple creatures.
Zephyr Blade, Greater: Melee weapon can strike from a distance for full damage.

11.4.7 7th-level Druid Spells

Call Lightning, Greater: As *call lightning*, but 5d8 damage per bolt.
Changestaff: Your staff becomes a treant on command.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Serious Wounds, Mass: Cures 7d8 damage for many creatures.
Heal: Cures 12d8 damage, all diseases and mental conditions.
Oak Body: Your body becomes as hard as oak.
Summon Nature's Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 7d6 damage.
Wind Walk: You and your allies turn vaporous and travel fast.

11.4.8 8th-level Druid Spells

Cure Critical Wounds, Mass: Cures 8d8 damage for many creatures.
Earthquake: Intense tremor shakes large radius.
Fire Storm: Deals 8d6 fire damage to enemies in large spread.
Freedom, Mass: As *freedom*, but affects multiple creatures.
Regenerate: Touched creature heals 10 hit points/round.
Repel Metal or Stone: Pushes away metal and stone in large line.
Sea of Fog: 500 ft. cylinder of fog obscures vision.
Summon Nature's Ally VIII: Calls creature to fight.
Summon Nature's Army: Calls one creature/level to fight.
Sunburst: Blinds all within large radius, deals 8d8 damage.

11.4.9 9th-level Druid Spells

Elemental Swarm: Summons multiple elementals.
Stampede: Summon bison to stampede foes.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature's Ally IX: Calls creature to fight.

11.5 Paladin Spells

11.5.1 1st-level Paladin Spells

Bless: Nearby allies gain +2 to attack.
Bless Weapon: Weapon becomes +2 and good.
Cure Light Wounds: Cures 2d8 damage.
Delay Poison: Stops poison from harming subject for extended duration.
Detect Chaos: Reveals creatures, spells, or objects of chaotic alignment.
Magic Vestment: Armor or shield becomes +2.
Protection from Chaos/Evil: +2 to saves and counter opposing mind control.

11.5.2 2nd-level Paladin Spells

Cure Moderate Wounds: Cures 4d10 damage.
Daylight: Large radius of bright light.
Divine Favor: You gain +2 on attack and damage rolls.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other:[F]You take half of subject's damage.
Zone of Truth: Subjects within small emanation cannot lie.

11.5.3 3rd-level Paladin Spells

Aid: Ally gains +2 attack bonus, 10 +1/level temporary hp.
Cure Serious Wounds: Cures 6d10 damage.
Discern Lies: Reveals deliberate falsehoods.
Heal Mount: As *heal* on warhorse or other special mount.
Protection from Energy: Absorb 10 points/level of damage from one kind of energy.

11.5.4 4th-level Paladin Spells

Cure Critical Wounds: Cures 8d10 damage.
Death Ward: Grants immunity to death spells and negative energy effects.
Divine Power: You gain attack and damage bonus, +4 Str, and 2 hp/level.
Holy Sword: Weapon becomes +5 and holy.
Magic Circle against Chaos/Evil: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
Resist Energy, Greater: As *resist energy*, but all energy types.

11.6 Sorcerer/Wizard Spells

11.6.1 1st-level Sorcerer/wizard Spells

Abjur   **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
      Mage Armor: Armor made of magical force gives +2 AC.
      Protection from Chaos/Evil/Good/Law: +2 to saves and counter opposing mind control.
      Shield: Invisible disc gives +2 to AC.
      Resist Impact: Resist one attack against you.
      Sanctuary: Opponents can't attack you, and you can't attack.

Conj   **Grease:** Makes 10 ft. square or one object slippery.
      Obscuring Mist: A Fog surrounds you.
      Summon Monster I: Calls extraplanar creature to fight for you.
      Retrieve: Teleport an unattended item you can see to your hand.
      Summon Monster II: Calls extraplanar creature to fight for you.

Div   **Detect Poison:** Detects poison in large cone.
      Detect Secret Doors: Reveals hidden doors in large cone.
      Detect Undead: Reveals undead within large cone.
      Message: Whispered conversation at distance.
      Farsight: Doubles range of vision.
      Precognition, Lesser: See into the future to gain attack bonus.

Ench **Command:** One subject obeys selected command for 1 round.
Sleep: Tire a creature, possibly putting it to sleep.
Attraction: Subject has an attraction you specify.
Cause Fear: One creature flees for short duration.

Evoc **Burning Hands:** 1d8 fire damage in medium cone.
Mage Armor: Armor made of magical force gives +2 AC.
Mage Hand: 5-pound telekinesis.
Magic Missile: Missile unerringly deals d10 damage.
Shocking Grasp: Touch deals 2d6 electricity damage.
Feather Fall: Objects or creatures fall slowly.
Gust of Wind: Blows away or knocks down smaller creatures in large line.

Illus **Color Spray:** Creatures in medium cone are bewildered.
Dancing Lights: Creates torches or other lights.
Light: Object shines like a torch.
Ventriloquism: Throws voice for medium duration.
Create Sound: Figment sounds.
Disguise Self: Changes your appearance.

Necro **Ray of Enfeeblement:** Ray inflicts 1d6 +1 per two levels Str penalty.
Ray of Clumsiness: Ray inflicts 1d6 +1 per two levels Dex penalty.
Chill Touch: One touch/level deals 1d6 damage + casting attribute value and possibly 1 Str damage.
False Life: Gain 10 temporary hp +1/level.

Trans **Magic Vestment:** Armor or shield becomes +2.
Magic Weapon: Weapon becomes +2.
Jump: Subject gets bonus on Jump checks.
Backbiter: Weapon attacks its wielder when used.
Expeditious Retreat: Your speed doubles.

11.6.2 2nd-level Sorcerer/wizard Spells

Abjur **Resist Energy:** Ignores first 10 (or more) points of damage/attack from specified energy type.
Share Pain: Willing subject takes half of your damage.
Shield Other: You take half of subject's damage.
Ablative Ward: Immediately reduce damage from foes' spells.
Spelltheft, Lesser: As *lesser dispel magic*, but you gain the effects of dispelled spells.

Conj **Acid Arrow:** Ranged touch attack deals 3d6 damage, more over time.
Glitterdust: Outlines concealed and invisible creatures in small radius.
Summon Monster II: Calls extraplanar creature to fight for you.
Dissipating Touch: Touch deals 4d8 damage.
Summon Monster III: Calls extraplanar creature to fight for you.

Div **Arcane Sight:** Magical auras become visible to you.
Comprehend Languages: You understand all spoken and written languages.
Darkvision: See 60 ft. in total darkness.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.
:
Precognition: See into the future to gain attack and saving throw bonus.

Ench **Hold Person:** Paralyzes one humanoid for short duration.
Hypnotic Pattern: Fascinates creatures in small radius.
Touch of Idiocy: Subject takes −4 penalty to Int, Wis, and Cha.
Aversion: Subject has aversion you specify.
Charm Person: Makes one person your friend.

Evoc **Cone of Cold, Lesser:** 2d6 cold damage and brief fatigue in medium cone.
Scorching Ray: Ray (or rays) deal 6d6 fire damage.

Shatter: Sonic vibration damages objects or crystalline creatures.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.

Illus **Blur:** Attacks miss subject 20% of the time.
Darkness: Object sheds supernatural shadow in medium radius.
Hypnotic Pattern: Fascinates creatures in small radius.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Silent Image: Creates minor illusion of your design.

Necro **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
Ghoul Touch: Paralyze one subject, which exudes stench that makes those nearby sickened.
Share Pain: Willing subject takes half of your damage.
Shield Other: You take half of subject's damage.
Crush Life: Target takes 4d6 unavoidably.
Transfer Suffering, Lesser: Give 2d6 of your damage to touched subject.

Trans **Spider Climb:** Grants ability to walk on walls and ceilings.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.
Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.
Vestments of the Mage: Reduce spell failure on armor or shield by 10%.
Reduce Person: Humanoid creature halves in size.
Slow: Subject takes only one action/round.

11.6.3 3rd-level Sorcerer/wizard Spells

Abjur **Dimensional Anchor:** Bars extradimensional movement.
Dispel Magic: Cancels magical spells and effects.
Protection from Energy: Absorb 10 points/level of damage from one kind of energy.
Share Pain, Forced: Unwilling subject takes half of your damage.
Invisibility Purge: Suppresses invisibility within large radius.
Redirection: Redirect attacks on you to other targets.

Conj **Dimensional Anchor:** Bars extradimensional movement.
Fog Cloud: Small cylinder of fog obscures vision.
Summon Monster III: Calls extraplanar creature to fight for you.
Web: Fills medium radius spread with sticky spiderwebs.
Dimension Slide: Teleports you very short distance.
Summon Monster IV: Calls extraplanar creature to fight for you.

Div **Detect Thoughts:** Allows "listening" to surface thoughts.
Telepathic Bond: Mental link lets two creatures communicate.
Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check.
Tongues: Speak and understand any language.

Ench **Confusion:** Subject acts randomly for short duration.
Daze: Subject is bewildered and may lose an action.
Crushing Despair: Subjects in medium cone are demoralized.
Heroism: Gives +2 on attacks and saves.

Evoc **Fireball:** Small radius of fire deals 3d6 damage.
Lightning Bolt: Large line of electricity deals 3d6 damage.
Interposing Hand: Hand provides cover against one opponent at a time.
Telekinetic Force: Move an object with the sustained force of your mind.

Illus **Invisibility:** Subject is invisible for medium duration or until it attacks.
Rainbow Pattern: Lights fascinate 24 HV of creatures.
Minor Image: As *silent image*, plus some sound.
Phantom Steed: Shadow horse appears for extended duration.

Necro **Bestow Curse:** −6 to an attribute score; −4 on attack rolls, saves,

checks, and AC; or 25% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Ray of Exhaustion: Ray makes subject exhausted.

Share Pain, Forced: Unwilling subject takes half of your damage.

Link Vitality: Two targets share each others' damage and healing.

Vampiric Touch: Touch deals 6d8 damage; caster gains half damage as temporary hp.

Trans   **Phantom Steed:** Shadow horse appears for extended duration.

Shape Stone: Sculpts stone into any shape.

Shrink Item: Object shrinks to one-sixteenth size.

Telepathic Bond: Mental link lets two creatures communicate.

Enlarge Person: Humanoid creature doubles in size.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

11.6.4   4th-level Sorcerer/wizard Spells

Abjur   **Dismissal:** Forces a creature to return to native plane.

Fire Shield: Creatures attacking you take damage; you're protected from heat or cold.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Resist Energy, Greater: As *resist energy*, but all energy types.

Spell Immunity: Subject is immune to one spell per four levels.

Ablative Fortress: Immediately reduce damage from foes' spells in area.

Inertial Shield: Gain physical DR 10.

Conj   **Blink:** You randomly vanish and reappear for short duration.

Dismissal: Forces a creature to return to native plane.

Ice Storm: Hail deals 4d6 damage in small cylinder.

Summon Monster IV: Calls extraplanar creature to fight for you.

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Dimension Door: Teleports you within long range.

Summon Monster V: Calls extraplanar creature to fight for you.

Div   **Locate Creature:** Indicates direction to familiar creature.

Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check.

Tongues: Speak and understand any language.

Discern Vulnerability: Quickly find weaknesses in foe's defenses.

Precognition, Greater: See into the future to gain attack, damage, dodge, and saving throw bonus.

Ench   **Hold Monster:** As hold person, but any creature.

Phantasmal Killer: Fearsome illusion can frighten target to death.

Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

:

:

Evoc   **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.

Ice Storm: Hail deals 4d6 damage in small cylinder.

Shout: Deafens all within medium cone and deals 4d6 sonic damage.

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Resilient Sphere: Force globe protects but traps one creature or object.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Illus   **Displacement:** Attacks miss subject 50% of the time.

Phantasmal Killer: Fearsome illusion can frighten target to death.

Major Image: As silent image, plus sound, smell and thermal effects.

Shadow Conjuration: Mimics conjuration below 4th level, but

only half real.

Necro   **Death Ward:** Grants immunity to death spells and negative energy effects.

Enervation: Subject gains 1d4 negative levels.

Transfer Suffering: Give 8d8 points of your damage to touched subject.

:

Trans   **Fly:** Subject flies at speed of 60 ft.

Invest Magic: All of subject's equipment is magical.

Haste: Subject moves faster, gets extra attack.

11.6.5   5th-level Sorcerer/wizard Spells

Abjur   **Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.

Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.

Spell Resistance: Subject gains SR 10.

Spelltheft: As *dispel magic*, but you gain the effects of dispelled spells.

Retributive Barrier: Gain DR 5/- that reflects damage at foes.

Conj   **Acid Arrow, Greater:** As acid arrow, but 10d6 damage initially and more over time.

Glitterdust, Greater: Dazzles and outlines concealed and invisible creatures in small radius.

Mind Fog: Fog imposes −10 penalty to Wis checks and Will saves.

Stinking Cloud: Fog nauseates creatures inside.

Summon Monster V: Calls extraplanar creature to fight for you.

Retrieve, Greater: Teleport an item you can see to your hand.

Summon Monster VI: Calls extraplanar creature to fight for you.

Div   **Discern Vulnerability:** Quickly find weaknesses in foe's defenses.

Precognition, Greater: See into the future to gain attack, damage, dodge, and saving throw bonus.

True Seeing:[M]Lets you see all things as they really are.

True Strike: +20 on your next attack roll.

Ench   **Feeblemind:** Subject's Int and Cha drop to 1.

Mind Fog: Fog imposes −5 penalty to Wisdom.

Suggestion: Compels subject to follow stated course of action.

Charm Monster: Makes monster believe it is your ally.

Fear: Subjects within medium cone flee for short duration.

Evoc   **Chain Lightning:** 10d6 damage; 1 secondary bolt/level each deals half damage.

Cone of Cold: 5d6 cold damage and fatigue in medium cone.

Wall of Fire: Passing through wall deals 5d6 damage.

Telekinetic Thrust: Hurl objects with the force of your mind.

Wall of Force: Wall is immune to damage.

Illus   **Invisibility Sphere:** Makes everyone within small radius invisible.

Phantom Maze: Subject acts as if affected by *maze*.

Seeming: Changes appearance of group of creatures.

Shadow Evocation: Mimics evocation below 5th level, but only half real.

Necro   **Crippling Pain:** Creature suffers penalties due to debilitating pain.

Waves of Fatigue: Creatures in large cone become fatigued.

Crush Life, Greater: Target takes 10d6 damage unavoidably and gains a negative level.

:

Trans   **Combat Transformation:**[M]You gain combat bonuses.

Passwall: Creates passage through wood or stone wall.

Stoneskin: +5 AC, ignore 10 damage per round.

Wall of Stone: Creates a stone wall that can be shaped.

Animate Objects: Objects attack your foes.

Baleful Polymorph: Transforms subject into harmless animal.

11.6.6 6th-level Sorcerer/wizard Spells

Abjur **Banishment:** Banishes extraplanar creatures in medium radius around you.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Protection from Energy, Greater: As *protection from energy*, but against all energy types.

Repulsion: Creatures can't approach you.

Shield Other, Greater: You take all of subject's damage.

Conj **Black Tentacles:** Tentacles grapple all within small spread.

Solid Fog: Fog blocks vision and slows movement.

Summon Monster VI: Calls extraplanar creature to fight for you.

Phase Door: Creates an invisible passage through wood or stone.

Summon Monster VII: Calls extraplanar creature to fight for you.

Div **Locate Entity:** Locates creatures or objects within 1 mile.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Telepathic Bond, Mass: Mental link lets allies communicate.

True Seeing:^{M}Lets you see all things as they really are.

Analyze Dweomer:^{F}Reveals magical aspects of subject.

Moment of Prescience: As lesser moment of prescience, with +1/2 levels circumstance bonus.

Ench **Insanity:** Subject suffers continuous *confusion*.

Power Word Confuse: Confuses a creature.

Dominate Person: Controls humanoid telepathically.

Heroism, Greater: Gives immunity to fear and bonus on attacks, saves, and checks.

Evoc **Delayed Blast Fireball:** 6d8 fire damage in small radius; you can postpone blast for 5 rounds.

Mage's Sword:^{F}Floating magic blade strikes opponents.

Forceful Hand: Hand pushes creatures away.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Illus **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.

Mislead: Turns you invisible and creates illusory double.

Persistent Image: As *major image*, but no concentration required.

:

Necro **Circle of Death:**^{M}Kills 2/level HV of creatures.

Undeath to Death:^{M}Destroys 2/level HV of undead.

Harm: Deals 12d8 damage to touched target.

Share Pain, Greater: Willing subject takes all of your damage.

Trans **Black Tentacles:** Tentacles grapple all within small spread.

Disintegrate: Makes one creature or object vanish.

Telepathic Bond, Mass: Mental link lets allies communicate.

Totemic Mind, Mass: As *totemic mind*, but affects multiple creatures.

Totemic Power, Mass: As *Totemic power*, but affects multiple creatures.

Reduce Person, Mass: Reduces several creatures.

Transmute Flesh and Stone: Turns subject creature into statue, or restores petrified creature.

11.6.7 7th-level Sorcerer/wizard Spells

Abjur **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.

:

Antimagic Field: Negates magic in small emanation from you.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj **Banishment:** Banishes 2 HV/level of extraplanar creatures.

Cloudkill: Fog deals Con damage each round.

Ethereal Jaunt: You become ethereal for short duration.

Summon Monster VII: Calls extraplanar creature to fight for you.

Dimension Door, Mass: Teleport you and one ally/level within

long range.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Div **Arcane Sight, Greater:** As arcane sight, but also reveals magic effects on creatures and objects.

Moment of Prescience: As lesser moment of prescience, with +1/2 levels circumstance bonus.

Foresight: "Sixth sense" warns of impending danger.

:

Ench **Deep Slumber:** Subject falls asleep for a long time.

Ench **Hold Person, Mass:** As *hold person*, but affects multiple creatures.

Charm Person, Mass: As *charm person*, but any within medium radius.

Terror: Subject is unavoidably afraid.

Evoc **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.

Freezing Sphere: Freezes water or deals 7d6 cold damage in medium radius.

Prismatic Spray: Rays hit subjects with variety of effects.

Shout, Greater: Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.

Forcecage:^{M}Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Illus **Invisibility, Mass:** As *invisibility*, but affects any within 100 ft.

Project Image: Illusory double can talk and cast spells.

Shadow Conjuration, Greater: As shadow conjuration, but up to 6th level.

Necro **Power Word Blind:** Blinds bloodied creature.

Strip the Flesh: Rend foe's skin from its body.

Finger of Death: Kills one subject.

Link Vitality, Mass: As *link vitality*, but affects one creature/level.

Trans **Oak Body:** Your body becomes as hard as oak.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Enlarge Person, Mass: Enlarges several creatures.

Slow, Mass: Many subjects take only one action/round.

Univ **Limited Wish:**^{M}Alters reality – within spell limits.

11.6.8 8th-level Sorcerer/wizard Spells

Abjur **Protection from Spells:**^{MF}Confers spell resistance 10 and +5 to saves vs. spells.

Spell Immunity, Greater: As spell immunity, but up to 8th-level spells.

Spelltheft, Greater: As *greater dispel magic*, but you gain the effects of dispelled spells.

Conj **Acid Fog:** Medium cylinder of solid fog deals acid damage.

Sea of Fog: 200 ft. radius of fog obscures vision.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Maze: Traps subject in extradimensional maze.

Summon Monster IV: Calls extraplanar creature to fight for you.

Div **Detect Thoughts, Greater:** As *detect thoughts*, but longer and without concentration.

Foresight: "Sixth sense" warns of impending danger.

Revelation: Grant target vision of one of three futures.

Ench **Confusion, Mass:** Subjects in medium radius act randomly for short duration.

Power Word Stun: Stuns a creature.

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Suggestion, Mass: As *suggestion*, but shorter and affects multiple creatures.

Dominate Monster: As dominate person, but any creature.

Evoc   **Cone of Cold, Greater:** 8d6 cold damage and fatigue in large cone.

Polar Ray: Ranged touch attack slows and deals 16d6 cold damage.

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

Crushing Hand: Large hand provides cover or crushes your foes.

Illus   **Scintillating Pattern:** Twisting colors confuse, stun, or render unconscious.

Shadow Body: You become a living shadow.

Shadow Evocation, Greater: As shadow evocation, but up to 7th level.

Necro   **Energy Drain:** Subject gains 2d4 negative levels.

Waves of Exhaustion: Creatures in medium cone become exhausted.

Crush Life, Mass: Deals 8d6 damage unavoidably to many foes.

Trans   **Iron Body:** Your body becomes living iron.

Reverse Gravity: Objects and creatures fall upward.

Shadow Body: You become a living shadow.

Temporal Stasis:[M]Puts subject into suspended animation.

Haste, Mass: Many subjects move faster, get extra attack.

11.6.9   9th-level Sorcerer/wizard Spells

Abjur   **Emancipation:** Releases creature from imprisonment, many other impediments.

Mage's Disjunction: Dispels all magic.

Conj   **Etherealness:** Travel to Ethereal Plane with companions.

Imprisonment: Entombs subject beneath the earth.

Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.

Summon Monster IX: Calls extraplanar creature to fight for you.

:

Div   **Revelation:** Grant target vision of one of three futures.

Moment of Prescience, Greater: As lesser moment of prescience, but with +1/level circumstance bonus.

Ench   **Daze, Mass:** As *daze*, but affects multiple creatures.

Hold Monster, Mass: As *hold monster*, but affects multiple creatures.

Weird: As *phantasmal killer*, but affects multiple creatures

Irresistible Dance: Forces subject to dance.

Evoc   **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage in large radius.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Clenched Fist: Large hand provides cover or attacks your foes.

Illus   **Weird:** As *phantasmal killer*, but affects multiple creatures

Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.

Necro   **Assimilate:** Incorporate creature into your own body.

Power Word Kill: Kills one bloodied creature.

Wail of the Banshee: Kills many creatures.

Trans   **Alter Any Object:** Transforms objects into new forms.

Assimilate: Incorporate creature into your own body.

Imprisonment: Entombs subject beneath the earth.

Time Stop: You act freely for 1d4+1 rounds.

Univ   **Wish:**[M]As *limited wish*, but with fewer limits.

11.7   Arcane Invocation List

Abjur   **Ablative Aura:** Damage foes who attack a shielded ally.

Bestow Protection: Protect ally from physical or magical attacks.

Conj   **Acid Orb:** Propel a small orb of acid at a foe for d4 damage.

Conjure Projectile: Summon projectiles that hit a foe for d6 damage.

Div   **Premonition:** Grant ally temporary attack bonus.

Twist Fate: Know foe's future action and apply penalty of choice.

Ench   **Confusion, Lesser:** Touched foe is briefly confused.

Distract: Foe is bewildered.

Evoc   **Magic Ray:** Fire ray of magical energy.

Telekinesis, Lesser: Attack with weapon telekinetically.

Illus   **False Foe:** Create illusionary creature that acts like an ally.

Phantom Injury: Foe believes it is grievously wounded.

Necro   **Draining Touch:** Steal life force from touched foe.

Exhaustion: Briefly exhaust foe.

Trans   **Imbue Weapon:** Weapon deals d8 extra damage when it next hits.

Slow, Lesser: Subject only takes one action next round.

11.8   Arcane Ritual List

11.8.1   1st-level Arcane Rituals

Arcana   **Alarm:** Wards large emanation for 24 hours.

Erase: Mundane or magical writing vanishes.

Floating Disk: Creates 3 ft. diameter horizontal disk that holds 100 lb./level.

Identify: Determines properties of magic item.

Unseen Servant: Invisible force obeys your commands.

Craft Engineering   **Mending:** Makes minor repairs on an object.

Mending: Makes minor repairs on an object.

Forgery

Erase: Mundane or magical writing vanishes.

Nature   **Mount:** Summons riding horse for 24 hours.

Spell   **Magic Aura:** Alters object's magic aura.

Read Magic: Read magical writing.

Survival

Endure Elements: Exist comfortably in hot or cold environments.

Create Food and Water:

None   **Arcane Mark:** Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

11.8.2   2nd-level Arcane Rituals

Arcana   **Arcane Lock:** Magically locks a portal or chest.

Continual Flame: Makes a permanent, heatless torch.

Find Traps: Notice traps better.

Magic Mouth: Speaks once when triggered.

Whispering Wind: Sends a short message 1 mile/level.

Eng   **Find Traps:** Notice traps better.

Heal   **Gentle Repose:** Preserves one corpse.

Nature   **Whispering Wind:** Sends a short message 1 mile/level.

Spell   **Undetectable Alignment:** Conceals alignment for 24 hours.

11.8.3   3rd-level Arcane Rituals

Arcana   **Explosive Runes:** Deals 1d6/level damage in a small radius when read.

Clairaudience/Clairvoyance: Hear or see at a distance for 10 minutes.

Fire Trap: Opened object deals 1d4/level fire damage.

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Secret Page: Changes one page to hide its real content.

Sepia Snake Sigil: Creates text symbol that immobilizes reader.

Craft   **Mending, Greater:** Repairs an object.

Eng Forgery   **Mending, Greater:** Repairs an object.

Secret Page: Changes one page to hide its real content.

Nature   **Fire Trap:** Opened object deals 1d4/level fire damage.

Water Breathing: Subjects can breathe underwater.

Relig   **Animate Dead:** Creates undead skeletons and zombies.

Speak with Dead: Corpse answers one question/two levels.

Spell   **Nondetection:** Hides subject from divination, scrying.

Survival

Tiny Hut: Creates shelter for ten creatures.

Water Breathing: Subjects can breathe underwater.

11.8.4   4th-level Arcane Rituals

Arcana   **Arcane Eye:** Invisible floating eye moves 30 ft./round.

Geas, Lesser: Commands subject of 7 HV or less.

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Remove Curse: Frees object or person from curse.

Secure Shelter: Creates sturdy cottage.

Symbol of Persuasion: Trap compels triggering creature to follow *suggestion*.

Craft   **Minor Creation:** Creates one cloth or wood object.

Eng   **Minor Creation:** Creates one cloth or wood object.

Forgery

Illusory Script: Only intended reader can decipher.

Secure Shelter: Creates sturdy cottage.

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

Linguistics

Illusory Script: Only intended reader can decipher.

Spell   **Detect Scrying:** Alerts you of magical eavesdropping.

Relig   **Divination:** Provides useful advice for specific proposed actions.

Geas, Lesser: Commands subject of 7 HV or less.

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

11.8.5   5th-level Arcane Rituals

Arcana   **Dream:** Sends message to anyone sleeping.

Mage's Faithful Hound: Phantom dog can guard, attack.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Sending: Delivers short message anywhere, instantly.

Symbol of Pain: Trap fills triggering creature with pain.

Eng   **Fabricate:** Transforms raw materials into finished items.

Major Creation: As minor creation, plus stone and metal.

Local   **Legend Lore:**[F]Lets you learn tales about a person, place, or thing.

Nature   **Scrying:**[F]Spies on subject from a distance.

Planes   **Contact Other Plane:** Lets you ask question of extraplanar entity.

Dimensional Lock: Teleportation and interplanar travel blocked for 30 days.

Planar Binding, Lesser: Traps extraplanar creature of 6 HV or less until it performs a task.

Relig   **Scrying:**[F]Spies on subject from a distance.

Secret Chest:[F]Hides expensive chest on Ethereal Plane; you retrieve it at will.

Sending: Delivers short message anywhere, instantly.

Spell   **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

False Vision: Fools scrying with an illusion.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Permanency: Makes certain spells permanent.

11.8.6   6th-level Arcane Rituals

Arcana   **Geas/Quest:** As lesser geas, plus it affects any creature.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Permanent Image: Includes sight, sound, and smell.

Symbol of Insanity: Trap drives triggering creature insane.

Teleport: Instantly transports you as far as 100 miles/level.

Eng   **Move Earth:** Digs trenches and build hills.

Geography

Find the Path: Shows most direct way to a location.

Nature   **Move Earth:** Digs trenches and build hills.

Relig   **Create Undead:** Creates ghouls, ghasts, mummies, or mohrgs.

Geas/Quest: As lesser geas, plus it affects any creature.

Planes   **Planar Binding:** As lesser planar binding, but up to 12 HV.

Shadow Walk: Step into shadow to travel rapidly.

11.8.7   7th-level Arcane Rituals

Arcana   **Clone:**[F]Duplicate awakens when original dies.

Instant Summons: Prepared object appears in your hand.

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

Scrying, Greater: As scrying, but faster and longer.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Symbol of Death: Trap kills triggering creature.

Symbol of Sleep: Trap compels triggering creature to fall asleep.

Symbol of Terror: Trap frightens triggering creature.

Teleport Object: As teleport, but affects a touched object.

Eng   **Mordenkainen's Magnificent Mansion:**[F]Door leads to extradimensional mansion.

Local   **Vision:** As legend lore, but quicker and strenuous.

Nature   **Scrying, Greater:** As scrying, but faster and longer.

Planes   **Mordenkainen's Magnificent Mansion:**[F]Door leads to extradimensional mansion.

Plane Shift:[F]As many as eight subjects travel to another plane.

Relig   **Scrying, Greater:** As scrying, but faster and longer.

Spell   **Dimensional Lock:** Teleportation and interplanar travel blocked for 30 days.

11.8.8   8th-level Arcane Rituals

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Div   **Discern Location:** Reveals exact location of creature or object.

Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

Scrying, Greater: As scrying, but faster and longer.

Ench   **Antipathy:** Object or location affected by spell repels certain creatures.

Demand: As *sending*, plus you can send *suggestion*.

Sympathy:[F]Object or location attracts certain creatures.

Illus   **Screen:** Illusion hides area from vision, scrying.

Relig   **Create Greater Undead:**[M]Creates shadows, wraiths, spectres, or devourers.

11.8.9   9th-level Arcane Rituals

Abjur   **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Conj   **Teleportation Circle:** Circle teleports any creature inside to designated spot.

Necro   **Soul Bind:**[F]Traps newly dead soul to prevent resurrection.

11.9   Divine Ritual List

11.9.1   1st-level Divine Rituals

Craft   **Mending:** Makes minor repairs on an object.

Eng   **Mending:** Makes minor repairs on an object.

Nature   **Pass without Trace:** One subject/level leaves no tracks.

Relig   **Bless Water:** Makes holy water.

Curse Water: Makes unholy water.

Spellcraft

Read Magic: Read magical writing.

Survival

Create Water: Creates 2 gallons/level of pure water.

Endure Elements: Exist comfortably in hot or cold environments.
Pass without Trace: One subject/level leaves no tracks.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

11.9.2   2nd-level Divine Rituals

Animal Messenger: Sends a Tiny animal to a specific place.
Augury:[MF]Learns whether an action will be good or bad.
Consecrate: Fills area with positive energy, making undead weaker.
Continual Flame: Makes a permanent, heatless torch.
Desecrate: Fills area with negative energy, making undead stronger.
Find Traps: Notice traps better.
Gentle Repose: Preserves one corpse.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Water Breathing: Subjects can breathe underwater.
Whispering Wind: Sends a short message 1 mile/level.
Survival
      Create Food and Water:

11.9.3   3rd-level Divine Rituals

Animate Dead: Creates undead skeletons and zombies.
Fire Trap: Opened object deals 1d4/level fire damage.
Glyph of Warding:[M]Inscription harms those who pass it.
Helping Hand: Ghostly hand leads subject to you.
Ironwood: Magic wood is strong as steel.
Mending, Greater: Repairs an object.
Obscure Object: Masks object against scrying.
Remove Disease: Cures all diseases affecting subject.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Speak with Dead: Corpse answers one question/two levels.

11.9.4   4th-level Divine Rituals

Divination: Provides useful advice for specific proposed actions.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser: Exchange services with a 6 HV extraplanar creature.
Reincarnate: Brings dead subject back in a random body.
Restoration: Restores level and attribute score drains.
Sending: Delivers short message anywhere, instantly.

11.9.5   5th-level Divine Rituals

Atonement:[FM]Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Commune: Deity answers one yes-or-no question/level.
Commune with Nature: Learn about terrain for 1 mile/level.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Mark of Justice: Designates action that will trigger curse on subject.
Raise Dead: Restores life to subject who died as long as thirty days ago.
Scrying:[F]Spies on subject from a distance.
Tree Stride: Step from one tree to another far away.
Unhallow: Designates location as unholy.

11.9.6   6th-level Divine Rituals

Create Undead: Create ghouls, ghasts, mummies, or mohrgs.
Find the Path: Shows most direct way to a location.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d10 damage or 6th level spell.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Move Earth: Digs trenches and builds hills.
Planar Ally: As lesser planar ally, but up to 12 HV.
Plane Shift:[F]As many as eight subjects travel to another plane.
Stone Tell: Talk to natural or worked stone.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wind Walk: You and your allies turn vaporous and travel fast.

11.9.7   7th-level Divine Rituals

Hallow: Designates location as holy.
Refuge: Alters item to transport its possessor to you.
Restoration, Greater: As restoration, plus other conditions.
Resurrection: Fully restore dead subject.
Symbol of Destruction: Trap kills triggering creature.

11.9.8   8th-level Divine Rituals

Awaken: Animal or tree gains human intellect
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Discern Location: Reveals exact location of creature or object.
Forbiddance: Blocks planar travel, damages creatures of different alignment.
Planar Ally, Greater: As *lesser planar ally*, but up to 18 HV.
Scrying, Greater: As *scrying*, but faster and longer.

11.9.9   9th-level Divine Rituals

Antipathy: Object or location affected by spell repels certain creatures.
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Soul Bind:[F]Traps newly dead soul to prevent resurrection.
Sympathy: Object or location attracts certain creatures.
True Resurrection: As resurrection, plus remains aren't needed.

11.10   Spell Descriptions

Ablative Fortress

You instantly create a simmering field of magical energy, protecting you and your allies from hostile magic.

Abjuration (Negation) [Magic]

Level: Sor/Wiz 4

Area: Medium (20 ft.) radius limit centered on you

Targets: All allies within the area

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

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

Ablative Shield

You instantly encase yourself a shimmering field of magical energy, protecting you from hostile magic.

Abjuration (Negation) [Magic]

Level: Sor/Wiz 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain magical damage reduction 10, causing you to ignore the first 10 damage dealt to you in the round if the damage is dealt by spells or spell-like abilities.

Note: Spells that are not subject to spell resistance are not affected by *ablative shield*.

You can cast this spell instantly - quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, so you can use this spell even when it's not your turn.

Acid Arrow

You fire a magical arrow of acid from your hand that speeds to its target.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Manifestation: One arrow of acid

Duration: 1 round per two levels

Saving Throw: None

Spell Resistance: No

Damage: 2d6 acid damage + d6 per round

Effect: You must succeed on a ranged touch attack to hit your target. The acid remains on the target after the initial impact, dealing damage each round on your turn.

Acid Arrow, Greater

You fire a magical arrow of acid from your hand that speeds to its target.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 5

Range: Far (300 ft.)

Saving Throw: None/Fortitude negates

Damage: 5d6 acid damage + d6 per round

Effect: This spell functions as *acid arrow*, except that the target is also vulnerable for the duration of the spell if it fails a Fortitude save.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Acid Fog

A billowing mass of acidic vapors fills the area, slowing creatures down and obscuring sight.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 8, Destruction 8

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius spread

Manifestation: Fog in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude half

Spell Resistance: No

Damage: 3d6 acid damage per round

Effect: This spell functions like *solid fog*, except that the spell's vapors are highly acidic, dealing damage to all creatures and objects within the area on each round at the start of your turn. The fog does not do damage in the round it is cast. A successful Fortitude save halves the damage.

Aid

You fill the target with confidence, improving its resilience and stamina in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 3, Good 3, Pal 3

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains temporary hit points equal to 10 + 1 per caster level and a +2 bonus to attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Air Walk

You imbue the subject with the ability to walk on nothing but air.

Transmutation (Imbuement) [Air]

Level: Air 4, Clr 4, Drd 4, Travel 4

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject can walk on air as if it were solid ground. The magic only affects the subject's legs, and does not grant the ability to climb vertically through the air.

Should the spell end while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 damage per 10 feet of fall.

Note: A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Align Weapon

You enhance a weapon while bringing it closer to your ideals.

Evocation/Transmutation (Augment, Channeling) [see text]

Level: Chaos 2, Clr 2, Evil 2, Good 2, Law 2

Effect: This spell functions like *magic weapon*, except that it also makes a weapon good, evil, lawful, or chaotic, as you choose, allowing it to overcome damage reduction of the appropriate type. When cast on a weapon that already has an alignment, this spell overrides the alignment of the weapon unless the weapon makes a Will save.

Note: When you make a weapon good, evil, lawful, or chaotic,

align weapon is a good, evil, lawful, or chaotic spell, respectively.

Analyze Dweomer

You discern all spells and magical properties present in a number of creatures or objects.
Divination (Awareness, Knowledge) [Magic]
Level: Brd 6, Div 6
Components: V, S, F
Range: Close (30 ft.)
Target: One object or creature per round
Duration: 1 round/level (D)
Saving Throw: None or Will negates; see text
Spell Resistance: No
Effect: Each round, you may examine a single creature or object that you can see as a swift action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Note: Analyze dweomer gives only partial information when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Animal Growth

You cause a number of animals grow to twice their normal size and eight times their normal weight.
Transmutation (Polymorph) [Size-Affecting]
Level: Drd 6, Nature 6
Area: Medium (20 ft.) radius limit
Targets: Five animals (Gargantuan or smaller) within the area
Effect: This spell functions like *enlarge person*, except that it affects multiple animals, as noted above.

Animate Objects

You imbue inanimate objects with mobility and a semblance of life.
Transmutation (Animation)
Level: Chaos 5, Trans 5
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: One Small object/level within the area; see text
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: No
Effect: Each animated object immediately attacks whomever or whatever you initially designate. Your control of the objects is limited to simple commands ("Attack," "Defend," "Stop," and so forth).

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

Note: This spell cannot animate objects carried or worn by a creature.
Animate objects can be made permanent with a *permanency* spell.

Animate Plants

You imbue inanimate plants with mobility and a semblance of life.
Transmutation (Animation)
Level: Drd 5, Plant 5

Targets: One Small plant/level within the area; see text
Effect: This spell functions as *animate objects*, except that you animate plants instead of inanimate objects.

Note: Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Antilife Shell

You create an immobile, spherical energy field that hedges out living creatures.
Abjuration (Interdiction) [Barrier]
Level: Clr 7, Drd 6, Nature 6
Area: Small (10 ft.) radius emanation, centered on your location
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: Living creatures cannot enter the spell's area. Nonliving creatures, such as constructs and undead, suffer no ill effect.

Note: Barrier spells may be used only defensively, not aggressively. Creatures in the area at the time that the spell is cast are unaffected by the spell.

Antimagic Field

You create a mobile, spherical energy field that suppresses magic.
Abjuration (Negation) [Magic]
Level: Clr 8, Magic 7, Sor/Wiz 7, Abjur 6
Area: Small (10 ft.) radius emanation, centered on you
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: All spells, spell-like abilities, supernatural abilities, and magic items fail to function within the area of this spell. They cannot be activated from within the field, and any existing effects brought into or cast into the area are suppressed. Time spent within an *antimagic field* counts against a suppressed spell's duration.

Summoned creatures of any type and incorporeal undead disappear if they enter an *antimagic field*. They reappear in the same spot once the field goes away. (The effects of instantaneous conjurations, such as *create water*, are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

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

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

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

Any part of a creature that lies outside the field is unaffected by the field.
Artifacts and deities are unaffected by mortal magic such as this.

Arcane Sight

Your eyes glow blue with power. All nearby magical auras become apparent to you.
Divination (Awareness) [Magic]
Level: Sor/Wiz 2
Range: Personal
Target: You
Duration: Long (1 hour) (D)

Effect: You know the location and power of all magical auras that you can see within Medium (100 ft.) range of you. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the Spellcraft skill. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within Medium range of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Note: Arcane sight can be made permanent with a *permanency* spell.

Arcane Sight, Greater

Your eyes glow an intense blue as you gain the ability to discern all nearby magical auras at a glance.

Divination (Awareness) [Magic]

Level: Sor/Wiz 7

Effect: This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Note: Unlike *arcane sight*, this spell cannot be made permanent with a permanency spell.

Assimilate

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.

Necromancy/Transmutation (Augment, Life)

Level: Evil 9, Sor/Wiz 9

Range: Touch

Target: Living creature touched

Duration: Instantaneous and one hour; see text

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Damage: 18d8 life damage + d6 per four caster levels above 18th

Any creature reduced to 0 or fewer hit points by this spell is entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

If the creature has at least 1 hit point following your use of this power, you gain temporary hit points equal to half the damage you dealt for 1 hour.

If the creature is completely assimilated, you gain a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your attributes for 1 hour. In addition, you gain the appearance of the creature for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Attraction

You cause the subject to feel attracted to something.

Enchantment (Emotion) [Mind-Affecting]

Level: Bard 1, Sor/Wiz 1

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels attracted to a particular person or object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this spell, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees).

This spell grants you a +4 circumstance bonus on any social interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Aversion

You make the subject want to avoid something.

Enchantment (Emotion) [Mind-Affecting]

Level: Bard 2, Sor/Wiz 2

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels an aversion to a particular person or object. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she is bewildered as long as she performs the action, making her vulnerable.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*.

Backbiter

You subtly animate a weapon so that it strikes its wielder instead of its intended target.

Transmutation (Animation)

Level: Trans 1

Range: Medium (100 ft.)

Target: One weapon

Duration: Short (Concentration + 5 rounds) or until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: The next time the affected weapon is used to make a melee attack, it twists around so that the weapon automatically strikes the wielder instead. The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage.

Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Baleful Polymorph

You transmute your foe into a small, insignificant animal.

Transmutation (Polymorph)

Level: Drd 5, Trans 5

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) or Permanent (D); see text

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is sickened, making it vulnerable.

Bloodied Effect: You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment, personality, and mental attribute scores.
- If the target has the shapechanger subtype, it retains that subtype.
- The target retains its own hit points.
- The target is treated has having its normal Hit Values for purpose of adjudicating effects based on HV, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Values.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If the second save fails, the transformation is permanent. Otherwise, the creature reverts to its true form after the Short (Concentration + 5 rounds) duration.

If the subject remains in the new form for 24 consecutive hours, it must attempt another Will save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Values, hit points, and mental attribute scores change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. The subject must repeat this save every 24 hours that it remains in its new form.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

Bane

You fill your enemies with dismay, impairing their ability to fight.
Enchantment (Emotion) [Mind-Affecting, Morale]
Level: Clr 1, Evil 1
Area: Medium (20 ft.) radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: All enemies within the area take a −2 penalty to attack rolls for 5 rounds.
Note: Bane counters and dispels bless.

Banishment

You force extraplanar creatures back to their home plane.
Abjuration/Conjuration (Interdiction, Translocation) [Planar]
Level: Clr 6, Sor/Wiz 6
Components: V, S, F
Range: Medium (100 ft.)
Targets: One extraplanar creature/round
Duration: Concentration
Effect: This spell functions like *dismissal*, except that you can banish one additional extraplanar creature each round that you concentrate on the spell. An individual creature can only be targeted once per casting of this spell.
Note: You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +2 circumstance bonus on your caster level with the spell. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell. The three items would give you a +6 bonus on your caster level.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +4 circumstance bonus to your caster level).
Focus: Any item that is distasteful to the subject (optional, see above)

Barkskin

You toughen a creature's skin, giving it the appearance of tree bark.
Transmutation (Augment)
Level: Drd 2
Range: Touch
Target: Living creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject gains a +2 bonus to its natural armor modifier. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.In addition, the subject gains physical damage reduction 2/adamantine, allowing it to ignore the first 2 damage it would take each round, except damage dealt by adamantine weapons. This damage reduction increases by 1 for every two levels above 4th.
Note: If the creature takes fire damage, it loses its damage reduction for 1 round (including against the initial attack, if it also dealt physical damage).

Bestow Curse

You place a curse on your foe, crippling its ability to act.
Necromancy [Curse]
Level: Clr 3, Evil 3, Sor/Wiz 3
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: The subject suffers one of the following three effects, chosen by you:

- −6 decrease to an attribute score (minimum 1).
- −4 penalty on attack rolls, saves, checks, and armor class.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.
Note: Curses cannot be dispelled. Bestow curse counters remove curse.

Black Tentacles

You conjure a field of rubbery black tentacles, each 5 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot – including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.
Conjuration/Transmutation (Animation, Creation)
Level: Sor/Wiz 6
Range: Close (30 ft.)
Area: Medium (20 ft.) radius spread
Manifestation: Black tentacles in the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: No

Effect: At the start of your turn, every creature within the area of the spell is the target of a grapple attack. This attack is also made in the round that *black tentacles* is cast. Treat the tentacles attacking a particular target as a Medium creature with a base attack bonus equal to your caster level and a Strength score of 8. Thus, its grapple attack modifier is equal to your caster level +8. Roll only once each round for the entire spell effect, and apply the result to all creatures within the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d8+4 damage. Each round that black tentacles succeeds on a grapple attack, it deals an additional 1d8+4 damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

The tentacles are immune to all types of damage. The entire area of effect is considered difficult terrain while the tentacles last, and any creature that enters the area of the spell is immediately attacked by the tentacles.

Blade Barrier

You create an immobile, vertical curtain of whirling blades shaped of pure force.
Evocation (Energy) [Force, Wall]
Level: Clr 6, War 6
Range: Medium (100 ft.)
Manifestation: Wall of whirling blades up to 100 ft. long, or a ringed wall of whirling blades with a radius of up to 20 ft.; either form 20 ft. high
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes (Reflex)
Damage: 6d6 force damage + d6 per four caster levels above 12th
Effect: Any creature passing through the wall takes damage, with a Reflex save for half. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 circumstance bonus to AC, +2 circumstance bonus on Reflex saves) against attacks made through it.

Blasphemy

You speak an unholy utterance of great power, afflicting all those nearby who do not share your allegiance to evil.
Evocation (Channeling) [Evil]
Level: Evil 7
Components: V
Area: Large (50 ft.) radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect:
Each nonevil creature in the area is sickened, making it vulnerable for 5 rounds.
Bloodied Effect:
Each nonevil creature in the area suffers one or more of the following ill effects, depending on its Hit Values.

HV	Effect
Equal to caster level	Sickened
Up to caster level −5	Nauseated, sickened
Up to caster level −10	Paralyzed, nauseated, sickened
Up to caster level −15	Killed[1]

1 Living creatures die. Nonliving creatures are destroyed.

Sickened: The creature is sickened, making it vulnerable for 5 rounds.
Nauseated: The creature is nauseated for 1 round.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. Creatures whose Hit Values exceed your caster level are unaffected by *blasphemy*.

Bless

You fill your allies with confidence, improving their prowess in combat.
Enchantment (Emotion) [Mind-Affecting, Morale]
Level: Clr 1, Good 1, Pal 1, War 1
Area: Medium (20 ft.) radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: All allies within the area gain a +2 bonus to attack rolls for 5 rounds. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.
Note: Bless counters and dispels *bane*.

Bless Weapon

You imbue a weapon with divine power, causing it to strike true against evil foes.
Evocation/Transmutation (Channeling, Imbuement) [Good]
Level: Pal 1
Components: V
Duration: Medium (5 minutes)
Effect: This spell functions like *magic weapon*, except that the weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.)

Blindness/Deafness

You afflict one of the subject's senses.
Necromancy (Flesh)
Level: Clr 3, Sor/Wiz 3
Components: V
Range: Touch
Target: Living creature touched
Duration: Long (1 hour) (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Healthy Effect: The subject is sickened, making it vulnerable.
Bloodied Effect: The subject is blinded, deafened, or sickened, as you choose.
Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The choice of bloodied conditions is made at the time the spell is cast.

Blink

You rapidly blink in and out of reality, confounding your foes and protecting you from their attacks.
Conjuration (Translocation) [Planar]
Level: Sor/Wiz 3
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: You "blink" back and forth between the Material Plane and the Ethereal Plane. This has several effects, as follows.

- All attacks made against you and spells targeted on you have a 50% chance to fail. This failure chance is reduced to 20% if the attack can strike ethereal targets or if the attacker can see ethereal targets. If both are true, the attack suffers no chance of failure. Force effects can strike ethereal targets.

- You take half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).
- You take half damage from falling, since you fall only while you are material.
- All of your attacks and spells have a 20% chance to happen while you are in the Ethereal Plane, which usually means they have no effect.
- You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)
- You can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 damage per 5 feet so traveled.
- You can see and interact with ethereal creatures in roughly the same way you interact with material ones.

Blur

You distort the subject's outline so it appears blurred, shifting, and wavering.

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2
Components: V
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject gains concealment (20% miss chance) and a +2 bonus to Hide checks. This concealment is not sufficient by itself to make a Hide check.

Note: A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Burning Hands

You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.

Evocation (Energy) [Fire]
Level: Destruction 1, Fire 1, Evoc 1
Area: Medium (20 ft.) cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 1d6 fire damage + 1d6 per four caster levels above 1st
Effect: Everything in the area takes damage. Unattended flammable objects burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call Lightning

You repeatedly call bolts of lightning that flash down from thin air to smite your foes.

Evocation (Energy) [Electricity]
Level: Air 3, Drd 3
Casting Time: Full-round action
Range: Medium (100 ft.)
Area: Large (50 ft.) vertical line of lightning, 5 ft. wide
Duration: Instantaneous and Medium (5 minutes) (D); see text
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 3d6 electricity damage + d6 per four caster levels above 6th
Effect: Immediately upon completion of the spell, and once per round thereafter, you may call down a vertical bolt of lightning which deals damage to anyone in its path. Calling a bolt is a standard action that requires concentration. You may call a total number of bolts equal to your caster level.

If you are outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) – each bolt deals 3d8 electricity damage + d8 per four caster levels above 6th instead.

Note: This spell functions indoors or underground, but not underwater.

Call Lightning, Greater

You repeatedly call intense bolts of lightning that flash down from thin air to smite your foes.

Evocation (Energy) [Electricity]
Level: Air 5, Drd 5
Range: Far (300 ft.)
Saving Throw: Reflex half/Reflex negates
Damage: 5d6 electricity damage + d6 per four caster levels above 10th
Bloodied Effect: A creature struck by a bolt is also staggered for 1 round. A successful Reflex save to halves the damage and negates the staggering.
Effect: This spell functions like *call lightning*, except as noted above. If you are outdoors in a stormy area, each bolt deals 5d8 electricity damage + d8 per four caster levels above 10th instead.

Calm Emotions

You calm a group of creatures, preventing the situation from getting out of hand.

Enchantment (Emotion) [Mind-Affecting]
Level: Brd 2
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius spread
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: Creatures in the area have their emotions calmed. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive.

Note: Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any effects of spells or abilities that affect or require emotions, including all other enchantment (emotion) spells.

Cause Fear

You fill your enemy with fear.
Enchantment (Emotion) [Fear, Mind-Affecting]
Level: Brd 1, Clr 1, Sor/Wiz 1
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds) /1 round (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is shaken, causing it to be vulnerable.
Bloodied Effect: As the healthy effect, plus the subject is frightened for 1 round.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Chain Lightning

You create a stroke of lightning which strikes a single foe before arcing to hit a number of other foes of your choice.

Evocation (Energy) [Electricity]
Level: Air 6, Sor/Wiz 5

Range: Medium (100 ft.)
Area: Medium (20 ft.) radius centered on the primary target
Targets: One primary target, plus five secondary targets within the area
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 5d10 electricity damage + d10 per four caster levels above 10th

Effect: This spell deals full damage to the primary target and half damage to each of the secondary targets. No secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Changestaff

You plant your staff in the ground and transform it into a massive tree-like creature which obeys your every command.
Transmutation (Alteration, Animation)
Level: Drd 7, Nature 8
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Your touched staff
Duration: Medium (5 minutes) (D)
Saving Throw: None
Spell Resistance: No

Effect: Your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

You unleash a multicolored explosion of leaping, ricocheting energy to smite your foes.
Evocation (Channeling) [Chaotic]
Level: Chaos 4
Area: Medium (20 ft.) radius burst centered on you
Duration: Instantaneous
Saving Throw: Will half/Will negates
Spell Resistance: Yes (Will)
Damage: 4d6 divine damage + d6 per four caster levels above 8th

Effect: Nonchaotic creatures in the area take damage and are bewildered for 5 rounds. A successful Will save reduces the damage by half and negates the bewildering.

Charm Monster

You manipulate a creature's mind so it thinks of you as a trusted friend and ally.
Enchantment (Emotion) [Charm, Mind-Affecting]
Level: Brd 4, Ench 5
Duration: Long (1 hour)
Target: One living creature
Effect: This spell functions like *charm person*, except that the effect is not restricted by creature type and has a shorter duration.

Charm Person

You manipulate a person's mind so he thinks of you as a trusted friend and ally.
Enchantment (Emotion) [Charm, Mind-Affecting]
Level: Brd 2, Ench 2
Range: Medium (100 ft.)
Target: One humanoid creature
Duration: Long (1 hour)
Saving Throw: Will negates
Spell Resistance: Yes (Will)

Effect: This charm makes a humanoid creature regard you as its trusted friend and ally. If it is currently faced with any obvious threat from you or your allies, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the creature, it receives a +5 circumstance bonus on its saving throw.

The spell does not enable you to control the subject as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must succeed at a Diplomacy check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) Treat the target as a friend (a +10 relationship modifier) for the purpose of the Diplomacy check. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Note: Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. A creature that makes its saving throw against *charm person* is immune to all further attempts by the same spellcaster for 24 hours.

Charm Person, Mass

You manipulate the minds of many people so they think of you as a trusted friend and ally.
Enchantment (Emotion) [Charm, Mind-Affecting]
Level: Brd 6, Ench 7
Range: Far (300 ft.)
Area: Medium (20 ft.) radius
Targets: Five humanoid creatures within the area
Effect: This spell functions like *charm person*, except that it affects multiple creatures at a longer range.

Chill Touch

Your hand glows with dark energy as you strike your foes, channeling negative energy into their bodies to disrupt their life force.
Necromancy (Vitalism) [Negative]
Level: Sor/Wiz 1
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous/5 rounds
Saving Throw: Fortitude half/Fortude negates; see text
Spell Resistance: Yes (Fortitude)
Damage: 1 Strength damage and d6 negative energy damage + half casting attribute

Effect: A successful Fortitude save negates the Strength damage. You can use this melee touch attack up to one time per level. If you can make multiple attacks, you can use this touch attack on each of those attacks.

An undead creature you touch takes no damage of either sort, but it is sickened, making it vulnerable for 5 rounds. A successful Fortitude save negates the effect.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*.

Circle of Death

You snuff out the life force of your weakened foes by flooding them with negative energy.

Necromancy (Vitalism) [Death, Negative]
Level: Death 6, Sor/Wiz 6
Components: V, S, M
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: Several living creatures within the area
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Bloodied Effect: The subjects immediately die.

Note: This spell can affect 2 HV worth of living creatures per caster level. Creatures with the fewest HV are affected first; among creatures with equal HV, those who are closest to the burst's point of origin are affected first. No creature of more HV than half your caster level can be affected, and Hit Values that are not sufficient to affect a creature are wasted. Healthy creatures are not affected by the spell, and do not count against the spell's HV limit.

Material Components: The powder of a crushed black pearl with a minimum value of 750 gp.

Clenched Fist

You create a floating, disembodied hand made of magical force that strikes your foe.

Evocation (Control) [Force]
Level: Sor/Wiz 9, Strength 9
Saving Throw: None/Fortitude negates
Spell Resistance: Yes (Fortitude)
Damage: 2d10 force damage + half casting attribute

Effect: This spell functions like *interposing hand*, except that the hand can also strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your casting attribute, which is the hand's Strength score, −1 for being Large.

Bloodied Effect: The struck creature is dazed for 1 round. A save negates the dazing, but not the damage.

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

Cloak of Chaos

You shield your allies with an an powerful aura that resembles a random pattern of color – an affront to your lawful foes.

Abjuration (Shielding) [Chaotic]
Level: Chaos 8
Components: V, S, F
Area: Medium (20 ft.) radius burst centered on you
Targets: Five creatures within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: This spell has four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Cloudkill

You conjure a yellowish green fog bank that obscures vision and slowly poisons creatures inside.

Conjuration (Creation) [Fog, Poison]
Level: Sor/Wiz 7
Saving Throw: None/Fortitude negates

Effect: This spell functions like *fog cloud*, except that living creatures inside the fog take 1d4 Constitution damage on your turn each round. A successful Fortitude save negates the damage for that round.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Note: Holding one's breath doesn't help against the poison, but creatures immune to poison are unaffected.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

Illusion (Figment) [Light]
Level: Sor/Wiz 1
Area: Medium (20 ft.) cone-shaped burst
Duration: 2d4 rounds/1 round
Saving Throw: Will partial
Spell Resistance: Yes (Will)
Effect: Creatures in the area are dazzled. A successful Will save reduces the duration to 1 round.

Note: A dazzled creature treats everything it sees as if it had concealment (20% miss chance), and takes a −4 penalty to Spot checks. It is unable to use darkvision.

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

Combat Transformation

You become a virtual fighting machine – stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat instead of casting spells, even from magic items.

Transmutation (Imbuement)
Level: Sor/Wiz 5
Components: V, S, M
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: You gain a +2 bonus to Strength, Dexterity, and Constitution, a +4 bonus to natural armor, a +4 bonus on Fortitude saves, and proficiency with any weapons you hold (except exotic weapons).

Note: If you cast a spell or use a spell activation or spell completion magic item, the spell immediately ends.

Material Components: A potion of *totemic power* (which costs 400 gp), which you drink (and whose effects are subsumed by the spell effects).

Command

You compel a foe to obey a single command of your choice.

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]
Level: Clr 1, Law 1, Sor/Wiz 1
Components: V

Range: Medium (100 ft.)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: The subject must perform one of the following actions of your choice.

Approach: On its turn, the subject moves toward you as quickly and directly as possible. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: As soon as possible, the subject drops whatever it is holding. It may act normally on its turn, except that it can't pick up any dropped items.

Fall: As soon as possible, the subject falls to the ground. It may act normally on its turn, except that it can't get up from its prone position.

Flee: On its turn, the subject moves away from you as quickly as possible. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

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

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. If the subject can't understand or carry out your command, the spell automatically fails.

Command, Mass

You compel many foes to obey your command.
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]
Level: Clr 5
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *command*, except that it affects multiple creatures.

Comprehend Languages

You can understand any language.
Divination (Communication)
Level: Brd 1, Clr 2, Knowledge 1, Sor/Wiz 2
Range: Personal
Target: You
Duration: Long (1 hour)
Effect: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical.

Note: This spell can be foiled by certain obscuring magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.

Comprehend languages can be made permanent with a *permanency* spell.

Cone of Cold, Lesser

You create an area of extreme cold that drains heat from creatures in the area.
Evocation (Energy) [Cold]
Level: Drd 2, Sor/Wiz 2
Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous and 1 round
Saving Throw: Reflex half/Reflex negates
Spell Resistance: Yes (Reflex)
Damage: 2d6 cold damage + d6 per four caster levels above 4th.
Effect: Everything in the area takes damage. Creatures damaged by the spell are fatigued for 1 round. A successful Reflex save halves the damage and negates the fatigue.

Cone of Cold

You create an area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.
Evocation (Energy) [Cold]
Level: Drd 5, Sor/Wiz 5
Damage: 5d6 cold damage + d6 per four caster levels above 10th.
Effect: This spell functions as *cone of cold*, except that affected creatures are fatigued for 1 round even if they make their Reflex save, and are fatigued for 5 rounds if they fail.

Cone of Cold, Greater

You create a massive area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.
Evocation (Energy) [Cold]
Level: Drd 8, Sor/Wiz 8
Area: Large (50 ft.) cone-shaped burst
Damage: 8d6 cold damage + d6 per four caster levels above 16th.
Effect: This spell functions as *cone of cold*, except that it affects a larger area, and affected creatures are fatigued for 5 rounds whether or not they make their Reflex save.

Confusion

You compel a creature to act randomly, sowing confusion in your foes' ranks.
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Chaos 3, Sor/Wiz 3, Trickery 3
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: The subject is confused. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Attackers are not at any special advantage when attacking a *confused* character. A *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Confusion, Mass

You compel a group of creatures to act randomly, sowing confusion in your foes' ranks.
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 6, Sor/Wiz 8, Trickery 8
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: All creatures within the area, to a maximum of five creatures
Effect: This spell functions like *confusion*, except that it affects multiple

creatures. If there are more creatures in the area than you can affect, randomly determine which creatures are affected.

Contagion

You infect your foe with a contagious disease, knowing he will inadvertently spread it to his allies when he escapes.

Necromancy (Flesh) [Disease]

Level: Clr 3, Death 3, Destruction 3, Drd 3, Sor/Wiz 3

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC for both the initial and subsequent saving throws is equal to this spell's save DC.

Disease	Damage
Blinding sickness	1d4 Str[1]
Cackle fever	1d6 Wis
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d4 Int
Red ache	1d6 Str
Shakes	1d8 Dex
Slimy doom	1d4 Con

1 Each time a victim takes 2 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Control Water

You manipulate elemental forces to control water around you.

Evocation (Control) [Water]

Level: Drd 3, Sor/Wiz 4, Water 3

Range: Far (300 ft.)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: Long (1 hour) (D)

Saving Throw: None; see text

Spell Resistance: No

Effect: Depending on the version you choose, the *control water* spell raises or lowers water.

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

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

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

Create Sound

Illusion (Figment) [Unreal]

Level: Brd 1, Sor/Wiz 1, Trickery 1

Range: Close (30 ft.)

Manifestation: Illusory sounds

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

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

The volume of sound created depends on your level. You can produce as much noise as two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit, including speech. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Note: Create sound can be made permanent with a *permanency* spell.

Creeping Doom

You summon uncountable hordes of centipedes to overwhelm your foes.

Conjuration (Summoning)

Level: Drd 7

Casting Time: Full-round action

Range: Close (30 ft.) ; see text

Manifestation: One swarm of centipedes per two levels

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: No

Effect: This spell creates one centipede swarm per two caster levels. They must all be adjacent at least one other swarm. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within Medium (100 ft.) range of you. You cannot command any swarm to move more than Medium (100 ft.) range away from you, and if you exceed that distance, the swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within range).

Crippling Pain

You inflict debilitating pain on your foe, crippling its ability to act.

Necromancy (Flesh)

Level: Sor/Wiz 5

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: The subject suffers a −4 penalty to attack rolls, saving throws, checks, DCs, and AC.

Crush Life

You attack the life force of a single foe directly, allowing no possibility for escape.

Necromancy (Life)

Level: Necro 2

Range: Close (30 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fort)

Damage: 2d10 life damage + d10 per four caster levels above 4th

Effect: The target takes damage.

Crush Life, Greater

You obliterate the life force of a single foe directly, allowing no possibility for escape.

Necromancy (Life)

Level: Necro 5

Damage: 5d10 life damage + d10 per four caster levels above 10th

Effect: This spell functions like *crush life*, except that the target is also sickened for 5 rounds.

Crush Life, Mass

You obliterate the life force of all of your foes directly, allowing no possibility for escape.

Necromancy (Unlife)

Level: Necro 8

Range: Far (300 ft.)

Area: Large (50 ft.) radius limit

Targets: Five living creatures within the area

Damage: 8d4 life damage + d4 per four caster levels above 16th

Effect: This spell functions as *crush life*, except that it affects many targets in a broad area.

Crushing Despair

You fill a number of creatures with sadness and gloom.

Enchantment (Emotion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Area: Medium (20 ft.) cone-shaped burst

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: Each creature in the area is demoralized.

Note: A demoralized creature takes a −2 penalty on attack rolls, saving throws, checks, and armor class. *Crushing despair* counters and dispels *good hope*.

Crushing Hand

You create a floating, disembodied hand made of magical force that crushes your foe in its grasp.

Evocation (Control) [Force]

Level: Sor/Wiz 8, Strength 8

Saving Throw: Fortitude partial

Spell Resistance: Yes (Fortitude)

Damage: 2d6 + half casting attribute

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

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

Cure Critical Wounds

You lay your hand on a creature and channel positive energy into it, healing even the most grievous injuries.

Necromancy (Life) [Healing, Positive]

Level: Brd 4, Clr 4, Drd 4, Life 4, Pal 4

Healing: 8d8 damage + d8 per two caster levels above 8th

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

Cure Critical Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even their most grievous injuries.

Necromancy (Life) [Healing, Positive]

Level: Clr 8, Drd 8, Life 8

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

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

Cure Light Wounds

You lay your hand on a creature and channel positive energy into it, healing some of its wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 1, Clr 1, Drd 1, Pal 1

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (Will)

Healing: 2d8 damage + d8 per two caster levels above 1st

Effect: You heal the touched creature. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. You must succeed on a melee touch attack to hit a target that does not allow you to touch it.

Cure Light Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing some of their wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 5, Clr 5, Drd 5, Life 5

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (Will)

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

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

Cure Moderate Wounds

You lay your hand on a creature and channel positive energy into it, healing its wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 2, Clr 2, Drd 2, Life 2, Pal 2

Healing: 4d8 damage + d8 per two caster levels above 4th

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

Cure Moderate Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing their wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 6, Clr 6, Drd 6, Life 6

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

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

Cure Serious Wounds

You lay your hand on a creature and channel positive energy into it, healing even serious injuries.

Necromancy (Life) [Healing, Positive]

Level: Brd 3, Clr 3, Drd 3, Life 3, Pal 3

Healing: 6d8 damage + d8 per two caster levels above 6th

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

Cure Serious Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even serious injuries.

Necromancy (Life) [Healing, Positive]

Level: Clr 7, Drd 7, Life 7

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

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

Dancing Lights

Illusion (Figment) [Light]
Level: Brd 1, Sor/Wiz 1
Range: Medium (100 ft.)
Area: Small (10 ft.) radius limit
Manifestation: Up to four lights within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: No
Effect: Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a Small (10 ft.) radius in relation to each other. You can spend a swift action on your turn to move the lights as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Note: Dancing lights can be made permanent with a *permanency* spell.

Darkness

Illusion (Glamer) [Darkness]
Level: Brd 2, Sor/Wiz 2, Trickery 2
Components: V
Range: Touch
Target: Object touched
Duration: Medium (5 minutes) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell causes an object to radiate shadowy illumination out to a Medium (20 ft.) radius. This causes the level of illumination to drop to shadowy illumination or the current prevailing condition, whichever is lower. Darkvision is ineffective in magical darkness, and confers no advantage over normal vision.

Note: If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area or shining through it, as are light spells of lower level. Such effects are also suppressed if they originate from within the area of the darkness, preventing them from shining light elsewhere. Higher level light spells are not affected by darkness.

Darkness counters or dispels any light spell of equal or lower spell level.

Darkvision

Divination (Awareness)
Level: Sor/Wiz 2
Range: Touch
Target: Creature touched
Duration: Long (1 hour)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject gains the ability to see 60 feet even in total darkness. Beyond 60 feet, the subject can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in an area of bright light or is dazzled. Darkvision is black and white only, but otherwise like normal sight.

Note: Darkvision does not grant one the ability to see in magical dark-

ness.

Darkvision can be made permanent with a *permanency* spell.

Daylight

Illusion (Figment) [Light]
Level: Clr 2, Pal 2
Range: Touch
Target: Object touched
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: The object touched sheds light as bright as full daylight in a Large (50 ft.) radius, and dim light for an additional 50 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Note: Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Daze

You cloud the mind of your foe, preventing it from taking any actions.
Enchantment (Inhibition) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: None/Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: As the healthy effect, and the subject is also dazed for 1 round if it fails a Will save. A dazed creature can take no actions, though it can defend itself normally.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Daze, Mass

You cloud the mind of your foes, preventing them from taking any actions.
Enchantment (Inhibition) [Mind-Affecting]
Level: Sor/Wiz 9
Range: Medium (100 ft.)
Area: Medium (20 ft.) limit
Targets: Five creatures within the area
Effect: This spell functions like *daze*, except that it affects multiple creatures.

Death Knell

You draw forth the ebbing life force of a creature and use it to fuel your own power.
Necromancy (Unlife) [Death]
Level: Death 2, Evil 2, Necro 2
Range: Touch
Target: Living creature touched
Duration: Instantaneous/10 minutes per HV of subject; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Effect: Upon casting this spell, you touch a living creature that is dis-

abled or dying. If the subject fails its saving throw, it dies, and you gain 10 temporary hit points +1 per caster level. If the creature had more than 4 HV, you gain a +1 bous to your caster level. If the creature had more than 8 HV, you a +2 bonus to Strength, Dexterity, and Constitution. These effects last for 10 minutes per HV of the subject creature. If the creature had less than 1 HV, the bonuses last for 5 rounds.

Death Ward

Abjuration/Necromancy (Life, Shielding) [Positive]
Level: Clr 4, Death 4, Good 4, Life 4, Necro 4, Pal 4, Protection 4
Range: Touch
Target: Living creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

Note: This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

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

Death Ward, Mass

Abjuration/Necromancy (Life, Shielding) [Positive]
Level: Clr 8, Good 8, Life 8, Protection 8
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five living creatures within the area
Effect: This spell functions like *death ward*, except that it affects multiple creatures.

Deep Slumber

You fill your foe with an overpowering urge to sleep, inevitably rendering him comatose.
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Range: Close (30 ft.)
Target: One creature
Duration: Long (1 hour)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: The subject immediately falls asleep. If left undisturbed, it will sleep until it dies. As long as it remains bloodied, it cannot be awakened until the spell's duration expires, though it can be awakened normally after that point.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Delay Poison

Necromancy (Flesh)
Level: Clr 1, Drd 1, Pal 1
Range: Touch
Target: Creature touched
Duration: Long (1 hour)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired.

Note: This spell does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation (Energy) [Fire]
Level: Fire 6, Evoc 6
Area: Medium (20 ft.) radius spread
Duration: 5 rounds or less; see text
Damage: 6d6 fire damage + d6 per four caster levels above 12th
Effect: This spell functions like *fireball*, except that it is larger and can detonate up to 5 rounds after the spell is cast. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). For every round that this spell is delayed, your caster level with it increases by 2.

If you choose a delay, a glowing bead sits at the point of origin until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled. A creature holding the bead (not merely standing next to or even touching the bead) receives no saving throw against the spell's effect.

Destruction

Necromancy (Flesh) [Death]
Level: Clr 7, Destruction 7
Components: V, S, F
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is staggered for 5 rounds.
Bloodied Effect: The target is instantly slain.
Note: The reamins of a creature killed by this spell are consumed utterly (but not its equipment or possessions). The only way to restore life such a creature is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.
Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Divination (Awareness) [Detection]
Level: Drd 1, Nature 1
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You know the direction to any animals in the area by seeing their auras. If you concentrate on a particular aura, you learn its location. You must choose to detect either animals or plants. Alternately, you can choose to detect a particular kind of animal or plant. Each round, you can change what you are trying to detect.

Note: Each round, you can turn to detect animals or plants 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.

Detect Chaos

Divination (Awareness) [Detection]
Level: Clr 1, Pal 1
Effect: This spell functions like *detect evil*, except that it detects chaotic auras, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

You sense the presence of evil.
Divination (Awareness) [Detection]

Level: Clr 1
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You know the direction to any evil creatures or objects in the area by seeing their auras. If you concentrate on a particular aura, you learn how powerful it is, as determined by the table below.

If the HV or level of the aura's source is at least twice your caster level, the power of the aura increases by one step, with strong auras becoming overwhelming. If you are good, and you concentrate on a creature with an overwhelming aura, you must make a Will save or be stunned for 1 round (which typically breaks your concentration, ending the spell).

Creature/Object	Aura Power
Evil creature	Faint
Undead	Moderate
Evil magic item or spell	Moderate[1]
Evil outsider	Strong
Cleric of an evil deity[2]	Strong

1 Use the item or spell's caster level to determine whether the power of the aura us unusually strong.
2 Some characters who are not clerics (such as blackguards) may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura can linger after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.
Note: Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil 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.

Detect Good

Divination (Awareness) [Detection]
Level: Clr 1
Effect: This spell functions like *detect evil*, except that it detects good auras, and you are vulnerable to an overwhelming good aura if you are evil.
Note: Healing potions, antidotes, and similar beneficial items are not good, and as such this spell does not detect them.

Detect Law

Divination (Awareness) [Detection]
Level: Clr 1
Effect: This spell functions like *detect evil*, except that it detects lawful auras, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Poison

Divination (Awareness) [Detection]
Level: Clr 1, Drd 1, Sor/Wiz 1
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You know the direction to any poisons in the area by seeing their auras. If you concentrate on a particular aura, you learn its location.

Note: A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Secret Doors

You can detect secret doors, compartments, caches, and so forth.
Divination (Awareness) [Detection]
Level: Brd 1, Sor/Wiz 1
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You know the direction to any hidden passages, doors, or openings in the area. If you concentrate on a particular aura, you learn its location. This does not automatically grant you the ability to see or open the door – merely the knowledge that such a door exists in that location.
Note: Each round, you can turn to detect secret doors 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.

Detect Thoughts

Divination (Awareness) [Detection] [Mind-Affecting]
Level: Brd 3, Knowledge 3, Sor/Wiz 3
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: Will negates; see text
Spell Resistance: Yes (Will)
Effect: You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).
2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 20 or higher and at least 10 points higher than your own Intelligence score, you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. You need not be able to see a creature to detect thoughts from it. You gain a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate checks against creatures whose mind you are reading.
Note: Each round, you can turn to detect thoughts 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.

Detect Thoughts, Greater

Divination (Awareness) [Detection] [Mind-Affecting]
Level: Knowledge 8, Sor/Wiz 8
Duration: Long (1 hour) (D)
Effect: This spell functions as *detect thoughts*, except that it does not require concentration to maintain. You automatically detect the presence or absence of thoughts, the number of thinking minds, and the Intelligence score of each. You must concentrate to detect surface thoughts, but it only takes you a single round.

Detect Undead

Divination (Awareness) [Detection]
Level: Clr 1, Sor/Wiz 1
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No

Effect: You know the direction of all undead creatures in the spell's area. If you concentrate on a particular undead creature, you learn the strength of its aura, determined by the table below. You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HV of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HV of the undead creature, as given on the following table:

HV	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura can linger after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power. Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Note: Each round, you can turn to detect undead in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dictum

Evocation (Channeling) [Lawful]
Level: Law 7
Components: V
Area: 40 foot cube-shaped spread centered on you
Duration: Instantaneous/5 rounds
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect:
Each nonlawful creature in the area is deafened for 5 rounds.
Bloodied Effect:
Each nonlawful creature in the area suffers one or more of the following ill effects, depending on its Hit Values.

HV	Effect
Equal to caster level	Staggered
Up to caster level −5	Stunned, staggered
Up to caster level −10	Paralyzed, slowed, deafened
Up to caster level −15	Killed[1]

1 Living creatures die. Nonliving creatures are destroyed.

Staggered: The creature is staggered for 5 rounds.
Stunned: The creature is stunned for 1 round.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.
Note: Creatures whose Hit Values exceed your caster level are unaffected by this spell.

Dimension Door

Conjuration (Translocation) [Teleportation]
Level: Travel 5, Sor/Wiz 4

Range: Far (300 ft.)
Target: You
Duration: Instantaneous
Effect: You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired – whether by simply visualizing the area or by stating direction. After using this spell, you are dazed until the start of your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load.

If you arrive in a place that is already occupied by a solid body, you take 1d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you take an additional 2d6 damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 damage and the spell simply fails.

Dimension Door, Mass

Conjuration (Translocation) [Teleportation]
Level: Conj 7, Travel 8
Area: Medium (20 ft.) radius limit centered on you
Targets: You and up to five other willing creatures within the area
Saving Throw: None
Spell Resistance: No
Effect: This spell functions like *dimension door*, except that it affects multiple creatures. Creatures must be willing to be teleported. You choose the destinations for each affected creature freely, within the range of the spell. Each affected creature is dazed until the start of your next turn.

Dimension Slide

Conjuration (Translocation) [Teleportation]
Level: Conj 3, Travel 3
Range: Close (30 ft.)
Target: You; see text
Duration: Instantaneous
Effect: You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along objects as long as their weight doesn't exceed your maximum load. Movement caused by the use of dimension slide does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see, the spell simply fails to function.

Dimensional Anchor

Abjuration (Negation)
Level: Clr 3, Sor/Wiz 3
Range: Medium (100 ft.)
Manifestation: Ray
Duration: Medium (5 minutes)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *dimension slide*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

Note: A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end

of a summoning spell.

Discern Lies

You can discern subtle magical disturbances caused by lying.
Divination (Awareness) [Detection]
Level: Clr 3, Law 3, Pal 3
Area: Large (50 ft.) cone-shaped emanation from you
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You know when any creature in the area deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Note: Each round, you can turn to discern lies in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Discern Vulnerability

Divination (Knowledge)
Level: Div 4, Sor/Wiz 5
Casting Time: 1 swift action
Range: Medium (100 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: You instantly recognize all of the target's vulnerabilities. This grants you a +2 circumstance bonus to attack rolls, weapon damage rolls, save DCs, and spell resistance checks against that creature. In addition, you learn any significant weaknesses the creature has. This includes, but is not limited to, the following information:

- Which of the target's saving throws is lowest
- If the target has any vulnerabilities to specific damage types
- How to overcome the target's damage reduction, regeneration, or other similar abilities

Note: This spell gives no information about a creature's strengths or abilities – only its weaknesses.

Disguise Self

Illusion (Glamer) [Unreal]
Level: Brd 1, Illus 1, Trickery 1
Range: Personal
Target: You
Duration: Extreme (12 hours) (D)
Effect: You make yourself – including clothing, armor, weapons, and equipment – look different. You can seem 20% (about 1 foot for an average human) shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties or you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

Note: A creature that interacts with the effect gets a Will save to recognize it as an illusion. In order to interact with the illusion with a Spot check, the creature must make a Spot check that beats your saving throw DC with this spell or your Disguise check (if used as part of a disguise), whichever is higher.

Disintegrate

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.
Transmutation (Alteration)
Level: Destruction 6, Sor/Wiz 6
Range: Close (30 ft.)
Manifestation: Ray
Duration: Instantaneous
Saving Throw: Fortitude half (object)
Spell Resistance: Yes (Fortitude)
Damage: 12d8 physical damage + d8 per two caster levels above 12th
Effect: Any creature reduced to 0 hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

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

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

Dismissal

Abjuration/Conjuration (Interdiction, Translocation) [Planar]
Level: Clr 4, Sor/Wiz 4
Range: Close (30 ft.)
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes (Will)
Effect: This spell forces an extraplanar creature, including any summoned creature, back to its proper plane. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Magic

Abjuration (Negation) [Magic]
Level: Abjur 2, Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius burst; see text
Target: One creature or object; or everything in the area
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No
Effect: You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

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

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

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

If you target an object or creature that is the effect of an ongoing spell

(such as a monster summoned by monster summoning) and you succeed on your dispel check, you end the spell that conjured the object or creature.

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

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

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

This functions as a targeted dispel against every creature, object, and ongoing spell in the area, except that you can only dispel one effect from each target in the area. The effect dispelled is the one with the highest spell level that your dispel check would succeed against. If multiple spells qualify, choose randomly. Attended magic items are unaffected by an area dispel.

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

Dispel Magic, Greater

Abjuration (Negation) [Magic]
Level: Brd 5, Clr 6, Drd 6, Magic 6, Sor/Wiz 6
Effect: This spell functions like *dispel magic*, except that it affects every spell and effect in the area when used as an area dispel, as if a targeted dispel had been cast on every creature, object, and ongoing spell in the area. Attended magic items are unaffected.

Additionally, this spell has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Dispel Magic, Lesser

Abjuration (Negation) [Magic]
Level: Brd 1, Clr 1, Drd 2, Magic 1, Sor/Wiz 1
Effect: This spell functions like a targeted *dispel magic*, except that you add half your caster level to your dispel check.

Displacement

Illusion (Glamer)
Level: Brd 4, Sor/Wiz 4
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally, and it does not allow the creature to hide.

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

Disrupting Weapon

Necromancy/Transmutation (Imbuement, Positive)
Level: Clr 5
Range: Touch
Target: One melee weapon
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (object); see text

Spell Resistance: Yes (Will)
Effect: This spell infuses a melee weapon with positive energy, making it deadly to undead. Once per round, the first bloodied undead creature struck in combat with this weapon must succeed on a Will save or be destroyed utterly. Healthy undead creatures suffer no ill effect. Spell resistance does not apply against the destruction effect.

Dissipating Touch

Conjuration (Translocation) [Teleportation]
Level: Conj 2
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals damage. This damage ignores the hardness of objects.

Divine Favor

You imbue yourself with skill in combat by calling upon the divine power of your patron.
Transmutation (Augment)
Level: Clr 1, Pal 1, War 1
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds)
Effect: You gain a +2 bonus on attack and weapon damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Divine Power

You imbue yourself with great strength and skill in combat by calling upon the divine power of your patron.
Transmutation (Augment)
Level: Clr 4, Pal 3, Strength 4, War 4
Effect: This spell functions like *divine favor*, except that you also gain a +4 bonus to Strength and 10 + caster level temporary hit points.

Dominate Monster

Enchantment (Compulsion) [Domination, Mind-Affecting]
Level: Ench 8
Target: One creature
Effect: This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment (Compulsion) [Domination, Mind-Affecting]
Level: Brd 5, Ench 6
Casting Time: Full-round action
Range: Close (30 ft.)
Target: One humanoid
Duration: One day
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." If you concentrate on the spell, you know what the subject is experiencing, but you do not receive

direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). It takes time for the link to be established. For the first hour after the spell is cast, you must concentrate on the spell (a standard action) to control the subject's actions. While you are not concentrating on the spell, the creature acts as if confused, as the *confusion* spell, except that it never attacks you. If the subject would randomly attack you, it instead is forced to follow your commands. At the end of the hour, the creature makes a second saving throw against the spell effect. If you concentrate on the spell during this time, it takes a −4 penalty on the saving throw. If it succeeds, it ignores the spell effect; otherwise, you dominate it fully for the remainder of the spell duration.

After the first hour, changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw. This does not apply when a subject is merely ordered to perform an action it disagrees with – the action must be directly opposed to the subject's beliefs. Ordering a paladin to murder an innocent would grant the paladin a saving throw, but ordering him to build a bridge that would allow an evil army to cross a river would not grant him a saving throw. Obviously self-destructive orders are never carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you recast this spell on a subject you have dominated before it escapes your control, you can extend the duration of the spell indefinitely. The subject does not get a new saving throw when you renew your control in this fashion.

Note: Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so shielded, but such an effect neither prevents the establishment of domination nor dispels it.

Earth's Pull

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Evocation (Control) [Earth]
Level: Drd 1, Earth 1
Range: Medium (100 ft.)
Target: One Large or smaller creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: No
Spell Resistance: Yes (Will)
Effect: The subject moves at half speed, and takes a −2 penalty to attack rolls and armor class. If it is flying, it falls to the ground.

Note: If the subject gets farther than ten feet from the ground, the spell's effect is broken. As a result, it cannot affect creatures flying high above the ground.

Earthquake

Evocation (Control) [Earth]
Level: Destruction 8, Drd 8, Earth 7, Trans 8

Range: Far (300 ft.)
Area: Large (50 ft.) radius spread (S)
Duration: 1 round
Saving Throw: See text
Spell Resistance: No
Effect: An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground who attempts to cast a spell must make a Concentration check against a DC equal to (this spell's save DC + double the level of the spell being cast) or lose the spell. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d8 bludgeoning damage + d8 per four caster levels above 14th to any creature caught under the cave-in (Reflex half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 bludgeoning damage + d6 per four caster levels above 14th (Reflex half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex save to avoid, whether the creature fell down or not). At the end of the spell, all fissures grind shut, dealing 7d10 bludgeoning damage + d10 per four caster levels above 14th to any creatures trapped in them and ejecting their bodies (dead or alive).

Structure: Any structure standing on open ground takes 10 damage per caster level, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 7d6 bludgeoning damage + d6 per four caster levels above 14th (Reflex half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Note: Any creature pinned beneath rubble takes 1d6 nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]
Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9
Range: Medium (100 ft.)
Manifestation: Two or more summoned creatures in a Medium (20 ft.) radius
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Five minutes later, 1d4 Huge elementals appear. Five minutes after that, one greater

elemental appears. Each elemental has maximum hit points per HV. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Emancipation

Abjuration (Negation)
Level: Sor/Wiz 9
Range: Medium (100 ft.) or see text
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, imprisonment, *maze*, nausea, paralysis, petrification, pinning, sleep, slow, stun, *temporal stasis*, and *web*. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

Energy Conversion

Abjuration/Evocation (Energy, Shielding) [see text]
Level: Sor/Wiz 7
Range: Personal and Close (30 ft.) ; see text
Manifestation: Ray; see text
Duration: Long (1 hour) or until discharged
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Effect: This spell functions like *greater resist energy*, except that you store up the energy you absorb and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the spell's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your caster level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

Note: This spell's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the spell's duration.

Energy Drain

Necromancy (Vitalism) [Negative]
Level: Clr 8, Death 8, Evil 8, Sor/Wiz 8
Duration: Extreme (12 hours)
Saving Throw: Fortitude half; see text
Effect: This spell functions like *enervation*, except that the creature struck gains four negative levels, and the negative levels last longer.

An undead creature struck by the ray gains 40 temporary hit points +1 per caster level instead.

Enervation

Necromancy (Vitalism) [Negative]
Level: Death 4, Evil 4, Sor/Wiz 4
Range: Close (30 ft.)
Manifestation: Ray of negative energy
Duration: Long (1 hour)

Saving Throw: Fortitude half
Spell Resistance: Yes (Fortitude)
Effect: You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains two negative levels. A successful Fortitude save halves the number of negative levels.

If the subject has at least as many negative levels as HV, it dies. Each negative level gives a creature a −1 penalty on attack rolls, saving throws, checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available level.

An undead creature struck by the ray gains 20 temporary hit points +1 per caster level instead.

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

Enlarge Person

Transmutation (Polymorph) [Size-Affecting]
Level: Strength 3, Trans 3
Casting Time: Full-round action
Range: Close (30 ft.)
Target: One humanoid creature
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Effect: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 bonus to Strength and a −1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the kmaximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it – the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Note: Multiple magical effects that increase size do not stack.
Enlarge person counters and dispels *reduce person*.
Enlarge person can be made permanent with a *permanency* spell.

Enlarge Person, Mass

Transmutation (Polymorph) [Size-Affecting]
Level: Trans 7
Area: Medium (20 ft.) radius limit
Targets: Five humanoid creatures within the area
Effect: This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

Transmutation (Animation)
Level: Drd 1, Nature 1
Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Reflex partial
Spell Resistance: No
Effect: Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a standard action to make a combat maneuver check or an Escape Artist check against this spell's save DC. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

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

Entangling Growth

Transmutation (Alteration, Animation)
Level: Drd 4, Nature 4
Area: Medium (20 ft.) radius spread
Effect: This spell functions like *entangle*, except that it affects a wider area and also grows new plants in the area. These plants grow from any terrain, even if it would not normally support plant life, and entangle creatures in the area for the duration of the spell. When the magic fades, the plants with and recede into the ground, leaving no trace that they were ever there.

Entropic Shield

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 chaotically swerve away from their intended target.
Abjuration (Shielding)
Level: Chaos 1, Clr 1
Range: Touch
Target: Touched creature
Duration: Short (Concentration + 5 rounds) (D)
Effect: Each ranged attack directed at the subject for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Ethereal Jaunt

Conjuration (Translocation) [Planar]
Level: Sor/Wiz 7, Travel 7
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as a basilisk's gaze attack). Treat other ethereal creatures and ethereal

objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 damage per 5 feet that you so travel.

Etherealness

Conjuration (Translocation) [Planar]
Level: Sor/Wiz 9, Travel 9
Range: Touch; see text
Targets: You and one other touched creature per three levels
Duration: Medium (5 minutes) (D)
Spell Resistance: Yes (Will)
Effect: This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

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

Expeditious Retreat

Transmutation (Temporal)
Level: Brd 1, Sor/Wiz 1
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: This spell doubles your base land speed, to a maximum of a +30 foot increase. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance.

Faerie Fire

Illusion (Figment) [Light, Unreal]
Level: Drd 2
Range: Far (300 ft.)
Area: Small (10 ft.) radius limit
Manifestation: Dim lights in the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: A pale glow surrounds and outlines all creatures and objects in the area. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 3rd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. This spell does not cause any harm to the objects or creatures thus outlined.

False Life

You harness the power of life to grant yourself a limited ability to avoid death.
Necromancy (Life)
Level: Necro 1
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds)
Effect: You gain 10 temporary hit points + 1 per caster level.

Farsight

You grant the subject the ability to see farther and more accurately.

Divination (Awareness)
Level: Div 1
Range: Touch
Target: Creature touched
Duration: Long (1 hour) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject gains a +2 bonus to Spot checks and takes half the normal penalty for range increments and for Spot checks made at a distance.

Fear

You project an invisible cone that drives creatures away from you in abject fear.

Enchantment (Emotion) [Fear, Mind-Affecting]
Level: Brd 4, Sor/Wiz 5
Area: Medium (20 ft.) cone-shaped burst
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: Creatures in the area are shaken, causing them to be vulnerable.
Bloodied Effect: Creatures in the area are frightened.
Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Feather Fall

Transmutation (Imbuement)
Level: Sor/Wiz 1
Components: V
Casting Time: 1 immediate action
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five Medium or smaller freefalling object or creatures within the area
Duration: Short (Concentration + 5 rounds) or until landing
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (Will)
Effect: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

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

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

Note: You can cast this spell instantaneously, quickly enough to save yourself if you unexpectedly fall.

Feather fall works only upon free-falling objects. It no special effect on ranged weapons unless they are falling quite a distance. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Inhibition) [Mind-Affecting]
Level: Evil 5, Sor/Wiz 5
Range: Touch
Target: Touched creature
Duration: Instantaneous
Saving Throw: Will negates

Spell Resistance: Yes (Will)
Healthy Effect: The target is bewildered, making it vulnerable for 5 minutes.
Bloodied Effect: The target's Intelligence and Charisma scores each drop to 1, giving it roughly the intellect of a lizard. It is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a −4 penalty on its saving throw.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The target must be bloodied when the spell is cast to suffer the bloodied effect.

Finger of Death

Necromancy (Life) [Death]
Level: Death 7, Necro 7
Range: Close (30 ft.)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is staggered for 5 rounds.
Bloodied Effect: The target is instantly slain.

Fire Seeds

Evocation/Transmutation (Energy, Imbuement) [Fire]
Level: Drd 6, Fire 6, Nature 6
Range: Touch
Area: Small (10 ft.) or Medium (20 ft.) radius burst from the touched objects; see text
Targets: Up to four touched acorns or up to eight touched holly berries
Duration: Long (1 hour) or until used
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes (Reflex)
Damage: 6d6 fire damage + d6 per four caster levels above 12th (acorn grenades);
6d8 fire damage + d8 per four caster levels above 12th (holly berry bombs)
Effect: Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 6d6 fire damage + d6 per four caster levels above 12th, divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface, damaging all creatures in a Small (10 ft.) radius burst. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

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

If you are within Medium (100 ft.) range and speak a word of command (as a standard action), each berry instantly bursts into flame, striking every creature in a Medium (20 ft.) radius burst. A creature in the area that makes a successful Reflex saving throw takes only half damage.

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

Material Component The acorns or holly berries.

Fire Shield

Abjuration/Evocation (Energy, Shielding) [Fire or Cold]
Level: Fire 5, Sor/Wiz 4
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Damage: 2d6 fire or cold damage
Effect: This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage. Its first attack each round causes the attacker to take damage. This damage is either cold damage (if the shield protects against cold-based attacks) or fire damage (if the shield protects against fire-based attacks). If the attacker has spell resistance, it applies to this effect (this spell is a Reflex effect). Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color) – blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Fire Storm

You fill a massive area with sheets of roaring flame, burning everyone who opposes you.
Evocation (Energy) [Fire]
Level: Destruction 8, Drd 8, Fire 8, War 8
Area: Large (50 ft.) spread centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 8d6 fire damage + d6 per four caster levels above 16th
Effect: The spell deals damage to all enemies in the area, leaving your allies unscathed.

Fireball

You create an explosion of flame that detonates with a low roar, damaging nearby creatures and objects.
Evocation (Energy) [Destructive, Fire]
Level: Sor/Wiz 3
Range: Far (300 ft.)
Area: Small (10 ft.) radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 3d6 fire damage + d6 per four caster levels above 6th.
Effect: Everything in the area takes damage.

Note: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Flame Strike

You call a vertical column of divine fire that roars downward, consuming your unworthy foes.
Evocation (Channeling, Energy) [Fire]
Level: Clr 5, Destruction 5, Fire 5, War 5
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius cylinder, 40 ft. high
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 5d6 fire and divine damage + d6 per four caster levels above 8th; see text
Effect: Half the damage is fire damage, but the other half results directly from divine power and is therefore not typed. Your allies in the area take only the fire damage.

Flame Weapon

Evocation (Energy) [Fire]
Level: Drd 2, Fire 2
Range: 0 ft.
Manifestation: Sword-like beam
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Effect: A 3 foot long beam of red-hot fire springs forth from your hand. In addition to providing illumination like a torch, you can wield this bladelike beam as if it were a scimitar. Attacks with the flame weapon are touch attacks, and deal 1d8 fire damage + half your key attribute. Since the blade is immaterial, it is treated as a light weapon, and your Strength does not apply to the damage. A flame weapon can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Alternately, you can hurl flames from the weapon up to Medium (100 ft.) range as if it were a thrown weapon.

Note: The spell does not function underwater.

Fly

Transmutation (Imbuement)
Level: Sor/Wiz 4
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load.

Note: Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Fog Cloud

You conjure a bank of fog from a location you choose, concealing those inside.
Conjuration (Creation) [Fog]
Level: Drd 3, Sor/Wiz 3, Water 3

Range: Medium (100 ft.)
Manifestation: Fog in the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: No
Effect: This spell functions like *obscuring mist*, except that you can create the cloud at any point within the spell's range.

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

Forcecage

Evocation (Control) [Force]
Level: Evoc 7
Components: V, S, M
Range: Close (30 ft.)
Manifestation: Barred cage (20 ft. cube) or windowless cell (10 ft. cube)
Duration: Medium (5 minutes) (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No
Effect: This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

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

A creature who makes a Reflex save chooses whether it wants to be inside or outside of the forcecage when it forms. The forcecage is formed regardless.

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

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

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

Material Components: Ruby dust worth 1000 gp, which is tossed into the air and disappears when you cast the spell.

Forceful Hand

Evocation (Control) [Force]
Level: Sor/Wiz 6, Strength 6
Effect: This spell functions like *interposing hand*, except that it can also pursue and bull rush one opponent you select. The *forceful hand* gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMA for bull rush checks uses your caster level for its base attack bonus + your casting attribute for its strength score, with a +4 bonus for being Large.

The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose, but it cannot exceed the spell's range.

Note: A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Directing the spell to a new target is a move action.

Foresight

Divination (Knowledge)
Level: Protection 9, Sor/Wiz 9
Range: Personal or touch
Target: See text
Duration: Long (1 hour)
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (Will)
Effect: This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed, and you gain a bonus on initiative checks equal to your caster level. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +5 bonus to Reflex saves and dodge modifier. This bonus is lost whenever you would lose a Dexterity to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the bonus to AC and Reflex saves.

Freedom

Transmutation (Imbuement)
Level: Clr 4, Drd 4, Travel 4
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject can move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject gains a +20 bonus to CMD against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, provided that the weapon is wielded in the hand rather than hurled.

Freedom, Mass

Transmutation (Imbuement)
Level: Clr 8, Drd 8, Travel 8
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *freedom*, except that it affects multiple creatures.

Freezing Sphere

You create a frigid globe of cold energy that streaks from your fingertips to a location you select and explodes.
Evocation (Energy) [Cold]
Level: Sor/Wiz 7, Water 7
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius burst
Duration: Instantaneous/5 rounds; see text
Saving Throw: Reflex half; see text
Spell Resistance: Yes (Reflex)

Damage: 7d6 cold damage + d6 per four levels after 14th

Effect: Creatures in the area take damage. If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 5 rounds. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a Strength check or an Escape Artist check against this spell's save DC to do so.

Gaseous Form

Transmutation (Polymorph)
Level: Air 3, Sor/Wiz 3
Components: S
Range: Touch
Target: Willing corporeal creature touched
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: No

Effect: The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though other modifiers continue to apply normally. The subject gains physical damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell or Still Spell.) If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Ghoul Touch

Necromancy (Flesh)
Level: Sor/Wiz 2
Range: Touch
Target: Living humanoid touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: None/Fortitude negates
Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is sickened, making it vulnerable.

Bloodied Effect: As the healthy effect, and the subject is paralyzed if it fails a Fortitude save. Each round that it is paralyzed, the subject can make a new saving throw. If it succeeds, it is no longer paralyzed by the spell, though it is still sickened. In addition, as long as it is paralyzed, the subject exudes a carrion stench that causes all living creatures (except you) in a Small (10 ft.) radius spread to become sickened (Fortitude negates) for 5 rounds.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*.

Giant Vermin

Transmutation (Polymorph)
Level: Drd 4, Nature 4
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Up to three vermin within the area
Duration: Medium (5 minutes)

Saving Throw: None
Spell Resistance: Yes (Fortitude)

Effect: You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into Large-sized forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Glibness

Your speech becomes more fluent and believable.
Enchantment/Transmutation (Imbuement)
Level: Brd 3
Components: S
Range: Personal
Target: You
Duration: Long (1 hour) (D)

Effect: You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as creating a diversion to hide or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

At the end of the duration of the spell, anyone who only believed your words because of the bonus from *glibness* realizes that they have been lied to.

Glitterdust

Conjuration (Creation)
Level: Sor/Wiz 2
Range: Medium (100 ft.)
Area: Small (10 ft.) radius spread
Manifestation: Glittering particles in the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: No

Effect: A cloud of golden particles covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. It likewise negates the effects of blur and displacement, and reveals figments, mirror images, and projected images for what they are. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

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

Glitterdust, Greater

Conjuration (Creation)
Level: Sor/Wiz 5
Saving Throw: None/Will negates

Effect: This spell functions like *glitterdust*, except that creatures in the area must also make Will saves or be dazzled for the duration of the spell.

Globe of Invulnerability

Abjuration (Negation) [Magic]
Level: Sor/Wiz 6

Effect: This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th level spells and spell-like effects.

Globe of Invulnerability, Lesser

Abjuration (Negation) [Magic]
Level: Sor/Wiz 4
Area: Small (10 ft.) radius emanation, centered on you
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: No
Effect: An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell or similar effects. You can leave and return to the globe without penalty.

Note: Spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Good Hope

You instill powerful hope and confidence in your ally.
Enchantment (Compulsion) [Mind-Affecting, Morale]
Level: Brd 3
Area: Small (10 ft.) radius limit centered on you
Target: Five creatures within the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subjects gain 10 temporary hit points + 1 per caster level and a +2 bonus on attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: Good hope counters and dispels *crushing despair*.

Grasping Hand

Evocation (Control) [Force]
Level: Sor/Wiz 7, Strength 7
Effect: This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The grasping hand gets one grapple attack per round.

Its combat maneuver bonus to grapple equals your caster level + your casting ability modifier, +4 for being Large. The hand holds but does not harm creatures it grapples. Its CMD is equal to 10 + its CMA.

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

Grease

You conjure a layer of slippery grease on the ground, tripping up your foes.
Conjuration (Creation)
Level: Brd 1, Sor/Wiz 1
Range: Close (30 ft.)
Target or Area: One object or a 10 ft. square
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: No
Effect: Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round, while failure by 5 or more means it falls (see the Balance skill for details). A creature standing in a greased area

loses its Dexterity and dodge modifiers to AC due to the slippery surface.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect entirely. If the initial saving throw fails, the creature immediately drops the item. If the item is successfully greased, a saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 bonus on Escape Artist checks and on grapple attacks made to resist or escape a grapple or to escape a pin.

Greater (Spell Name)

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells arcane sight, command, dispel magic, glyph of warding, invisibility, magic fang, magic weapon, planar ally, planar binding, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

Gust of Wind

Evocation (Control) [Air]
Level: Air 1, Drd 1, Sor/Wiz 1
Area: Large (50 ft.) line-shaped emanation from you
Manifestation: Wind within the area
Duration: 1 round
Saving Throw: Fortitude partial; see text.
Spell Resistance: No
Effect: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. Creatures are affected according to their size category. A successful Fortitude save causes a creature to be affected as if it were one size category larger. Flying creatures are affected as if one size category smaller.

- Tiny or smaller creatures are knocked prone and blown to the edge of the spell's range.
- Small creatures are knocked prone by the force of the wind.
- Medium creatures are unable to move forward against the force of the wind.
- Large or larger creatures may move normally.

Any creature, regardless of size, takes a −4 penalty on ranged attacks and Listen checks in the spell's area.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can extinguish open flames, create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Note: Gust of wind can be made permanent with a *permanency* ritual.

Harm

You fill your foe with a massive influx of negative energy, crippling its life force.
Necromancy (Vitalism) [Negative]
Level: Clr 6, Death 6, Evil 6, Necro 6
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half; see text
Spell Resistance: Yes (Will)
Damage: 12d8 + d8 per two caster levels above 12th
Effect: For every 10 points of damage dealt in excess of the subject's hit points, this spell can instead inflict 1 point of critical damage.

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

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

Haste

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

Transmutation (Temporal)

Level: Trans 4

Range: Close (30 ft.)

Targets: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject is hasted. This has two effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed, to a maximum of an additional 30 ft. of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

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

Haste, Mass

You accelerate your allies' motions, causing them to move and act more quickly than normal.

Transmutation (Temporal)

Level: Sor/Wiz 8

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

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

Heal

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

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 6, Drd 7, Good 6, Life 6

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Effect: This spell heals the subject and immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned.

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

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

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

Heal, Mass

You fill your allies with a massive influx of positive energy, restoring their life force to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 9, Good 9, Healing 9

Range: Close (30 ft.)

Targets: One or more creatures in a Medium (20 ft.) radius

Healing: 9d6 + d6 per four caster levels above 18th

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

Heal Mount

You fill your mount with a massive influx of positive energy, restoring its life force to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Pal 3

Components: V

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Healing: 6d8 + d8 per two caster levels above 6th

Effect: This spell functions like *heal*, but it affects only the paladin's special mount.

Heat Metal

Evocation (Energy) [Fire]

Level: Drd 2

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Target: Metal equipment of Five creatures within the area or 25 lb. of metal/level within the area

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

Saving Throw: Will negates (object)

Spell Resistance: Yes

Damage: d6 fire damage per round

Effect: Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

A creature takes damage each round if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

Note: If cast underwater, heat metal deals half damage and boils the surrounding water. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. *Heat metal* counters and dispels *chill metal*.

Heroism

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

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Brd 3, Ench 3

Range: Touch

Target: Creature touched

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus on attack rolls and saving throws. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5

at 20th level.

Heroism, Greater

Enchantment (Emotion) [Mind-Affecting, Morale]
Level: Brd 5, Sor/Wiz 6
Effect: This spell functions like *heroism*, except the subject also gains the same bonus to checks. In addition, it is immune to fear effects.

Hideous Laughter

You force the subject to collapse into gales of manic laughter with an unnaturally amusing joke.
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Chaos 2
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: The subject falls prone and can take no actions. It loses its Dexterity and dodge modifiers to AC. Each round on its turn, the affected creature can attempt a new saving throw. If it succeeds, the effect ends, though it can take no other actions that round.

Note: A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 circumstance bonus on its saving throw, because humor doesn't "translate" well.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Hold Monster

Enchantment (Inhibition) [Mind-Affecting]
Level: Brd 4, Law 4, Sor/Wiz 4
Range: Medium (100 ft.)
Target: One living creature
Effect: This spell functions like *hold person*, except that it is not limited by creature type.

Hold Monster, Mass

Enchantment (Inhibition) [Mind-Affecting]
Level: Sor/Wiz 9
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *hold monster*, except that it affects multiple creatures.

Hold Person

Enchantment (Inhibition) [Mind-Affecting]
Level: Brd 2, Clr 2, Sor/Wiz 2, War 2
Range: Close (30 ft.)
Target: One humanoid creature
Duration: Short (Concentration + 5 rounds) (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered, making it vulnerable.
Bloodied Effect: The subject is paralyzed and unable to act. Each round on its turn, the subject may attempt a new saving throw to end the effect. If it succeeds, it is no longer paralyzed, though it can take no other actions that round.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Hold Person, Mass

Enchantment (Inhibition) [Mind-Affecting]
Level: Brd 6, Clr 7, Sor/Wiz 7
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *hold person*, except that it affects multiple creatures.

Holy Aura

Abjuration (Interdiction) [Good]
Level: Clr 8, Good 8
Components: V, S, F
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
Effect: A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and damaging evil creatures when they strike the subjects. This abjuration has four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally, if a evil creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Evocation (Channeling) [Good]
Level: Good 4
Area: Medium (20 ft.) radius burst centered on you
Duration: Instantaneous and 5 rounds; see text
Saving Throw: Will half/Will negates
Spell Resistance: Yes (Will)
Damage: 4d6 divine damage + d6 per four caster levels above 8th
Effect: Nongood creatures in the area take damage and are dazzled for 5 rounds. A successful Will save reduces the damage by half and negates the dazzling.

Holy Sword

You channel holy power into your sword, or any other melee weapon you choose, allowing it to smite your foes with ease.
Evocation/Transmutation (Imbuement, Channeling) [Good]
Level: Pal 4
Components: V
Range: Touch
Target: Melee weapon touched
Duration: Medium (5 minutes)
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: The affected weapon acts as a +5 holy weapon. The spell is automatically cancelled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal bonus and powers of the weapon inoperative for the duration of the spell.

Note: This spell is not cumulative with any other spell that might modify the weapon in any way. It does not work on artifacts.

Holy Word

Evocation (Channeling) [Good]
Level: Good 7
Components: V
Area: Large (50 ft.) radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect:
Each nongood creature in the area is deafened for 5 rounds.
Bloodied Effect:
Each nongood creature in the area suffers one or more of the following ill effects, depending on its Hit Values.

HV	Effect
Equal to caster level	Deafened
Up to caster level −5	Blinded, deafened
Up to caster level −10	Paralyzed, nauseated, deafened
Up to caster level −15	Killed[1]

1 Living creatures die. Nonliving creatures are destroyed.

Deafened: The creature is deafened for 5 rounds.
Blinded: The creature is blinded for 2 rounds.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.
Note: Creatures whose Hit Values exceed your caster level are unaffected by *holy word*.

Hypnotic Pattern

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.
Enchantment/Illusion (Compulsion, Figment) [Light, Mind-Affecting]
Level: Brd 2, Sor/Wiz 2
Components: V (Brd only), S; see text
Range: Medium (100 ft.)
Area: Small (10 ft.) radius spread
Manifestation: Colorful lights in the area
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: Creatures within the spell's area are fascinated.
Note: Creatures who cannot see the lights are not affected by this spell. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform a verbal component.

Ice Storm

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.
Conjuration/Evocation (Creation, Energy) [Cold]
Level: Drd 4, Sor/Wiz 4, Water 5
Range: Medium (100 ft.)
Area: Small (10 ft.) radius cylinder, 20 ft. high
Duration: Instantaneous and 1 round; see text
Saving Throw: None
Spell Resistance: Yes (Reflex)
Damage: 4d4 cold and bludgeoning damage + d4 per four caster levels above 8th
Effect: All creatures within the area take damage. The area of the ice storm's effect is difficult terrain until the spell ends.

Implosion

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

Evocation (Control)
Level: Clr 9, Destruction 9, Evoc 9
Range: Close (30 ft.)
Targets: One corporeal creature/round
Duration: Instantaneous and concentration (up to 5 rounds); see text
Saving Throw: None/Fortitude negates
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is staggered for 5 rounds.
Bloodied Effect: The target is instantly slain.
Note: You can concentrate on one creature per round. You can target a particular creature only once with each casting of the spell.
Implosion has no effect on creatures in *gaseous form* or on incorporeal creatures.

Imprisonment

Conjuration/Transmutation (Time, Translocation) [Teleportation]
Level: Earth 9, Law 9, Sor/Wiz 9
Range: Medium (100 ft.)
Target: One creature
Duration: Instantaneous and Permanent
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is slowed for 5 rounds.
Bloodied Effect: The subject is entombed in a state of suspended animation (as the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. It remains there unless an *emancipation* spell is cast at the locale where the imprisonment took place.
Note: A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a -2 penalty to attack rolls, Strength and Dexterity-based skill checks, and armor class.
The subject must be bloodied at the time that the spell is cast to be imprisoned. Magical search by a crystal ball, a *locate creature* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed.

Inertial Shield

Abjuration (Shielding)
Level: Abjur 4
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds)
Effect: You create a barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain physical damage reduction 8, allowing you to ignore the first 8 damage you take each round. This damage reduction increases by 1 per two caster levels above 8th. Inertial barrier also absorbs half the damage you take from any fall.

Inflict Critical Wounds

Necromancy (Vitalism) [Negative]
Level: Clr 4
Damage: 8d8 negative energy damage + d8 per four caster levels above 8th
Effect: This spell functions like *inflict light wounds*, except that for every 10 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.
Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Critical Wounds, Mass

Necromancy (Vitalism) [Negative]
Level: Clr 8

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

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

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

Inflict Light Wounds

Necromancy (Vitalism) [Negative]
Level: Clr 1
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes (Will)
Damage: 2d8 negative energy damage + d8 per two caster levels above 1st

Effect: The touched creature takes damage. Since undead are powered by negative energy, this spell heals them instead of dealing damage. You must succeed on a melee touch attack to hit a target that does not allow you to touch it.

Inflict Light Wounds, Mass

Necromancy (Vitalism) [Negative]
Level: Clr 5
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes (Will)
Damage: 5d6 negative energy damage + d6 per four caster levels above 10th

Note: The targets take damage. Like other *inflict* spells, *mass inflict light wounds* heals undead instead of dealing damage. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Moderate Wounds

Necromancy (Vitalism) [Negative]
Level: Clr 2
Damage: 4d8 negative energy damage + d8 per four caster levels above 4th

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

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

Inflict Moderate Wounds, Mass

Necromancy (Vitalism) [Negative]
Level: Clr 6
Damage: 6d6 negative energy damage + d6 per four caster levels above 10th

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

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

Inflict Serious Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 3
Damage: 6d8 negative energy damage + d8 per four caster levels above 6th

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

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

Inflict Serious Wounds, Mass

Necrkomancy (Vitalism) [Negative]
Level: Clr 7
Damage: 7d6 negative energy damage + d6 per four caster levels above 10th

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

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

Insanity

Enchantment (Compulsion) [Mind-Affecting]
Level: Chaos 6, Ench 6
Range: Touch
Target: Living creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The creature is bewildered, making it vulnerable.
Bloodied Effect:
The affected creature is confused (see the *confusion* spell).

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. *Remove curse* and *dispel magic* do not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Interposing Hand

You create a floating, disembodied hand made of magical force that shields you from your foe's blows.
Evocation (Control) [Force]
Level: Sor/Wiz 4
Range: Medium (100 ft.)
Manifestation: Large hand made of force
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Effect: The hand created by this spell stays between you and one opponent, providing you with cover (+4 AC) from that creature. In addition, if the creature is Large size or smaller, it moves at half speed while moving towards you.

Once it has a target, nothing can fool the hand – it sticks with the selected opponent in spite of darkness, invisibility, or any other attempt at hiding or disguise. However, you must be able to see a target to direct the hand to protect you from it. The hand does not pursue opponents.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has half as many hit points as you do when you're undamaged, and its AC is 20 (−1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Note: Disintegrate or a successful *dispel magic* destroys the hand with-

out a saving throw. Directing the hand to a new target is a swift action.

Invest Magic

Transmutation (Augment)
Level: Clr 4, Sor/Wiz 4, War 4
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: All weapons and armor that the subject wields gain a +3 bonus for as long as she wields them. This bonus increases to +4 at 14th level, and to +5 at 20th level.

Invisibility

Illusion (Glamer)
Level: Brd 3, Sor/Wiz 3, Trickery 3
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lb./level
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: Yes (Will)
Effect: The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

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

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

Invisibility, Greater

Illusion (Glamer)
Level: Illus 6
Effect: This spell functions like *invisibility*, except that the subject becomes invisible again at the start of each of its turns, even if it attacked a creature during its previous turn.

Invisibility Purge

Abjuration (Negation)
Level: Abjur 3, Clr 3
Area: Large (50 ft.) radius emanation, centered on you
Duration: Long (1 hour) (D)
Effect: You surround yourself with a mobile sphere of power that sup-

presses all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamer)
Level: Brd 4, Sor/Wiz 5
Components: V, S
Area: Small (10 ft.) radius emanation around the creature or object touched
Effect: This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within a Small (10 ft.) radius emanation of the recipient. The center of the effect is mobile with the recipient.

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

Iron Body

Transmutation (Polymorph)
Level: Earth 8, Sor/Wiz 8, Strength 8
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain physical damage reduction 15/adamantine. You are immune to blindness, critical hits, attribute score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds.

You gain a +6 bonus to your Strength score, but you take a −6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a −8 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean – at least until the spell duration expires.

Irresistible Dance

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.

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 6, Ench 9
Range: Close (30 ft.)
Target: One living creature
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: The subject is flat-footed and must spend a standard action each round to do nothing but dance, which provokes attacks of opportunity.

Jump

Transmutation (Augment)
Level: Drd 1, Sor/Wiz 1, Strength 1
Range: Touch

Target: Creature touched
Duration: Long (1 hour) (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject gains a +10 bonus on Jump checks.

Knock

Transmutation (Control)
Level: Sor/Wiz 2
Components: V
Range: Close (30 ft.)
Target: One Medium or smaller door, box, or chest
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No
Effect: The knock spell telekinetically opens stuck, barred, locked, held, or arcane locked doors. If the object is stuck or held, you can immediately make an Strength check to break down the door, using your caster level instead of your Strength. Others can aid you on this check as normal. In addition, if the object is locked, you can immediately make a Disable Device check to open the lock as if you had rolled a 20 on the check. You get a bonus on the Disable Device check equal to half your caster level.

Note: If knock is cast on an *arcane locked* door, make a caster level check against a DC of 11 + the caster level of the *arcane lock*. If you succeed, the *arcane lock* is suppressed for 10 minutes. If you fail, you may still bypass the door with the checks above, if possible.

Lesser (Spell Name)

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells confusion, geas, globe of invulnerability, planar ally, planar binding, and restoration.

Levitate

Evocation (Control)
Level: Sor/Wiz 3
Range: Close (30 ft.)
Target: You or one willing creature or one object (total weight up to 100 lb./level)
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: This spell allows you to telekinetically move the subject up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a swift action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

Light

Illusion (Figment) [Light]
Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1
Range: Touch
Target: Object touched
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell causes an object to glow like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical darkness does not function.

Note: A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Lightning Bolt

Evocation (Energy) [Electricity]
Level: Destruction 3, Drd 3, Sor/Wiz 3
Area: 100 ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 3d6 electricity damage + d6 per four caster levels above 6th
Effect: You release a powerful stroke of electrical energy that deals damage to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Limited Wish

Universal
Level: Sor/Wiz 7
Components: V, S, M
Range: See text
Target or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: Yes (Will)
Effect: A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- Duplicate any general sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any general sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 3rd level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as geas/quest or insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a −5 penalty on its next saving throw.

When casting a limited wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 15 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a *limited wish* to turn a foe to stone would normally mimic the flesh to stone effect of the *transmute flesh and stone* spell. However, if the Wisdom check failed, your foe might gain the benefit of a *stoneskin* spell instead.

A duplicated spell allows saving throws and spell resistance as normal for the spell. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp cost for this spell).

Material Components: A diamond worth no less than 1,500 gp (see above).

Link Vitality

Necromancy (Life)
Level: Life 3, Necro 3
Area: Medium (20 ft.) radius limit centered on you
Targets: Any two living creatures within the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. Likewise, when one regains hit points, the other heals the same amount. Excess healing is simply lost. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it.

Note: No other effects are transferred by *link vitality*.

Link Vitality, Mass

Necromancy (Life)
Level: Sor/Wiz 7
Targets: Five living creatures within the area
Effect: This spell functions as *link vitality*, except that it affects many creatures. The spell links all creatures who fail their saving throws. If any of the linked creatures lose or gain hit points, all linked creatures lose or gain the same amount, and so on.

Locate Entity

Divination (Awareness) [Detection]
Level: Knowledge 6, Sor/Wiz 6
Area: Circle, centered on you, with a 1 mile radius
Duration: Long (1 hour) (D)
Effect: This spell functions as *locate object*, except that it can also detect creatures, as *locate creature*. When you cast this spell, you choose to locate an object or creature, following the restrictions stated in the respective location spells.

Locate Creature

Divination (Awareness) [Detection]
Level: Knowledge 4, Sor/Wiz 4
Duration: Long (1 hour) (D)
Effect: This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Note: Detection spells spell are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. In addition, running water blocks *locate creature*. It cannot detect objects. It can be fooled by *mislead* and *nondetection* spells.

Locate Object

Divination (Awareness) [Detection]
Level: Clr 2, Knowledge 2, Sor/Wiz 2
Area: Circle, centered on you, with a 500 ft. radius
Duration: Medium (5 minutes) (D)
Saving Throw: None
Spell Resistance: No
Effect: You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

Note: The spell is blocked by even a thin sheet of lead, but not by other materials. Creatures cannot be found by this spell.

Longstrider

Transmutation (Augment)
Level: Drd 1, Travel 1
Range: Personal
Target: You
Duration: Extreme (12 hours) (D)
Effect: This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Mage Armor

You create an invisible but tangible field of force that surrounds you, protecting you from attacks.
Abjuration/Evocation (Control, Shielding) [Force]
Level: Sor/Wiz 1
Range: Personal
Target: You
Duration: Long (1 hour) (D)
Effect: You gain a +2 armor modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. It is considered light armor for the purpose of class features and abilities, though you do not need to be proficient with it to use it. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Note: This armor is treated as a separate piece or armor from any other armor the creature is wearing, so it does not stack with any existing armor modifier.

Mage Hand

Evocation (Control)
Level: Brd 1, Sor/Wiz 1
Range: Close (30 ft.)
Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No
Effect: You point your finger at an object and can lift it and move it in any direction from a distance. While concentrating on the spell, you can propel the object as far as 15 feet in any direction each round, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Note: Fine manipulation, including any motion other than simply moving the object in a particular direction, is not possible with this spell.

Mage's Disjunction

Abjuration (Negation) [Magic]
Level: Magic 9, Abjur 9
Range: Medium (100 ft.)
Target or Area: One magic item or Medium (20 ft.) radius burst
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No
Effect: All magical effects within the radius of the spell, except for those on you, are disjoined. That is, spells and spell-like effects are separated

into their individual components (ending the effect as a dispel magic spell does).

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

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

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

Mage's Sword

Evocation (Control) [Force]
Level: Sor/Wiz 7
Range: Close (30 ft.)
Manifestation: One sword
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your casting attribute with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x 2.

The sword always strikes from your direction. It does not contribute to overwhelm penalties, but it benefits from any that exist. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Note: Each round after the first, you can redirect the sword to a new target as a swift action. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 10 (10, +0 size bonus for being a Medium object)

If an attacked creature has spell resistance, the resistance is checked the first time *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its full effect on that creature for the duration of the spell.

Magic Circle against Chaos

Abjuration (Interdiction) [Barrier, Lawful]
Level: Clr 5, Chaos 5, Pal 4, Sor/Wiz 5
Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it hedges out nonchaotic summoned creatures.

Magic Circle against Evil

Abjuration (Interdiction) [Barrier, Good]
Level: Clr 5, Good 5, Pal 4, Sor/Wiz 5
Range: Touch
Area: Small (10 ft.) emanation from touched creature
Duration: Long (1 hour) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: All creatures within the area gain the effects of a

protection from evil spell. In addition, no nongood summoned creatures can enter the area unless they make a successful Will save.

Magic Circle against Good

Abjuration (Interdiction) [Barrier, Evil]
Level: Clr 5, Evil 5 Sor/Wiz 5
Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it hedges out nonevil summoned creatures.

Magic Circle against Law

Abjuration (Interdiction) [Barrier, Chaotic]
Level: Clr 5, Chaos 5, Sor/Wiz 5
Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it hedges out nonlawful summoned creatures.

Magic Fang

Transmutation (Augment)
Level: Drd 1
Range: Touch
Target: Living creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: This spell makes one of the subject's natural weapons a +2 magic weapon, granting a +2 bonus to attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. *Magic fang* can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation (Augment)
Level: Drd 3
Target: One living creature
Effect: This spell functions like *magic fang*, except that it affects one of the creature's natural weapons per four caster levels.

Note: Greater magic fang can be made permanent with a permanency spell.

Magic Missile

Evocation (Control) [Force]
Level: Sor/Wiz 1
Range: Medium (100 ft.)
Area: Medium (100 ft.) limit
Targets: Up to five creatures in the area
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Damage: d10 force damage + d10 per four levels after 1st; see text
Effect: A missile of magical energy darts forth from your fingertip and strikes its target. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every four caster levels beyond 1st, you gain an additional missile. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Vestment

Transmutation (Augment)
Level: Clr 1, Sor/Wiz 1, War 1

Range: Touch
Target: Armor or shield touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (Will)

Effect: You imbue a suit of armor or a shield with a +2 enhancement bonus. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

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

Magic Weapon

Transmutation (Augment)
Level: Clr 1, Magic 1, Sor/Wiz 1
Range: Touch
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (Will)

Effect: You imbue a weapon or stack of projectiles with a +2 enhancement bonus. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

If you use this spell to enhance projectiles, the projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat darts and shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Major Image

Illusion (Figment) [Unreal]
Level: Brd 4, Illus 4
Range: Far (300 ft.)
Duration: Short (Concentration + 5 rounds)

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

Note: The image disappears when struck by an opponent unless you cause the illusion to react appropriately. Even then, the opponent who struck the image gets a Will save to disbelieve the illusion for interacting with the image.

Mass (Spell Name)

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells charm monster, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, enlarge person, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, reduce person, suggestion, totemic mind, and totemic power.

Maze

Conjuration (Translocation) [Planar]
Level: Conj 8, Trickery 9
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous; see text
Saving Throw: Will partial

Spell Resistance: Yes (Will)

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

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

Note: Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs can escape the spell automatically.

Meld into Stone

Transmutation (Polymorph) [Earth]
Level: Drd 3, Earth 3
Range: Personal
Target: You
Duration: Long (1 hour)

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

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 20 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

Note: The following spells harm you if cast upon the stone that you are occupying: *transmute flesh and stone* expels you and deals 6d6 points of damage. *Shape stone* deals 3d6 points of damage but does not expel you. *Passwall* expels you without damage.

Message

Divination (Communication)
Level: Brd 1, Sor/Wiz 1
Components: S
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Duration: Long (1 hour)
Saving Throw: None
Spell Resistance: No

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

creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

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

Meteor Swarm

You call a swarm of meteors that streak down from the heavens, leaving a fiery trail behind them. The meteors crash into your foes, driving flying creatures to the ground and knocking your foes off their feet.

Evocation (Energy) [Fire]
Level: Destruction 9, Fire 9, Evoc 9
Range: Far (300 ft.)
Area: A Large (50 ft.) radius cylinder, 100 ft. high
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes (Reflex)
Damage: 9d6 fire damage + d6 per four caster levels after 18th

Effect: Every creature and object in the area takes damage. Flying creatures within the area of size Huge or smaller that fail their Reflex saves are driven to the ground, taking falling damage appropriate to the distance they descended. Creatures on the ground that fail their Reflex saves are knocked prone.

Note: This spell functions indoors or underground, but not underwater.

Mind Fog

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

Conjuration/Enchantment (Creation, Inhibition) [Fog, Mind-Affecting]
Level: Brd 4, Sor/Wiz 5, Trickery 5
Range: Close (30 ft.)
Duration: Long (1 hour) and 5 rounds; see text
Saving Throw: None/Will negates
Spell Resistance: None/Yes (Will)

Effect: This spell functions like *fog cloud*, except each creature in the fog take a −5 penalty to Wisdom unless it makes a Will save. A creature that successfully saves against the fog is not affected, but if it remains in the fog, it must make a new save each minute to avoid being affected. Affected creatures take the penalty as long as they remain in the fog and for 5 rounds thereafter. The fog is stationary and lasts for 1 hour (or until dispersed by wind).

Note: A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Minor Image

Illusion (Figment) [Unreal]
Level: Brd 3, Illus 3
Range: Medium (100 ft.)
Duration: Short (Concentration + 5 rounds)

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

Note: The image disappears when struck by an opponent unless you cause the illusion to react appropriately. Even then, the opponent who struck the image gets a Will save to disbelieve the illusion for interacting with the image.

Miracle

Evocation (Channeling)
Level: Clr 9, Healing 9; see text
Range: See text
Target, Effect, or
Area: See text
Duration: See text
Saving Throw: See text

Spell Resistance: Yes (varies; see text)

Effect: You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Examples of especially powerful miracles of this sort could include the following.

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

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

Note: If you request a miracle, your deity (or the power you pray to) will expect something of you in return. You must cast commune to learn what this is within 24 hours, or you will lose the ability to cast any cleric spells other than commune. For more moderate miracles, you may be required to offer 25,000gp worth of incense and gems. For especially powerful miracles, or multiple moderate miracles, you may geased with a task to complete.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Mirror Image

You create several illusory duplicates of yourself that make it difficult for enemies to know which image to attack.

Illusion (Figment)
Level: Illus 2
Range: Personal; see text
Target: You
Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell creates two illusory duplicates of yourself that mimic your movements perfectly. Enemies attempting to attack you or cast spells at you must select which to attack. Generally, roll randomly to see whether the selected target is real or a figment. An image's AC is 10 + your size modifier.

If an image is hit, it is destroyed. If you are hit, your attacker knows the attack was successful, and can ignore the images. On your turn, you can create new images (to a maximum of two images at any time), preventing your foes from knowing which image to attack.

You can move into and through a mirror image on your turn. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

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

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

Mislead

Illusion (Figment, Glamer) [Unreal]
Level: Brd 5, Illus 6, Trickery 6
Range: Personal/Medium (100 ft.)
Target: You
Manifestation: One illusory double
Duration: Short (Concentration + 5 rounds) (D); see text
Saving Throw: None/Will disbelief (if interacted with); see text
Spell Resistance: No
Effect: You become invisible (as *invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, an unreal figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

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

Modify Memory

Enchantment [Mind-Affecting]
Level: Brd 4
Casting Time: Full-round action; see text
Range: Close (30 ft.)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddied by too much wine.

Moment of Prescience

Divination (Knowledge)
Level: Div 6, Knowledge 7, Sor/Wiz 7
Effect: This spell functions like *lesser moment of prescience*, except that you also gain a circumstance bonus equal to half your caster level on

the roll. Alternately, you can expend the spell to protect yourself. If you do, you gain a circumstance bonus to your dodge modifier equal to half your caster level, and you stop being flat-footed if you were. This effect can be used even if you are flat-footed, which would normally prevent you from using immediate actions.

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

Moment of Prescience, Greater

Divination (Knowledge)
Level: Div 9
Effect: This spell functions like *moment of prescience*, except that the bonus and extra rolls apply to all attack rolls, opposed checks, and saving throws you make until the beginning of your next turn.

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

Moment of Prescience, Lesser

Divination (Knowledge)
Level: Div 3, Knowledge 4, Sor/Wiz 4
Range: Personal
Target: You
Duration: Extreme (12 hours) or until discharged
Effect: This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. You may roll twice on any single attack roll, opposed check, or saving throw. Activating the effect takes an immediate action, so you can even activate it on another character's turn if needed. Once activated, the spell ends.

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

Oak Body

Transmutation (Polymorph)
Level: Druid 7, Sor/Wiz 7
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: This power transforms your body into living oak, which grants you several advantages.

You gain physical damage reduction 10/slashing and a +5 bonus to natural armor. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 bonus to Strength and Constitution, but you take a −2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions). You have an armor check penalty of −4 and an arcane spell failure chance of 25

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Obscuring Mist

You conjure a bank of fog that arises around you, concealing you and your allies.
Conjuration (Creation) [Fog]
Level: Clr 1, Drd 1, Sor/Wiz 1, Water 1
Area: Medium (20 ft.) radius cylinder-shaped spread centered on you

Manifestation: Fog in the area
Duration: Medium (5 minutes)
Saving Throw: None
Spell Resistance: No
Effect: Creatures within the spell's area have concealment (20% miss chance). The cloud is stationary once created.

Note: A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 5 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Order's Wrath

Evocation (Channeling) [Lawful]
Level: Law 4
Area: 30 ft. cube-shaped burst centered on you
Duration: Instantaneous
Saving Throw: Will half/Will negates
Spell Resistance: Yes (Will)
Damage: 4d6 divine damage + d6 per four caster levels above 8th
Effect: Nonlawful creatures in the area take damage and are bewildered for 5 rounds. A successful Will save reduces the damage by half and negates the bewildering.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Overland Flight

Transmutation (Imbuement)
Level: Trans 7
Range: Personal
Target: You
Duration: Extreme (12 hours)
Effect: At any point during the duration of the spell, you can concentrate as a standard action to fly for 1 round, as the *fly* spell. When using this spell for long-distance movement, you can concentrate to fly each round without taking nonlethal damage, but you cannot take a forced march. This means you can cover 60 miles in an ten-hour period of flight (or 40 miles at a speed of 40 feet).

Passwall

Transmutation (Alteration)
Level: Trans 5, Travel 5
Range: Touch
Manifestation: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit.

Note: If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Persistent Image

Illusion (Figment)
Level: Brd 5, Illus 6

Range: Far (300 ft.)
Duration: Medium (5 minutes) (D)
Effect: This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Phantasmal Killer

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

Enchantment/Illusion (Emotion, Phantasm) [Death, Fear, Mind-Affecting, Unreal]
Level: Sor/Wiz 4
Range: Close (30 ft.)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief and Fortitude negates; see text
Spell Resistance: Yes (Will)
Healthy Effect: If the subject fails its Will save, it is shaken, causing it to be vulnerable for 5 rounds.
Bloodied Effect: As the healthy effect, and if it fails its Will save, it immediately dies unless it makes a successful Fortitude save.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Phantom Maze

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

Illusion (Phantasm) [Unreal]
Level: Illus 6
Range: Close (30 ft.)
Target: One creature
Duration: Medium (5 minutes)
Saving Throw: Will disbelief
Spell Resistance: Yes (Will)
Effect: The subject is blinded and deafened, and acts as if it has been affected by a *maze* spell. Typically, this means it moves in a random direction each round. If it encounters any physical resistance in its movements or takes any damage, it may immediately make a Will save to disbelieve the effect.

Phantom Steed

You create a quasi-real horselike creature to serve you or one of your allies. It has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. On its body, it bears what seems to be a saddle, bit, and bridle sized perfectly for its intended rider.

Illusion/Transmutation (Imbuement, Shadow)
Level: Sor/Wiz 3
Casting Time: 1 standard action
Range: Close (30 ft.)
Manifestation: One quasi-real, horselike creature
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell creates a Large, horselike creature that can only be ridden by you or one person you designate. The mount cannot fight, and has an AC of 18 (−1 size, +4 natural armor, +5 Dex) and 10 hit points + 1 per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 10 feet per two caster levels. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

12th level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

16th level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

20th level: The mount can fly at its speed (good maneuverability) by concentrating, as the *overland flight* spell.

Phase Door

Conjuration (Creation/Translocation) [Planar]
Level: Conj 6, Travel 7
Components: V
Range: 0 ft.
Manifestation: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: Extreme (12 hours) or until discharged
Saving Throw: None
Spell Resistance: No
Effect: This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. It can be used a number of times equal to half your caster level before the spell ends. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Values, and hit points don't qualify.

Note: The *true seeing* spell or similar magic reveals the presence of a phase door but does not allow its use. A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

Phase door can be made permanent with a *permanency* spell.

Poison

Necromancy (Flesh) [Poison]
Level: Clr 4, Drd 3
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes (Fortitude)
Effect: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison that drains its life force by making a successful melee touch attack. The poison deals 1d6 points of Constitution damage immediately. A Fortitude save negates this damage. The spell continues dealing another 1d6 points of Constitution damage every 5 rounds until the subject makes two successful Fortitude saves to resist the poison.

Polar Ray

You fire a blue-white ray of frigid air and ice, freezing your foe in place.
Evocation (Energy) [Cold]
Level: Sor/Wiz 8, Water 8
Range: Close (30 ft.)

Manifestation: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Damage: 16d6 cold damage + d6 per three caster levels above 16th
Effect: The struck target takes damage and is slowed for 5 rounds. A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a −2 penalty to attack rolls, Strength and Dexterity-based skill checks, and armor class.

Power Word Blind

Necromancy (Flesh)
Level: Sor/Wiz 7
Components: V
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is sickened, making it vulnerable for 5 rounds.
Bloodied Effect: The target is blinded for 5 rounds.
Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The target must be bloodied when the spell is cast to suffer the bloodied effect.

Power Word Kill

You utter a single word of power that instantly kills your foe, whether it can hear the word or not.
Necromancy (Life) [Death]
Level: Death 9, Sor/Wiz 9
Components: V
Range: Close (30 ft.)
Target: One living creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is sickened, making it vulnerable for 5 rounds.
Bloodied Effect: The target is instantly slain.
Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The target must be bloodied when the spell is cast to suffer the bloodied effect. A creature whose HV exceeds your caster level are sickened instead of killed, as the healthy effect.

Power Word Confuse

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 6
Components: V
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect: The target is bewildered, making it vulnerable for 5 rounds.
Bloodied Effect: The target is confused for 5 rounds. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but

babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The target must be bloodied when the spell is cast to suffer the bloodied effect.

Power Word Stun

You utter a single word of power that instantly causes your foe to become stunned, whether the creature can hear the word or not.

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 8
Components: V
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect: The target is bewildered, making it vulnerable for 5 rounds.
Bloodied Effect: The target is stunned for 5 rounds.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. The target must be bloodied when the spell is cast to suffer the bloodied effect.

Precognition, Lesser

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately.

Divination (Knowledge)

Level: Div 1
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: You gain a +2 bonus to your attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Precognition

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately and avoid hostile effects more easily.

Divination (Knowledge)

Level: Div 2
Effect: This spell functions like *lesser precognition*, but it also affects your saving throws.

Precognition, Greater

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately and avoid hostile attacks and effects more effectively.

Divination (Knowledge)

Level: Div 4
Effect: This spell functions like *lesser precognition*, but it also affects your saving throws and dodge modifier.

Prismatic Sphere

Evocation (Control, Energy) [Light]

Level: Sor/Wiz 9
Manifestation: Small (10 ft.) radius hollow sphere centered on you
Effect: This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

You can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something through it (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. You can fight from partially within the sphere. If you do, you gain cover from anyone outside the sphere.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a prismatic wall.

Note: Prismatic sphere can be made permanent with a *permanency* spell.

Prismatic Spray

Evocation (Control, Energy) [Light]

Level: Chaos 7, Sor/Wiz 7
Area: Large (50 ft.) cone-shaped burst
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (varies)
Effect: This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Every creature in the area is randomly struck by one or more beams, which have unique effects.

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

Prismatic Wall

Evocation (Control, Energy) [Light]

Level: Chaos 8, Sor/Wiz 8
Range: Close (30 ft.)
Manifestation: Wall up to 50 ft. wide, 30 ft. high
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: See text
Effect: This spell creates a vertical, opaque wall – a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HV that is within 20 feet of the wall is blinded for 1 minute by the colors if it looks at the wall.

The wall's maximum proportions are 50 feet wide and 30 feet high. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their

effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a mage's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispel magic cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

Note: Prismatic wall can be made permanent with a permanency spell.

Project Image

Illusion (Shadow)
Level: Brd 6, Illus 7
Range: Medium (100 ft.)
Manifestation: One shadow duplicate
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

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

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

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

Note: Objects are affected by the projected image as if they had succeeded on their Will save.

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

Protection from Chaos

Abjuration (Interdiction) [Lawful]
Level: Abjur 1, Clr 1, Law 1, Pal 1
Effect: This spell functions like *protection from evil*, except that it protects against lawful effects.

Protection from Energy

Abjuration (Shielding)
Level: Clr 3, Drd 3, Pal 3, Protection 3, Sor/Wiz 3
Range: Touch
Target: Creature touched
Duration: Long (1 hour) or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)

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

Note: Protection from energy overlaps (and does not stack with) *resist energy*. If a character is shielded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Protection from Energy, Greater

Abjuration (Shielding)

Level: Clr 6, Drd 6, Sor/Wiz 6
Effect: This spell functions like *protection from energy*, except that it protects from all five types of energy. When the spell absorbs 10 points per caster level of damage of any type, it is discharged.

Protection from Evil

You guard your ally with a faint pure white aura, shielding him from evil influence.

Abjuration (Interdiction) [Good]
Level: Abjur 1, Clr 1, Good 1, Pal 1
Range: Touch
Target: Creature touched
Duration: Medium (5 minutes) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No; See text

Effect: The subject gains a +2 bonus on saving throws against attacks made by or effects created by evil creatures. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

In addition, the spell blocks any evil attempt to possess or exercise mental control over the creature (such as any domination effect). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* spell. If the *protection from evil* spell ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This effect works only against attacks by evil creatures or from evil effects.

Protection from Good

Abjuration (Interdiction) [Evil]
Level: Abjur 1, Clr 1, Evil 1
Effect: This spell functions like *protection from evil*, except that it protects against good effects.

Protection from Law

Abjuration (Interdiction) [Chaotic]
Level: Abjur 1, Chaos 1, Clr 1
Effect: This spell functions like *protection from evil*, except that it protects against chaotic effects.

Protection from Spells

Abjuration (Shielding) [Magic]
Level: Magic 8, Sor/Wiz 8
Effect: This spell functions like *spell resistance*, except that the subject also gains a +5 bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Rainbow Pattern

You create a glowing, rainbow-hued pattern of interweaving colors that fascinates those within it.

Enchantment/Illusion (Compulsion, Figment) [Light, Mind-Affecting, Sight-Dependent]
Level: Brd 4, Sor/Wiz 4
Components: V (Brd only), S; see text
Range: Medium (100 ft.)
Area: Small (10 ft.) radius spread
Manifestation: Colorful lights in the area
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes (Will)

Effect: Creatures in the spell's area are fascinated. While concentrating on the spell, you can make the pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving

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

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

rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

Note: The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Ray of Clumsiness

You fire a coruscating ray from your hand. When it strikes your foe, he becomes clumsier and less agile.
Necromancy (Flesh)
Level: Sor/Wiz 1
Range: Close (30 ft.)
Manifestation: Ray
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude half
Spell Resistance: Yes (Fortitude)
Effect: You must succeed on a ranged touch attack. The subject takes a −4 penalty to Dexterity.
Note: The subject's Dexterity score cannot drop below 1.

Ray of Enfeeblement

You fire a coruscating ray from your hand. When it strikes your foe, he becomes weaker.
Necromancy (Unlife)
Level: Sor/Wiz 1
Range: Close (30 ft.)
Manifestation: Ray
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude half
Spell Resistance: Yes (Fortitude)
Effect: You must succeed on a ranged touch attack. The subject takes a −4 penalty to Strength.
Note: The subject's Strength score cannot drop below 1.

Ray of Exhaustion

You fire a black ray at your foe, depleting his stamina.
Necromancy (Flesh)
Level: Sor/Wiz 3
Range: Close (30 ft.)
Manifestation: Ray
Duration: Medium (5 minutes)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes (Fortitude)
Effect: If you succeed on a ranged touch attack with the ray, the subject is immediately exhausted. A successful Fortitude save means the creature is only fatigued.

Note: A creature that is already fatigued instead becomes exhausted. A creature that is already exhausted suffers no further penalties. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Frost

You fire a ray of freezing air and ice at your foe, painfully chilling him.
Evocation (Energy) [Cold]
Level: Sor/Wiz 1, Water 1
Range: Close (30 ft.)
Manifestation: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Damage: 2d6 cold damage + d6 per two caster levels above 1st
Effect: If you succeed on a ranged touch attack with the ray, the target takes damage.

Redirection

Abjuration (Shielding)
Level: Protection 3, Abjur 3
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: While this spell is active, attacks made against you have a 20% miss chance. This miss chance stacks with and is rolled before any other miss chance, such as from concealment. Any attack that misses you because of this miss chance is instead made against a new creature of your choice, other than the attacker.

The new target must be a creature adjacent to you that the attacker threatens (if using a melee weapon) or can target (if using a ranged weapon). The new target must also be a creature that you can see and target. If there is no such creature, the attack strikes you normally.

Reduce Person

Transmutation (Polymorph) [Size-Affecting]
Level: Trans 2
Casting Time: Full-round action
Range: Close (30 ft.)
Target: One humanoid creature
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Effect: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 bonus to Dexterity, a −2 penalty to Strength (to a minimum of 1), a +4 size bonus to Hide and Move Silently checks, and a +1 size bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space

of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Note: Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Reduce Person, Mass

Transmutation (Polymorph) [Size-Affecting]
Level: Trans 6
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five humanoid creatures within the area
Effect: This spell functions like *reduce person*, except that it affects multiple creatures.

Regenerate

Necromancy (Flesh) [Healing]
Level: Clr 8, Drd 8, Life 7
Range: Touch
Target: Living creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: You grant immense healing power to a creature with a touch. The target of this spell automatically heals a number of hit points each round equal to your caster level.

You can also use this spell to regrow lost portions of the subject's body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for 5 minutes.

Repulsion

Abjuration (Shielding) [Barrier]
Level: Abjur 6, Protection 6, Travel 6
Area: Up to a Large (50 ft.) radius emanation centered on you
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

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

Note: Unlike most barrier spells, this spell does not collapse if you move towards a creature held at bay by the barrier. The spell continues to prevent that creature from approaching you, but the creature suffers no other ill effect.

Resilient Sphere

Evocation (Control) [Force]
Level: Sor/Wiz 4
Range: Close (30 ft.)
Manifestation: 5 ft. radius sphere, centered around creatures or objects
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Reflex negates
Spell Resistance: Yes (Reflex)
Effect: This spell creates a globe of shimmering force centered around a creature or object. The sphere persists for the spell's duration, containing any creatures or objects held inside, provided they are small enough to fit within the diameter of the sphere. It is not subject to damage of any sort.

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

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

Resist Energy

Abjuration (Shielding)
Level: Abjur 1, Clr 2, Drd 2, Pal 2, Protection 2, Sor/Wiz 2
Range: Touch
Target: Creature touched
Duration: Long (1 hour) or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject gains damage reduction 10 against whichever of the five energy types that you select: acid, cold, electricity, fire, or sonic. Each round, the subject ignores the first 10 damage of that energy type that would be dealt to it. This damage reduction increases by 5 for every two caster levels above 4th.

The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.

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

Resist energy overlaps (and does not stack with) *protection from energy*. If a character is shielded by both spells, the *protection* spell absorbs damage until its power is exhausted. A character can only be affected by one *resist energy* spell at once.

Resist Energy, Greater

Abjuration (Shielding)
Level: Clr 4, Drd 4, Pal 4, Sor/Wiz 4
Effect: This spell functions like *resist energy*, except that the creature gains protection from all five energy types at once. The spell can absorb a total amount of damage equal to 10 points per caster level.

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

Resist Impact

Abjuration (Shielding)
Level: Abjur 1
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round or until discharged
Effect: You gain physical damage reduction 10/magic against the next attack against you.

Note: You can cast this spell instantaneously, quickly enough react to an opponent attacking you (but before the attack is rolled).

Retributive Shield

Abjuration (Shielding)
Level: Sor/Wiz 5
Effect: This spell functions like *inertial barrier*, except that it reflects the damage back at your attackers. Any creature striking you with its body or a natural weapon takes damage equal to the amount of damage resisted by this spell.

Retrieve

Conjuration (Translocation) [Teleportation]
Level: Conj 1
Range: Close (30 ft.)
Target: One object you can hold or carry in one hand, weighing up to 10 lb./level
Duration: Instantaneous
Saving Throw: None (object)
Spell Resistance: Yes (Will)
Effect: You teleport an item you can see within range directly to your hand. If the object is attended, this spell automatically fails.

Retrieve, Greater

Conjuration (Translocation) [Teleportation]
Level: Conj 5
Range: Medium (100 ft.)
Saving Throw: Will negates (object)
Effect: This spell functions like *retrieve*, except that if the object is attended, it comes to your hand if the creature holding the item fails a Will save.

Revelation

Divination (Awareness, Knowledge)
Level: Div 8, Sor/Wiz 9
Range: Medium (100 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds) /1 round
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: You grant the target a powerful revelatory vision of a possible future. This spell has different effects depending on the version chosen. Creatures without an Intelligence score are not affected by this spell. A successful Will save reduces the duration to 1 round.

Revelation of Destruction: You inflict a vision of a terrible future upon the target. It takes a −4 penalty to attack rolls, checks, saving throws, and AC as it struggles to avoid the certainty of its own doom.

Revelation of Prowess: You show the target a vision of its success in the combat to come. It gains the benefits of a *greater precognition* spell.

Revelation of Truth: You show the target the truth of the world around it. It gains the benefits of a *true seeing* spell.

Reverse Gravity

Transmutation
Level: Air 8, Trickery 8, Sor/Wiz 8
Range: Close (30 ft.)
Area: Up to five 10 ft. cubes (S)
Duration: Concentration (up to 5 rounds)
Saving Throw: None; see text
Spell Resistance: No
Effect: This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating

slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

A creature caught in the area can attempt a Reflex save to react to the shift in gravity. Common reactions include securing oneself if possible, or jumping to reach more stable ground.

Note: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting. A creature that reacts by jumping does not actually move until its turn, but it moves in the direction of its jump, rather than simply falling upwards.

Revivify

You reconnect a corpse's soul with its body before the soul has completely passed on.
Necromancy (Life, Soul)
Level: Cleric 5
Components: V, S, M
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This spell restores a creature to life like the *raise dead* ritual, except that the affected creature suffers no negative effects for having died. However, the spell must be cast within one round of the creature's death per four caster levels. After that time, it has no effect (and the material components are not consumed).

The creature has 0 hit points and 1 point of critical damage (but is stable) after being restored to life.

Material Components: Diamonds worth at least 1,000 gp.

Righteous Might

Transmutation (Imbuement, Polymorph) [Size-Affecting]
Level: Clr 5, Good 5, Strength 5
Range: Personal
Target: You
Effect: This spell functions like *enlarge person*, except that it affects only you, regardless of your creature type. In addition, you gain a +4 bonus to Strength (which replaces the bonus to Strength from *enlarge person*) and physical damage reduction equal to 10 + 1 per two caster levels above 10th. This damage reduction is only overcome by the alignment most opposed to your own. If you are neutral, choose the most appropriate alignment.

Note: Multiple magical effects that increase size do not stack.

Sanctuary

Abjuration/Enchantment (Compulsion, Shielding)
Level: Clr 1, Protection 1
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless) and Will negates; see text
Spell Resistance: Yes (Will)
Effect: Any opponent attempting to strike or otherwise directly attack the shielded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the shielded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the shielded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scintillating Pattern

You create a massive spread of colorful lights that spin and whirl in a complex pattern that bewilders your foes.

Enchantment/Illusion (Compulsion, Figment) [Mind-Affecting, Sight-Dependent]

Level: Sor/Wiz 8
Area: Large (50 ft.) radius spread centered on you
Manifestation: Colorful lights in the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: Yes (Will)

Effect: All enemies within the spell's area are bewildered for as long as they can see the lights, and for 5 rounds thereafter. In addition, the area is illuminated in bright light out to a 100 ft. radius, and dim light extends an additional 100 ft. beyond that.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Your allies, and creatures unable to see the lights, are unaffected.

Scorching Ray

You blast your enemies with fiery rays.

Evocation (Energy) [Fire]
Level: Fire 2, Sor/Wiz 2
Range: Close (30 ft.)
Manifestation: One or more rays
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Reflex)
Damage: 4d6 fire damage + d6 per two caster levels above 4th

Effect: You may fire up to three rays at the same or separate targets. Each ray requires a ranged touch attack to hit. You may split the damage among the rays as you choose. The rays may be fired at the same or different targets, but all must be aimed at targets within 30 feet of each other and fired simultaneously. Precision damage can only be applied with one of the rays.

Sculpt Sound

Illusion (Glamer)
Level: Brd 3
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: Five creatures or objects within the area
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)

Effect: You change the sounds that creatures or objects make. You can deaden sounds that exist or transform sounds into other sounds, but you cannot create new sounds where none existed. All affected creatures or objects must have their sounds altered in the same way. Once the effect is chosen, you cannot change it.

Note: You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is treated as deafened when casting spells (20% chance of failure)

Sea of Fog

Conjuration (Creation)
Level: Drd 8, Sor/Wiz 8
Area: 200 ft. radius spread centered on you, 50 ft. high
Manifestation: Fog in the area

Effect: This spell functions like *obscuring mist*, except that the effect is much larger.

Note: A severe wind disperses the fog within 1 minute, a windstorm

disperses it within 5 rounds, and a hurricane disperses it within a round.

Searing Light

You channel divine power into a searing blast of light that erupts your palm, striking your unworthy foe.

Evocation (Channeling) [Light]
Level: Clr 3
Range: Close (30 ft.)
Manifestation: Ray
Duration: Instantaneous and see text
Saving Throw: Reflex partial
Spell Resistance: Yes (Reflex)
Damage: 6d6 divine damage + d6 per two caster levels above 6th; see text

Effect: If you succeed on a ranged touch attack to hit with the ray, the target takes damage and is dazzled for 1 round. An undead creature takes 6d8 points of damage + d8 per two caster levels above 6th, and an undead creature particularly vulnerable to bright light takes 6d10 points of damage + d10 per two caster levels above 6th and is blinded for 1 round instead.

See Invisibility

Divination (Revelation)
Level: Brd 2, Sor/Wiz 2
Range: Touch
Target: Touched creature
Duration: Long (1 hour) (D)

Effect: You grant the touched creature the ability to see any objects or beings that are invisible within its range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily discern the difference between visible, invisible, and ethereal creatures.

Note: The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Seeming

Illusion (Glamer) [Unreal]
Level: Brd 5, Sor/Wiz 5, Trickery 6
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Targets: One creature per level within the area
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Effect: This spell functions like *disguise self*, except that it affects multiple creatures. Affected creatures resume their normal appearances if slain.

Shadow Body

Illusion/Transmutation (Polymorph, Shadow)
Level: Sor/Wiz 8
Range: Personal
Target: You
Duration: Medium (5 minutes) (D)

Effect: Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids – even up the face of a waterfall.

Your space does not change, so you cannot move into locations you

would not normally be able to move into.

While in your shadow body, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this spell, you can be detected by spells that read thoughts, life, or presences (including true seeing), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your spells normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Shadow Conjuration

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.
Illusion (Shadow)
Level: Brd 4, Illus 4
Range: See text
Manifestation: See text
Duration: See text
Saving Throw: Will disbelief (if interacted with); varies, see text
Spell Resistance: Yes (Will); See text
Effect: Shadow conjuration can mimic any general sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. If you summon a creature, as with the *summon monster* spells, you may only summon a creature that you know how to summon with such a spell.

Shadow conjurations are actually half as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only half as likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows.

A shadow creature has half the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature deals half damage, and all special abilities that do not deal lethal damage are only 50% likely to work. (Roll for each use and each affected character separately.)

Note: A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms.

When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any summon monster spell.

Objects automatically succeed on their Will saves against this spell.

Shadow Conjuration, Greater

Illusion (Shadow)
Level: Illus 7
Effect: This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower.

Note: When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any summon monster spell.

Shadow Evocation

Illusion (Shadow)
Level: Brd 5, Illus 5
Range: See text
Manifestation: See text
Duration: See text
Saving Throw: Will disbelief (if interacted with); varies, see text
Spell Resistance: Yes (Will); see text
Effect: You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a general sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only halfas likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows.

Note: Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Greater

Illusion (Shadow)
Level: Illus 8
Effect: This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower.

Shadow Puppet

Conjuration/Illusion (Shadow, Translocation) [Planar, Unreal]
Level: Sor/Wiz 9
Range: Personal/Far (300 ft.) ; see text
Target: You
Manifestation: One shadow duplicate
Duration: Medium (5 minutes)
Saving Throw: None/Will disbelief (if interacted with)
Spell Resistance: No
Effect: You step into the Plane of Shadow (as *shadow walk*, a planar translocation effect), and at the same time, you create a quasi-real, illusory version of yourself (as *project image*, an unreal shadow effect). The double appears superimposed over your body so that observers don't notice an image appearing and you disappearing. You can then control the image and cast spells through it even though you are on a different plane.

Note: If the image moves farther than Far (300 ft.) range away from where it was originally created, or if you leave the Plane of Shadow, the image ceases to exist.

Shape Stone

Transmutation (Alteration) [Earth]
Level: Drd 3, Earth 3, Sor/Wiz 3
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with shape stone, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Shape Wood

Transmutation (Alteration)

Level: Drd 2
Range: Touch
Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (Fortitude)
Effect: This spell enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Share Pain

Abjuration/Necromancy (Life, Shielding)
Level: Clr 2, Evil 2, Sor/Wiz 2
Range: Medium (100 ft.)
Targets: You and one willing creature, or two willing creatures; see text
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: This spell creates a connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage (rounded up) from all attacks that deal hit point damage to you, and the subject takes the remainder. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage. When this spell ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move out of range of each other, the spell is suppressed until the subject gets within range of you.

Alternately, you can cast this spell on two willing subjects, one of which you designate to share its damage with the other. If the two subjects move out of range of each other, the spell is suppressed until the subjects get within range of each other.

Share Pain, Forced

Abjuration/Necromancy (Life, Shielding)
Level: Clr 3, Sor/Wiz 3
Range: Medium (100 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates
Effect: This spell functions like *share pain*, except that it can affect unwilling creatures.

Share Pain, Greater

Abjuration/Necromancy (Life, Shielding)
Level: Necro 6
Duration: Short (Concentration + 5 rounds) (D)
Effect: This spell functions like *share pain*, except that you take no damage from all wounds and attacks that deal hit point damage, and all of that damage is taken by the willing subject.

Alternately, you can cast this spell on two willing subjects, one of which you designate to share its damage with the other.

Shatter

You create a loud, ringing noise that sunders solid objects.
Evocation (Energy) [Sonic]
Level: Brd 2, Destruction 2, Sor/Wiz 2
Range: Close (30 ft.)
Target or Area: One solid object or one crystalline creature; or Small (10 ft.) radius spread
Duration: Instantaneous
Saving Throw: Will negates (object)/Will negates (object) or Fortitude half; see text
Spell Resistance: Yes (Will)
Damage: 4d6 sonic damage + d6 per two levels after 4th
Effect: Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a Small (10 ft.) radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target a single solid object or crystalline creature. In the case of large objects, such as walls, you target a 5 ft. cube. The target takes damage, with a Fortitude save for half damage.

A creature holding vulnerable objects can attempt a Will save to negate any effect on to those objects.

Shield

You create an invisible, heavy shield-sized mobile disk of force that hovers in front of you. It automatically moves to protect you from enemy blows.
Abjuration (Shielding) [Force]
Level: Sor/Wiz 1
Range: Personal
Target: You
Duration: Short (Concentration + 5 rounds) (D)
Effect: You gain a +2 shield modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.The shield has no armor check penalty or arcane spell failure chance. It is considered light armor for the purpose of class features and abilities. Unlike with a normal tower shield, you can't use the shield spell for cover. The bonus provided by he shield applies against incorporeal touch attacks, since it is a force effect.

Note: This shield is considered to be separate from any other shields the creature is using, so it never stacks with existing shield modifiers.

Shield of Faith

You create a shimmmering, magical shield that protects your ally.
Abjuration (Shielding)
Level: Clr 1, Protection 1
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject gains a +2 bonus to its shield modifier. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.The subject is not encumbered or hindered in any way by the shield.

Note: This shield does not stack with any shield the subject uses; only the higher modifier applies.

Shield of Law

Abjuration (Shielding) [Lawful]
Level: Clr 8, Law 8
Components: V, S, F
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes (Will)
Effect: A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has

four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Abjuration/Necromancy (Life, Shielding)
Level: Clr 2, Good 2, Pal 2, Protection 2, Sor/Wiz 2
Range: Medium (100 ft.)
Target: One creature
Duration: Long (1 hour) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)

Effect: This spell creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the shielded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell is suppressed until the subject moves within range of you again.

Shield Other, Greater

Abjuration/Necromancy (Life, Shielding)
Level: Abjur 6, Protection 6
Duration: Short (Concentration + 5 rounds) (D)
Effect: This spell functions like *shield other*, except that the subject takes no damage from all wounds and attacks that deal hit point damage, and all of that damage is taken by you.

Shillelagh

Transmutation
Level: Drd 1
Range: Touch
Target: One touched nonmagical oak club or quarterstaff
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)

Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +2 enhancement bonus on attack and damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.(A quarterstaff gains this enhancement for both ends of the weapon.) In addition, the weapon deals damage as if it were one size category larger (a Small club or quarterstaff so transmuted deals 1d6 points of damage, a Medium 1d8, and a Large 1d10).

Note: These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

You deliver a powerful electrical shock to your foe.

Evocation (Energy) [Electricity]
Level: Destruction 1, Sor/Wiz 1
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Fortitude)
Damage: 2d6 electricity damage + d6 per two caster levels above 1st

Effect: If you hit with a touch attack, the target takes damage. When delivering the jolt, you gain a +2 circumstance bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

You emit an ear-splitting yell that deafens and damages creatures in its path.

Evocation (Energy) [Sonic]
Level: Brd 4, Destruction 4, Sor/Wiz 4, Strength 4
Components: V
Area: Medium (20 ft.) cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude half/Fortitude negates
Spell Resistance: Yes (Fortitude)
Damage: 4d6 sonic damage + d6 per four caster levels above 8th; see text

Effect: Any creature in the area takes damage and is deafened for 5 rounds. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 4d8 points of sonic damage + d8 per four caster levels above 8th.

Shout, Greater

Evocation (Energy) [Sonic]
Level: Brd 6, Destruction 7, Sor/Wiz 7, Strength 7
Area: Large (50 ft.) cone-shaped burst
Saving Throw: Fortitude partial or Reflex negates (object); See text
Damage: 7d6 sonic damage + d6 per four caster levels above 14th; see text

Effect: This spell functions like *shout*, except that it is larger and the deafness lasts for 5 rounds. Any exposed brittle or crystalline object or crystalline creature takes 7d8 points of sonic damage + d8 per four caster levels above 14th.

Shrink Item

Transmutation (Alteration)
Level: Trans 3
Range: Touch
Target: One Small (or larger) nonmagical object; see text
Duration: 24 hours; see text
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)

Effect: You are able to shrink one nonmagical item to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. The object must be resting on a stable surface to return to its original size; if the command word is spoken while the object is not stable (such as while it is in the air), the object returns to its original size as soon as it finds a resting point. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

You can shrink a Medium object at 8th level, a Large object at 12th level,

a Huge object at 16th level, or a Gargantuan object at 24th level.

Note: Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster. If you recast the spell each day on an object, you can keep it at its small size indefinitely.

Silence

Illusion (Glamer)
Level: Brd 2, Clr 2, Trickery 2
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius emanation centered on a creature, object, or point in space
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will negates; see text or none (object)
Spell Resistance: Yes (Will); see text
Effect: Upon the casting of this spell, complete silence prevails in the affected area. No sound can be heard or made in the area, but sound passes through the area normally. Spellcasters are treated as being deafened for the purpose of casting spells with verbal components, and suffer a 20% chance of spell failure. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature who enters the spell's area can attempt a Will save to negate the spell's effect on them and can use spell resistance, if any. A creature who successfully resists the spell can hear and make sound normally, but still cannot be hear or be heard by other creatures in the area (unless they also resisted the spell). Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Note: This spell provides a defense against sound-dependent effects. Sonic effects are too powerful for magic such as this to muffle, and function normally.

Silent Image

Illusion (Figment)
Level: Brd 2, Illus 2
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Manifestation: Visual figment within the area
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Effect: This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Slay Living

Your hand seethes with an eerie dark fire as you reach out to touch your foe, instantly snuffing out his life.
Necromancy (Life) [Death]
Level: Clr 5, Death 5
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Healthy Effect: The target is staggered for 5 rounds.
Bloodied Effect: The target is instantly slain.

Sleep

Enchantment (Compulsion) [Mind-Affecting, Sleep]
Level: Brd 1, Sor/Wiz 1
Range: Medium (100 ft.)
Target: One living creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: The subject is fatigued and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awakening a creature put to sleep by this spell is difficult, and requires a standard action (an application of the aid another action).

Sleep, Mass

Enchantment (Compulsion) [Mind-Affecting, Sleep]
Level: Brd 4, Sor/Wiz 4
Area: Medium (20 ft.) radius burst
Targets: Five creatures within the area
Effect: This spell functions like *sleep*, except that it affects multiple creatures.

Slow

You decelerate your enemy's motions, causing her to move and act more slowly than normal.
Transmutation (Temporal)
Level: Brd 2, Sor/Wiz 2
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: The subject is slowed. This has two effects.

A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).

A slowed creature takes a −2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Note: Slow counters and dispels *haste*.

Slow, Mass

You decelerate your enemies' motions, causing them to move and act more slowly than normal.
Transmutation (Temporal)
Level: Sor/Wiz 7
Range: Medium (100 ft.)
Targets: Five creatures in an Medium (20 ft.) radius
Effect: This spell functions like *slow*, except that it affects multiple creatures.

Soften Earth and Stone

Transmutation (Alteration) [Earth]
Level: Drd 2, Earth 2
Range: Close (30 ft.)
Area: Large (50 ft.) radius
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1 round and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or

charge.

Loose dirt is not as troublesome as mud, but All creatures within the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)
Level: Druid 6, Sor/Wiz 6, Water 6
Duration: Medium (5 minutes)
Spell Resistance: No
Effect: This spell functions like *fog cloud*, but in addition to obscuring sight, the fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a −2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

A creature in the fog can take a full-round action to make a Strength check, moving 5 feet for every 5 by which the result exceeds DC 0. This movement is affected by any other effects which impede movement, as normal.

Note: A severe wind (31+ mph) disperses the fog in 5 rounds, and a hurricane force wind disperses the fog in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

Song of Discord

Enchantment (Compulsion) [Auditory, Mind-Affecting]
Level: Brd 6
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius spread
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: This spell causes all creatures within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. After each round that a subject is compelled to attack the nearest target, it may make a saving throw to throw off the effect.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Note: Creatures with HV in excess of your caster level are immune to this spell.

Sound Burst

You blast an area with a cacophony of sound.
Evocation (Energy) [Sonic]
Level: Brd 2
Range: Close (30 ft.)
Area: Small (10 ft.) radius spread
Duration: Instantaneous
Saving Throw: Fortitude half/Fortitude negates
Spell Resistance: Yes (Fortitude)
Damage: 2d6 sonic damage + d6 per four levels above 4th
Effect: Creatures in the area take damage and are deafened for 5 rounds. A successful Fortitude save halves the damage and negates the deafening.

Spell Immunity

Abjuration (Shielding) [Magic]
Level: Clr 4, Magic 4, Protection 4, Sor/Wiz 4
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The shielded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower.

Note: The shielded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* effect on it at a time.

Spell Immunity, Greater

Abjuration (Shielding) [Magic]
Level: Clr 8, Magic 8, Protection 8, Sor/Wiz 8
Effect: This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

Note: A creature can have only one *spell immunity* effect on it at a time.

Spell Resistance

Abjuration (Shielding) [Magic]
Level: Clr 5, Magic 5, Protection 5
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject gains spell resistance against all spells.

Note: A creature with spell resistance may always make a saving throw when a spell is cast on it. If it succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Spelltheft

Abjuration (Negation) [Magic]
Level: Abjur 5
Range: Touch
Target: One spellcaster, creature, or object
Effect: This spell functions like *dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spelltheft, Greater

Abjuration (Negation) [Magic]
Level: Abjur 8
Range: Touch
Target: One spellcaster, creature, or object
Effect: This spell functions like *greater dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spelltheft, Lesser

Abjuration (Negation) [Magic]
Level: Abjur 2
Range: Touch
Target: One spellcaster, creature, or object
Effect: This spell functions like *lesser dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spell Turning

Abjuration (Shielding) [Magic]
Level: Magic 7, Protection 7, Sor/Wiz 7
Range: Personal
Target: You
Duration: Long (1 hour) or until expended
Effect: Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned; both you and the caster each take half damage. For all effects other than damage, there is a 50% chance that you suffer the effects; otherwise, the caster suffers the effects.

Note: If you and a spellcasting attacker are both shielded by spell turning effects in operation, a resonating field is created.

Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Spider Climb

Transmutation (Imbuement)
Level: Drd 2, Sor/Wiz 2, Travel 2
Range: Touch
Target: Creature touched
Duration: Long (1 hour)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity and dodge modifiers to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Spike Growth

Transmutation (Alteration)
Level: Drd 1
Range: Medium (100 ft.)
Area: Small (10 ft.) radius
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None/Reflex negates
Spell Resistance: Yes (Reflex)
Effect: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any foe moving on foot into or through the spell's area takes 1d4 points of physical piercing damage for each 5 feet of movement through the spiked area. Allies suffer no ill effects.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. The Reflex save must be repeated each round that the creature moves through the area. This speed penalty lasts for 12 hours or until the injured creature receives magical healing. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike Stones

Transmutation (Alteration) [Earth]
Level: Drd 4, Earth 4
Area: Medium (20 ft.) radius
Effect: This spell functions like *spike growth*, except that it deals d8 physical piercing damage to creatures moving through it and it can also be cast on rocky ground, stone floors, and similar surfaces.

Spiritual Weapon

You bring into being a weapon made of pure force which attacks your foes of its own volition.
Evocation (Energy) [Force]
Level: Clr 2, War 2
Range: Medium (100 ft.)
Manifestation: Magic weapon of force
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: The weapon created by this spell attacks once each round on your turn. This functions just as if you were attacking with the weapon, except that you use your casting ability in place of your Strength and you never get multiple attacks with the weapon.

The weapon attacks the same target until you redirect it (a swift action). The weapon is treated as a separate creature for the purpose of overwhelm penalties.

If an attacked creature has spell resistance, you make a spell penetration check the first time the spiritual weapon strikes it. If the weapon is successfully resisted, it cannot harm that creature. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below), and has the same threat range and critical multipliers as a real weapon of its form.

Note: The *spiritual weapon* strikes as a spell, not as a weapon, so, for example, ignores physical damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with

incorporeality. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, and similar effects can affect it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

The weapon that you get is usually a force replica of any weapon from your deity's weapon group. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapon groups associated with each alignment are as follows.

Chaos: Axes
Evil: Flexible weapons
Good: Headed weapons
Law: Heavy blades

Stampede

Conjuration (Summoning)
Level: Drd 9, Nature 9
Casting Time: Full-round action
Range: Medium (100 ft.)
Area: Large (50 ft.) radius limit
Manifestation: One Large summoned creature/level within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Reflex half; see text
Spell Resistance: No
Damage: 9d6 bludgeoning damage + d6 per four levels above 18th
Effect: This spell summons a stampede of bison to trample your foes. Creatures trampled by the herd of bison take damage from the spell.

The bison are summoned in a place that you designate within the spell's area, with each creature being summoned in the closest free space to the point of origin. If there is insufficient room for all of the bison to appear while standing on stable ground, the spell will summon fewer bison than the maximum. The herd of bison always moves directly away from you, trampling anything of Large size or smaller that gets in their way. If the herd is thinned to 5 bison or fewer, they stop stampeding and scatter in random directions.

The bison do not attack, even if cornered; they will only stampede. At the end of the spell's duration, the bison disappear.

Note: Under normal circumstances, the bison can travel 800 feet over the duration of the spell.

Stinking Cloud

Conjuration (Creation)
Level: Sor/Wiz 5
Saving Throw: None/Fortitude negates
Effect: This spell functions like *fog cloud*, except that creatures within the cloud are sickened, making them vulnerable. A successful Fortitude save negates the sickening. The condition lasts as long as the creature remains in the cloud and for 5 rounds after it leaves.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Your allies, and creatures unable to see the lights, are unaffected. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. *Stinking cloud* can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Stoneskin

You dramatically toughen a creature's skin, giving it the appearance of stone.

Transmutation (Alteration) [Earth]
Level: Drd 5, Earth 5, Protection 5, Strength 5, Trans 5
Effect: This spell functions like *barkskin*, except that it grants physical damage reduction 10/adamantine. The subject ignores the first 10 points of damage it would take each round, though an adamantine weapon bypasses the reduction. This damage reduction increases by 1 per two caster levels above 10th.

Note: Unlike *barkskin*, the damage reduction is not negated if the creature takes fire damage.

Storm of Vengeance

Conjuration/Evocation (Energy, Control, Creation)
Level: Air 9, Drd 9, Clr 9, War 9, Water 9
Casting Time: Full-round action
Range: Far (300 ft.)
Area: 360 ft. radius cylinder, 200 ft. high
Manifestation: Supernatural weather in the area
Duration: Concentration (maximum 10 rounds)
Saving Throw: See text
Spell Resistance: Yes (varies)
Damage: Varies
Effect: This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 5 minutes. Violent rain and wind gusts obscure all sight beyond 100 feet. A creature less than 100 feet away has concealment (20% miss chance). Ranged attacks within the area of the storm take a −4 penalty, and spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to 20 + double the level of the spell.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates new effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down, dealing 1d10 acid damage to everything in the area (no save).

3rd Round: You call three bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 9d6 electricity damage + d6 per four levels after 18th. A creature struck can attempt a Reflex save for half damage. If you do not direct the lightning bolts, each bolt automatically targets the largest available target in the area.

4th Round: Hailstones rain down, dealing 5d6 bludgeoning damage to all enemies in the area.

5th through 10th Rounds: Acid rains down, dealing 1d10 damage to everything in the area (no save).

Strip the Flesh

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

Necromancy (Flesh)

Level: Sor/Wiz 7
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous/Short (Concentration + 5 rounds)
Saving Throw: None/Fortitude negates
Spell Resistance: Yes (Fortitude)
Damage: 7d10 physical damage + d10 per four caster levels above 14th
Effect: The target takes damage. In addition, if it fails a Fortitude save, for the duration of the spell all damage it takes is doubled.

Suggestion

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

Level: Brd 4, Sor/Wiz 5
Components: V, M
Range: Close (30 ft.)
Target: One living creature
Duration: Extreme (12 hours) or until completed
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. Additionally, any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, grants the creature a new saving throw with a +5 bonus.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

Note: A very reasonable suggestion can cause the save to be made with a −2 or greater penalty. A creature that makes its saving throw against *suggestion* is immune to all further attempts by the same spellcaster for 24 hours.

Suggestion, Mass

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]
Level: Brd 6, Sor/Wiz 8
Duration: Short (Concentration + 5 rounds)
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *suggestion*, except that it can affect multiple creatures and has a shorter duration. The same suggestion applies to all subjects.

Summon Monster I

Conjuration (Summoning) [see text]
Level: Brd 1, Clr 1, Sor/Wiz 1
Casting Time: Full-round action
Range: Close (30 ft.)
Manifestation: One summoned creature
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose a creature from the 1st-level list on the Summon Monster table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind of creature. You can summon that creature with this or any other summon monster spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, lawful, or water creature, it is a spell of that type.

Summon Monster II

Conjuration (Summoning) [see text for summon monster: I]
Level: Brd 2, Clr 2, Conj 1, Sor/Wiz 2
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster III

Conjuration (Summoning) [see text for summon monster: I]
Level: Brd 3, Chaos 3, Clr 3, Conj 2, Evil 3, Good 3, Law 3, Sor/Wiz 3
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster IV

Conjuration (Summoning) [see text for summon monster: I]
Level: Brd 4, Clr 4, Conj 3, Sor/Wiz 4
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose four creatures from the 4th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster V

Conjuration (Summoning) [see text for summon monster: I]
Level: Air 4, Brd 5, Clr 5, Conj 4, Earth 4, Fire 4, Sor/Wiz 5, Water 4
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose five creatures from the 5th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VI

Conjuration (Summoning) [see text for summon monster: I]
Level: Brd 6, Chaos 6, Clr 6, Conj 5, Evil 6, Good 6, Law 6, Sor/Wiz 6
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VII

Conjuration (Summoning) [see text for summon monster: I]
Level: Clr 7, Conj 6, Sor/Wiz 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose seven creatures from the 7th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VIII

Conjuration (Summoning) [see text for summon monster I]

Level: Air 7, Clr 8, Conj 7, Earth 7, Fire 7, Sor/Wiz 8, Water 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose eight creatures from the 8th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster IX

Conjuration (Summoning) [see text for summon monster I]

Level: Chaos 9, Clr 9, Conj 8, Evil 9, Good 9, Law 9, Sor/Wiz 9

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose nine creatures from the 9th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1

Casting Time: Full-round action

Range: Close (30 ft.)

Manifestation: One summoned creature

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

Saving Throw: None

Spell Resistance: No

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 a creature from the 1st-level list on the Summon Nature's Ally table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind. You can summon that creature with this or any other *summon nature's ally* spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Drd 2

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Drd 4, Nature 4

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose four creatures from the 4th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose five creatures from the 5th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other summon nature's ally spell.

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7, Nature 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose seven creatures

Table 11.1: Summon Monster List

1st Level

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise[1]	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
NE Fiendish octopus[1]	CE
Fiendish snake, Small viper	CE

2nd Level

Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid[1]	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium[1]	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level

Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large[1]	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Archon, hound	K
Celestial brown bear	LG
Celestial giant stag beetle	LG
Celestial sea cat[1]	NG
Celestial griffon	NG
Elemental, Medium (any)	CG
Achaierai	N
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	LE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	NE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Celestial polar bear	LG
Celestial orca whale[1]	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus[1]	CE

7th Level

Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE
Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale[1]	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	
Babau (demon)	CE
Fiendish giant octopus[1]	CE
Fiendish girallon	CE

8th Level

Celestial dire bear	LG
Celestial cachalot whale[1]	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid[1]	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9th Level

Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark[1]	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

1 May be summoned only into an aquatic or watery environment.

from the 7th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]
Level: Drd 8
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose eight creatures from the 8th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9, Nature 9
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose nine creatures from the 9th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Army

Conjuration (Summoning)
Level: Drd 8, Nature 8
Area: Medium (20 ft.) radius limit
Manifestation: One or more summoned creatures within the area
Effect: This spell functions like *summon nature's ally I*, except that you can summon up to one creature per caster level from the 4th-level list or lower.

When you learn this spell, you choose a creature from the 4th-level list or lower on the Summon Nature's Ally table. You can only summon that creature with this spell.

Sunbeam

You evoke a dazzling beam of intense light, blinding your foes with the power of the sun itself.
Evocation (Control) [Light]
Level: Drd 5
Area: Large (50 ft.) line
Duration: Instantaneous
Saving Throw: Reflex half/Reflex negates
Spell Resistance: Yes (Reflex)
Damage: 5d6 solar damage + d6 per four caster levels above 10th; see text
Effect: Each creature in the beam takes damage and is dazzled for 1 round. Any creatures to which sunlight is harmful or unnatural instead take 5d10 points of damage + d10 per four caster levels above 10th and are blinded for 1 round. A successful Reflex save negates the dazzling (or blindness) and reduces the damage by half.

Note: A dazzled creature treats everything he sees as if it has concealment (20% miss chance), and takes a −4 penalty to Spot checks. He is also unable to use darkvision. *Sunbeam* dispels any darkness spells of 5th level or lower within its area.

Sunburst

You cause a globe of searing radiance to explode silently from a point you select.
Evocation (Control) [Light]
Level: Drd 8
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius burst
Damage: 8d6 solar damage + d6 per four caster levels above 16th; see text
Effect: This spell functions as *sunbeam*, except that it affects a Medium (20 ft.) radius and deals more damage. Any creatures to which sunlight is harmful or unnatural take 8d10 points of damage + d10 per three caster levels above 16th.

Note: Sunburst dispels any darkness spells of 8th level or lower within its area.

Telekinesis

You move objects or creatures by concentrating on them.
Evocation (Control)
Level: Evoc 5

Range: Medium (100 ft.)
Target or Targets: See text
Duration: Concentration, up to Medium (5 minutes) /Instantaneous; see text
Saving Throw: Will negates (object)/None; see text
Spell Resistance: Yes (Will)/None; see text
Effect: Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.
Sustained Force: As the *telekinetic force* spell.
Combat Maneuver: As the *telekinetic maneuver* spell.
Violent Thrust: Alternatively, the spell energy can be spent in a single round, as the *telekinetic thrust* spell.

Telekinetic Force

Evocation (Control)
Level: Sor/Wiz 3
Range: Medium (100 ft.)
Target: One object at a time
Duration: Concentration, up to Medium (5 minutes)
Saving Throw: Will negates (object); see text
Spell Resistance: Yes (Will)
Effect: You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 25 pounds per caster level up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. Each round, the subject can attempt a new saving throw to negate the effect.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

You can drop a weight and pick up another during the spell's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your casting attribute to the check instead of your Strength.

Telekinetic Maneuver

Evocation (Control)
Level: Sor/Wiz 3
Range: Medium (100 ft.)
Target: One creature
Duration: Concentration, up to Medium (5 minutes)
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a dirty trick, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus, and you use your casting attribute in place of your Strength. No save is allowed against these attempts, but spell resistance is applied normally.

Telekinetic Thrust

Evocation (Control)
Level: Evoc 5
Range: Medium (100 ft.)

Table 11.2: Summon Nature's Ally List

1st Level		5th Level	7th Level
Dire rat	Eagle, giant [NG]	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Lion	Bear, polar (animal)	Dire tiger
Monkey (animal)	Owl, giant [NG]	Dire lion	Elemental, greater (any)
Octopus[1] (animal)	Satyr [CN; without pipes]	Elasmosaurus[1] (dinosaur)	Djinni (genie) [NG]
Owl (animal)	Shark, Large[1] (animal)	Elemental, Large (any)	Invisible stalker
Porpoise[1] (animal)	Snake, constrictor (animal)	Griffon	Pixie[2] (sprite) [NG; with sleep arrows]
	Snake, Large viper (animal)		
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)	Dire boar	**6th Level**	Roc
Hippogriff	Dire wolverine	Dire bear	Salamander, noble [NE]
Shark, Medium[1] (animal)	Elemental, Medium (any)	Elemental, Huge (any)	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[2] (sprite) [NG; no special arrows]	Pixie[3] (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 Can't cast irresistible dance
3 Can cast irresistible dance

Target or Targets: Five objects or creatures in a Medium (20 ft.) radius + one per four caster levels after 8th

Duration: Instantaneous
Saving Throw: Will negates (object); see text
Spell Resistance: Yes (Will)

Effect: You can throw the affected objects or creatures anywhere within the spell's range. All subjects of this spell must be thrown to the same place. You can hurl up to a total weight of 25 pounds per caster level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your caster level and casting attribute to the attack roll instead of your base attack bonus and Dexterity. Hurled weapons deal their normal damage. Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and spell resistance) to avoid being hurled or having their held possessions be targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 50 feet (5d6 points).

Telepathic Bond

You forge a mental link binding two allies together.
Divination/Transmutation (Communcication, Imbuement)
Level: Sor/Wiz 3
Range: Close (30 ft.)
Targets: You and one willing creature, or two willing creatures
Duration: Extreme (12 hours) (D)
Saving Throw: None

Spell Resistance: Yes (Will)
Effect: The subjects can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

Note: No special influence is established as a result of the bond. *Telepathic bond* can be made permanent with a *permanency* ritual.

Telepathic Bond, Mass

Divination/Transmutation (Communication, Imbuement)
Level: Sor/Wiz 6
Targets: You plus one willing creature per three levels in a Medium (20 ft.) radius
Duration: Extreme (12 hours) (D)

Effect: This spell functions like *telepathic bond*, except that it links multiple creatures together into the same bond. Each affected creature can communicate with all other creatures, either privately or to the group as a whole. If desired, you may leave yourself out of the bond forged. This decision must be made at the time of casting.

Note: Telepathic bond can be made permanent with a *permanency* ritual.

Temporal Stasis

Transmutation (Temporal)
Level: Sor/Wiz 8
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds) /Permanent
Saving Throw: None/Will negates
Spell Resistance: Yes (Will)
Effect: If you succeed on a melee touch attack, the subject is slowed for

a Short (Concentration + 5 rounds) duration.

Bloodied Effect: As the healthy effect, and the subject into a state of suspended animation unless it makes a successful Will save. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or an *emancipation* spell).

Terror

You fill your foe with an inescapable fear, forcing it to flee from your presence.

Enchantment (Emotion) [Fear, Mind-Affecting]
Level: Ench 7
Range: Close (30 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect: The subject is shaken, causing it to be vulnerable.
Bloodied Effect: The subject is frightened.

Note: A vulnerable character takes a −2 penalty on attack rolls, saving throws, checks, DCs, and AC. A frightened creature is the same, except that it also flees from the source of its fear as best it can. If unable to flee, it may fight.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Time Stop

Transmutation (Temporal)
Level: Sor/Wiz 9
Range: Personal
Target: You
Duration: 1d3+1 rounds (apparent time); see text
Effect: This spell seems to make time cease to flow for everyone but you. In fact, you step into an alternate timestream, causing you to speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d3+1 rounds of apparent time. You are still vulnerable to danger, such as from heat or dangerous gases, but your actions have no effect on anything in the world other than yourself. Objects and creatures appear frozen in place. You cannot cast spells that affect any targets except yourself; the temporal magic is too strong to permit interference from lesser magic, and attempts to cast magic beyond the accelerated time surrounding you simply fail. The only exception is for temporal spells, which can be cast normally inside a *time stop*. The subjects are not affected and do not attempt to resist the effects until the end of the *time stop*, so you do not know whether they are affected by any spells you cast until the effect has expired.

Note: Most spellcasters use the additional time to improve their defenses or flee from combat. You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Tongues

Divination (Communication)
Level: Brd 3, Clr 4, Div 3, Knowledge 3, Sor/Wiz 4
Components: V
Range: Touch
Target: Creature touched
Duration: Long (1 hour)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak.

Note: Tongues may be unable to translate dead or extremely obscure languages. It does not predispose any creature addressed toward the subject in any way. *Tongues* can be made permanent with a *permanency* spell.

Totemic Mind

Transmutation (Imbuement)
Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: This spell grants creatures the mental power of a totem animal. It has three forms, each of which grants a +2 bonus to a mental attribute score. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. Spellcasters do not gain bonus spells due to the increased attribute score.

Eagle's Splendor: The transmuted creature becomes more persuasive and personally forceful, gaining a bonus to Charisma.

Fox's Cunning: The transmuted creature becomes smarter, gaining a bonus to Intelligence.

Owl's Wisdom: The transmuted creature becomes more perceptive, gaining a bonus to Wisdom.

Totemic Mind, Mass

Transmutation (Imbuement)
Level: Clr 6, Drd 6, Sor/Wiz 6
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Effect: This spell functions like *totemic mind*, except that it affects multiple creatures. All affected creatures must gain a bonus to the same attribute score.

Totemic Power

Transmutation (Imbuement)
Level: Clr 2, Drd 2, Sor/Wiz 2, Strength 2
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: This spell grants creatures the physical power of an animal. It has three forms, each of which grants a +2 bonus to a mental attribute score. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Bear's Endurance: The transmuted creature gains greater vitality and stamina, gaining a bonus to Constitution. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bull's Strength: The transmuted creature becomes stronger, gaining a bonus to Strength.

Cat's Grace: The transmuted creature becomes more graceful, agile, and coordinated, gaining a bonus to Dexterity.

Totemic Power, Mass

Transmutation (Imbuement)
Level: Clr 6, Drd 6, Sor/Wiz 6
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Effect: This spell functions like *totemic power*, except that it affects

multiple creatures.

Touch of Idiocy

Enchantment/Necromancy (Unlife) [Mind-Affecting]
Level: Sor/Wiz 2
Range: Touch
Target: Living creature touched
Duration: Long (1 hour)
Saving Throw: Will half
Spell Resistance: Yes (Will)
Effect: With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a −4 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

Note: This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite attribute score drops below the minimum required to cast spells of that level.

Transfer Suffering

Necromancy (Life) [Healing]
Level: Sor/Wiz 4
Range: Close
Manifestation: Ray
Damage: 8d8 life damage + d8 per two caster levels above 8th
Effect: This spell functions like *lesser transfer suffering*, except that it deals more damage and affects a target struck by a ray.

Note: If the ray misses, you are do not heal any damage.

Transfer Suffering, Lesser

Damage: You transfer the wounds that you have taken to your foe, forcing it to suffer in your stead.

Necromancy (Life) [Healing]
Level: Sor/Wiz 2
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes (Will)
Damage: 4d6 life damage + d6 per two caster levels above 4th
Effect: The touched creature takes damage, and you immediately regain hit points equal the amount of damage you transfer. You cannot transfer more damage than you have taken, and you cannot use this spell to gain hit points in excess of your full normal total.

Transmute Any Object

Transmutation (Alteration, Polymorph)
Level: Sor/Wiz 9
Range: Medium (100 ft.)
Target: One creature, or one nonmagical object of up to 1000 cu. ft.
Duration: See text
Saving Throw: Fortitude negates (object); see text
Spell Resistance: Yes (Fortitude)
Effect: This spell can be used to duplicate the effects of *fabricate*, *major creation*, *passwall*, *shape stone*, *transmute flesh and stone*, or *wall of stone*. The object or creature to be transformed must meet any requirements of the spell to be duplicated, except that it must be within Medium (100 ft.) range.

Transmute Flesh and Stone

Transmutation (Polymorph)
Level: Sor/Wiz 6
Range: Medium (100 ft.)
Target: One creature or a cylinder of stone from 1 ft. to 3 ft. in diameter

and up to 10 ft. long
Duration: Short (Concentration + 5 rounds) /Instantaneous
Saving Throw: Fortitude negates (object); see text
Spell Resistance: Yes (Fortitude)
Effect: This spell has different effects depending on the version chosen.
Flesh to Stone: The subject is slowed for the duration of the spell, and takes 2d6 physical damage each round as its body gradually turns to stone. A Fortitude save negates this effect. If the subject reaches 0 hit points before the spell ends, it becomes a mindless, inert statue, along with all its carried gear. If the statue resulting from this effect is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it is not considered alive either.

Only creatures made of flesh are affected by this effect.

Stone to Flesh: This effect restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. A restored creature has as many hit points as it had when it was petrified. Stone which was not originally a petrified creature is unaffected.

Tree Shape

Transmutation (Polymorph)
Level: Drd 2
Range: Personal
Target: You
Duration: Extreme (12 hours) (D)
Effect: You become able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Spellcraft check can reveal a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 bonus to natural armor, but you have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

Note: You can dismiss tree shape as a free action (instead of as a standard action).

Tremorsense

Transmutation (Imbuement)
Level: Drd 1, Earth 1
Range: Personal/Large (50 ft.) limit
Target: You
Duration: Concentration
Effect: You gain tremorsense. If you are touching a surface, you can automatically pinpoint the location of anything within the area of the spell that is in contact with the surface, including inanimate objects.

Note: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

True Seeing

Divination (Awareness)
Level: Clr 6, Div 5, Knowledge 5, Sor/Wiz 6
Components: V, S, M
Range: Touch
Target: Creature touched
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the truth behind visual figments and

glamers, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The effect extends out to Medium (100 ft.) range.

Note: True seeing does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a scrying effect.

Material Components: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike

Divination (Knowledge)
Level: Div 5
Casting Time: 1 swift action
Components: V
Range: Personal
Target: You
Duration: See text
Effect: You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Undeath to Death

Necromancy (Vitalism) [Positive]
Level: Clr 6, Sor/Wiz 6
Area: Medium (20 ft.) radius limit
Targets: Several undead creatures within the area
Saving Throw: Will negates
Effect: This spell functions like *circle of death*, except that it destroys undead creatures.

Material Components: The powder of a crushed diamond worth at least 750 gp.

Unholy Aura

Abjuration (Interdiction) [Evil]
Level: Clr 8, Evil 8
Components: V, S, F
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes (Will)
Effect: A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against chaotic spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as protection from good does.

Finally, if a good creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Blight

Evocation (Channeling) [Evil]
Level: Evil 4
Area: Medium (20 ft.) radius burst centered on you
Duration: Instantaneous
Saving Throw: Will half/Will negates
Spell Resistance: Yes (Will)
Damage: 4d6 divine damage + d6 per four caster levels above 8th
Effect: Nonevil creatures in the area take damage and are sickened, making them vulnerable for 5 rounds. A successful Will save reduces the damage by half and negates the sickening.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*.

Vampiric Touch

Necromancy (Life)
Level: Death 3, Necro 3
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Saving Throw: Will half
Spell Resistance: Yes (Will)
Damage: 6d8 life damage + d8 per two caster levels above 6th
Effect: The touched creature takes damage. You gain temporary hit points equal to half the damage you deal. However, you can't gain more hit points than the damage required to kill the subject. The temporary hit points disappear 1 hour later.

Ventriloquism

Illusion (Figment)
Level: Brd 1, Sor/Wiz 1, Trickery 1
Components: V, F
Range: Close (30 ft.)
Manifestation: Intelligible sound, usually speech
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Effect: You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Vestments of the Mage

You imbue a set of armor with magical power, preventing it from interfering with your spellcasting.
Transmutation (Imbuement)
Level: Sor/Wiz 2
Range: Touch
Target: Touched nonmagical armor or shield
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (Will)
Effect: The armor or shield's chance of arcane spell failure decreases by 10% as long as you are wearing or using it. If any other creature wears the armor, it receives no benefit from this spell.

Note: This is considered an enhancement bonus.

Wail of the Banshee

You emit a terrible scream that kills anyone that hears it.
Necromancy (Life) [Death, Sound-Dependent]
Level: Death 9, Necro 9

Components: V

Targets: Living creatures in a Large (50 ft.) spread centered on you, up to Five creatures

Duration: Concentration, up to 2 rounds; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subjects are sickened, making them vulnerable for 5 rounds. If you concentrate for a second round, subjects still in the area are nauseated for 1 round.

Bloodied Effect: The subjects are nauseated for 1 round. If you concentrate for a second round, subjects still in the area immediately die.

Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*. This spell affects a maximum number of creatures equal to your caster level. Creatures closest to you are affected first, so creatures farther away may be unaffected if there are enough intervening creatures. Each creature makes only one saving throw against the effect.

Wall of Fire

Evocation (Energy) [Fire, Wall]

Level: Drd 5, Fire 5, Sor/Wiz 5

Range: Medium (100 ft.)

Manifestation: Opaque sheet of flame up to 100 ft. long or a ring of fire with a radius of up to 20 ft.; either form 20 ft. high

Duration: Short (Concentration + 5 rounds)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes (Reflex)

Damage: 5d6 + d6 per four caster levels above 10th; see text

Effect: An immobile, blazing curtain of shimmering violet fire springs into existence. The wall deals damage to any creature passing through it. A successful Reflex save halves this damage. In addition, the wall radiates heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those past 10 feet but within 20 feet. No save is allowed against this damage. The wall deals this damage at the start of each of your turns to All creatures within the area.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall, except that a successful Reflex save negates the damage and allows the creature to choose which side of the wall to appear on. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Note: Wall of fire can be made permanent with a *permanency* ritual. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Wall of Force

Evocation (Energy) [Force, Wall]

Level: Sor/Wiz 5

Range: Close (30 ft.)

Manifestation: Wall whose area is up to ten 10 ft. squares

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

Saving Throw: None

Spell Resistance: No

Effect: This spell creates an invisible wall made of force. Nothing can pass through or alter the wall. It forms a flat, vertical plane, and it must be continuous and unbroken when formed. If the surface is broken by any object or creature, the spell fails.

Note: The wall is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. As a force effect, it blocks ethereal creatures as well as material ones.

Wall of force can be made permanent with a *permanency* ritual.

Wall of Ice

Conjuration/Evocation (Creation, Energy) [Cold, Wall]

Level: Sor/Wiz 4, Water 5

Range: Medium (100 ft.)

Manifestation: Anchored plane of ice, up to ten 10 ft. squares, or hemisphere of ice with a radius of up to 10 ft.

Duration: Medium (5 minutes)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes (Reflex)

Damage: 4d6 + d6 per four caster levels above 8th

Effect: This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 foot thick. It covers up to ten 10-foot square areas (so it can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness, or 36 hit points total. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + 1 per inch of thickness remaining.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes damage (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 10 feet. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Wall of Stone

Transmutation (Alteration) [Earth, Wall]

Level: Drd 5, Earth 5, Sor/Wiz 5

Range: Medium (100 ft.)

Manifestation: Stone wall whose area is up to ten 5 ft. squares (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Effect: This spell forms a wall of stone atop existing rock surfaces. A wall of stone is 4 inches thick and composed of up to ten 5-foot squares. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to

break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Wall of Thorns

Conjuration (Creation) [Wall]
Level: Drd 5, Nature 5
Range: Medium (100 ft.)
Manifestation: Wall of thorny brush, up to ten 10 ft. cubes (S)
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per square of movement equal to 25 minus the creature's flat-footed AC. (Creatures with a flat-footed Armor Class of 25 or higher, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as twenty 10x10x5 foot blocks. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a combat maneuver attack or Escape Artist check as a full-round action. The creature moves 5 feet for each full 5 points by which the check result exceeds 20, up to a maximum distance equal to its normal land speed. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

If you have at least 5 feet of thorns between you and an opponent, it provides cover. If you have at least 20 feet of thorns between you, it provides total cover.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass throughs overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

Note: A *wall of thorn* can be breached by slow work with edged weapons or fire. It has hardness 8 and 30 hit points per square foot of thickness.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

Transmutation (Alteration)
Level: Destruction 2, Drd 2
Range: Close (30 ft.)
Area: Medium (20 ft.) radius limit
Target: 1 Small nonmagical wooden object/level within the area
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a −4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarp wood (effectively warping it back to

normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

Note: You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Water Walk

Transmutation (Imbuement) [Water]
Level: Druid 3, Water 2
Range: Touch
Targets: Creature touched/level
Duration: Long (1 hour) (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (Fortitude)
Effect: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Exhaustion

Necromancy (Flesh)
Level: Sor/Wiz 8, War 8
Area: Medium (20 ft.) cone-shaped burst
Duration: Short (Concentration + 5 rounds)
Saving Throw: No
Spell Resistance: Yes (Fortitude)
Effect: Living creatures in the area are exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Necromancy (Flesh)
Level: Sor/Wiz 5, War 5
Area: Large (50 ft.) cone-shaped burst
Duration: Short (Concentration + 5 rounds)
Saving Throw: No
Spell Resistance: Yes (Fortitude)
Effect: Living creatures in the area are fatigued. This spell has no effect on a creature that is already fatigued.

Web

You create a many-layered mass of strong, stricky strands that entangle creatures caught within them. The strands are similar to spider webs, but larger and tougher.

Conjuration (Creation)
Level: Sor/Wiz 3
Range: Close (30 ft.)
Area: Medium (20 ft.) radius spread
Manifestation: Webs in the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No
Effect: Each creature in the spell's area are entangled unless it makes a successful Reflex save. This save must be repeated each round that the creature moves or fights within the area. An entangled creature can spend a standard action to make a grapple attack or Escape Artist attempt against the spell's save DC to break the webs holding it, preventing it from being entangled. A creature entangled by the spell remains entangled until it

breaks the webs holding it or escapes the spell's area.

If the strands can be anchored to two or more solid and diametrically opposed structures, such as walls, the strands are much more sturdy. A creature entangled within a sturdy web is unable to move from its square until it stops being entangled.

Note: An entangled creature moves at half speed, cannot run or charge, and takes a −2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class. If it attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell. The strands are too widely spaced to significantly obscure sight, but are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. *Web* can be made permanent with a *permanency* ritual. A permanent *web* that is destroyed regrows in 10 minutes.

Weird

Enchantment/Illusion (Emotion, Phantasm) [Death, Fear, Mind-Affecting, Unreal]
Level: Sor/Wiz 9, Trickery 9
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *phantasmal killer*, except that it affects multiple creatures.

Windstrike

You command the air to bludgeon the target with tremendous force.
Evocation (Control) [Air]
Level: Air 2, Drd 2
Range: Close (30 ft.)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes (Fortitude)
Damage: 4d6 bludgeoning damage + d6 per two levels after 4th
Effect: The target takes damage from the powerful winds. A Fortitude save halves the damage.

Windstrike, Greater

You command the air to bludgeon the target with tremendous force, sending it flying.
Evocation (Control) [Air]
Level: Air 5, Drd 5
Range: Medium (100 ft.)
Damage: 10d6 bludgeoning damage + d6 per two levels after 10th
Effect: This spell functions like *windstrike*, except that it deals more damage from farther away, and the target may be sent flying. You make a bull rush attack with a bonus equal to your caster level + your casting attribute + 4 (the wind is treated as a Large creature). If you succeed, you may have the wind bull rush the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Wish

Universal
Level: Magic 9, Sor/Wiz 9
Components: V, S, M
Range: See text
Target or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes (varies)
Effect: This spell is the mightiest spell a wizard or sorcerer can cast. By

simply speaking your desires aloud, you can alter reality to better suit you. Even wish, however, has its limits.

A wish can produce any one of the following effects.

- Duplicate any general wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any general wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an attribute score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an attribute score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single attribute score, and inherent bonuses to a particular attribute score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

When casting a wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 15 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a wish to turn a foe to stone would normally mimic the flesh to stone effect of the transmute flesh and stone spell. However, if the Wisdom check failed, your foe might gain the benefit of a stoneskin spell instead.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. The DC of the Wisdom check increases to 20, and the negative consequences for failing the check increase in proportion to the potency of the effect you try to create.

Note: Duplicated spells allow saves and spell resistance as normal.
Material Components: 25,000gp of diamonds. In addition, when a *wish*

duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Word of Chaos

Evocation (Channeling) [Chaotic]
Level: Chaos 7
Components: V
Area: Large (50 ft.) radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes (Will)
Healthy Effect: Each nonchaotic creature in the area is bewildered, making it vulnerable for 5 rounds.
Bloodied Effect: Each nonchaotic creature in the area suffers one or more of the following ill effects, depending on its Hit Values.

HV	Effect
Equal to caster level	Bewildered
Up to caster level −5	Confused, bewildered
Up to caster level −10	Paralyzed, nauseated, sickened
Up to caster level −15	Killed[1]

1 Living creatures die. Nonliving creatures are destroyed.

Bewildered: The creature is bewildered, making it vulnerable for 5 rounds.
Confused: The creature is confused for 2 rounds.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.
Note: A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Values exceed your caster level are unaffected by *word of chaos*.

Word of Recall

Conjuration (Translocation) [Teleportation]
Level: Clr 6
Components: V
Range: Unlimited
Target: You
Effect: This spell teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you ready the spell for the day, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. Exceeding this limit causes the spell to fail.

Zephyr Blade

You imbue a weapon with the power of the wind, allowing it to manipulate air currents as it strikes.
Evocation/Transmutation (Control, Imbuement)
Level: Air 2, Drd 2
Range: Touch
Target: Touched melee weapon
Duration: Medium (5 minutes)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The affected weapon gains an additional five feet of reach, extending the wielder's threatened area. Attacks outside the weapon's normal range deal half damage, but are otherwise treated exactly as if the wielder was attacking with the weapon normally.
Note: Despite the name of the spell, it can affect melee weapons of any type, even reach weapons. The weapon's extended reach is visible, and opponents can defend themselves normally against the attacks.

Zephyr Blade, Greater

You imbue a weapon with the full might of the wind, allowing it to shred opponents with nothing but the air itself.
Level: Air 6, Drd 6
Effect: This spell functions like *zephyr blade*, except that it extends the weapon's reach by ten feet, and attacks outside the weapon's normal range deal full damage.

Zone of Silence

Illusion (Glamer)
Level: Brd 3
Range: Personal
Area: Small (10 ft.) radius emanation centered on you
Duration: Long (1 hour) (D)
Effect: By casting this spell, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sound-dependent spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.
Note: This spell provides a defense against sound-dependent effects. Sonic effects are too powerful for magic such as this to muffle, and function normally.

Zone of Truth

Enchantment (Inhibition) [Mind-Affecting]
Level: Clr 2, Law 2, Pal 2
Range: Close (30 ft.)
Area: Medium (20 ft.) radius emanation
Duration: Medium (5 minutes)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

11.11 Arcane Invocation Descriptions

Ablative Aura

You surround your ally with a faint yellow aura that partially shields him from incoming damage.
Abjuration (Shielding)
Range: Close (30 ft.)
Target: One creature
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject treats the first few points of damage it takes as nonlethal damage. The amount of damage converted is equal to 5 + caster level.

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe.
Conjuration (Creation) [Acid]
Range: Close (30 ft.)
Manifestation: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Damage: d6 acid damage + 1 per caster level
Effect: If you hit on a ranged touch attack, the target takes damage.

Bestow Protection

Abjuration (Shielding)
Range: Close (30 ft.)
Target: One creature
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: This spell has different effects depending on the form chosen.
Deflection: The subject gains a +2 bonus to armor class. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.
Resistance: The subject gains a +2 bonus on saving throws against spells or spell-like abilities. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Combat Telekinesis

You telekinetically control a light weapon and use it to attack.
Evocation (Control)
Range: Close (30 ft.)
Target: One unattended light weapon
Duration: Concentration
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: This spell lets you control the target weapon from a distance. This works exactly like attacking with the weapon normally, except that you use your casting attribute in place of your Strength. The weapon can travel up to 30 feet in a round before attacking, but if it goes out of the spell's range, you lose control of it and it falls to the ground. The weapon does not provoke attacks of opportunity for moving.
You can attack with the weapon in the same round that you cast the spell, and you can continue to control it as long as you concentrate on it (a standard action).
Note: Concentrating on the spell to attack with the weapon does not provoke attacks of opportunity. If the weapon is being wielded by a creature, the spell automatically fails.

Confusion, Lesser

You compel a foe you touch to act randomly.
Enchantment (Compulsion) [Mind-Affecting]
Range: Touch
Target: Touched creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered.
Bloodied Effect: The subject is confused. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.
Note: A bewildered creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.
Attackers are not at any special advantage when attacking a confused character. A confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Conjure Projectile

You create arrows from thin air and magically fire them at your foe.
Conjuration (Creation)
Range: Medium (100 ft.)
Manifestation: Up to one Tiny projectile/level
Duration: 1 round
Saving Throw: None
Spell Resistance: No
Damage: d6 damage + 1 per caster level; see text
Effect: This spell creates one or more projectiles, such as a arrows or bolts, that you magically propel at a foe. This allows you to make a ranged attack, using your caster level in place of your base attack bonus to attack. If the attack hits, it deals damage. Regardless of the number of projectiles summoned, only one attack roll is made, and the damage dealt is unchanged.
Note: At the end of the spell's duration, the projectiles disappear without a trace.

Distract

You cloud the mind of the subject, distracting it from what it was going to do.
Enchantment (Compulsion) [Mind-affecting]
Range: Medium (100 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds) /1 round
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Healthy Effect: The subject is bewildered.
Note: A bewildered creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Draining Touch

You drain your foe's life force with a touch, drawing it into yourself.
Necromancy (Unlife) [Negative]
Range: Touch
Target: Living creature touched
Duration: Instantaneous/5 rounds; see text

Saving Throw: Will half
Spell Resistance: Yes (Will)
Damage: d6 damage + 1 per caster level
Effect: If you succeed on a melee touch attack, the target takes damage. You gain temporary hit points equal to half the damage you deal. However, you can't gain more health than is necessary to kill the subject. The temporary hit points disappear 5 rounds later.

Exhaustion

You momentarily cripple your foe's energy.
Necromancy (Flesh)
Range: Close (30 ft.)
Target: One living creature
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Effect: The subject is exhausted.
Note: An exhausted creature takes a −4 penalty on attack rolls, saving throws, checks, DCs, and AC.

False Foe

You create an illusion of a threatening creature, tricking your foes into attacking and defending against it as if it were real.
Illusion (Figment) [Unreal]
Range: Medium (100 ft.)
Manifestation: One Medium illusory creature
Duration: 1 round
Saving Throw: Will disbelief
Spell Resistance: No
Effect: This spell creates an illusory creature which seems to attack your foes. It can contribute to overwhelm penalties, though it never actually deals damage. It has an AC of 10. A creature that strikes or damages the image may make a Will save to recognize it as illusory.

Imbue Weapon

You imbue an ally's weapon with potent magical energy, making its next strike more effective.
Transmutation (Imbuement)
Range: Close (30 ft.)
Target: One weapon
Duration: 1 round or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Damage: d6 physical damage + 1 per caster level
Effect: The next successful attack with the target weapon deals extra damage. The creature wielding the weapon can make a saving throw to avoid having its weapon enhanced, but the creature struck by the weapon gets no saving throw and cannot apply spell resistance.

Magic Ray

You fire a ray of magical energy at your foe.
Evocation [Force]
Range: Close (30 ft.)
Manifestation: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Reflex)
Damage: d6 force damage + 1 per caster level
Effect: You must succeed on a ranged touch attack. If you hit, the target takes damage. As with *magic missile*, inanimate objects are not damaged by the spell.

Phantom Injury

You twist your foe's perceptions, convincing it that it is seriously injured.
Illusion (Phantasm) [Unreal]
Range: Close (30 ft.)
Manifestation: One creature
Duration: 1 round
Saving Throw: Will disbelief
Spell Resistance: Yes (Will)
Effect: The subject is staggered. If it takes damage, it must make another Will save if it is bloodied (after taking the damage). If it fails the save, it falls unconscious until the spell ends. Otherwise, it immediately shakes off the spell's effect after being damaged.
Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions.

Premonition

You grant your ally a brief glimpse of the future that shows it where to strike in combat.
Divination (Knowledge)
Range: Medium (100 ft.)
Target: One creature
Duration: 1 round; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The subject gains a +4 bonus to hit on the next single attack roll it makes, provided that its target is also within the spell's range. This bonus increases by +1 for every three levels above 1st level.

Slow, Lesser

You decelerate your enemy's motions temporarily, causing her to move and act more slowly than normal.
Transmutation (Temporal)
Range: Close (30 ft.)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: The subject is slowed. This has two effects.
A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).
A slowed creature takes a −2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Twist Fate

You twist your foe's perceptions, convincing it that it is seriously injured.
Divination (Knowledge)
Range: Medium (100 ft.)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You know what the subject is most likely going to do during its next turn. After learning that, you can choose to impose a −4 penalty to its attack rolls, saving throws, checks, DCs, or AC for one round.

11.12 Rituals

Alarm

Abjuration (Warding) [Trap]
Skill: Arcana
Level: Arcane 1, Divine 1
Casting Time: 1 minute
Range: Close (30 ft.)
Area: Large (50 ft.) radius emanation centered on a point in space
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No

Effect: *Alarm* sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area. If you set a password as you cast the spell, a creature that speaks the password before entering the area does not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell. It is typically clearly audible up to 100 feet away. The sound lasts for 1 round.

Note: A *silence* spell or similar effect can prevent the alarm from being heard. Ethereal or astral creatures do not trigger the alarm. *Alarm* can be made permanent with a permanency spell.

Animate Dead

Necromancy (Soul, Vitalism) [Evil, Negative]
Skill: Religion
Level: Arcane 3, Divine 3
Casting Time: 1 minute
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Effect: This ritual turns the bones or bodies of recently dead creatures into undead skeletons or zombies by binding a fragment of their souls to the corpses. The undead so created follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed.

Regardless of the type of undead you create with this ritual, you can't create more HV of undead than twice your caster level with a single casting of *animate dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this ritual, however, you can control only 4 HV worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Note: A destroyed skeleton or zombie can't be animated again.

Material Components: You must place a black onyx gem worth at least 25 gp per Hit Value of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the ritual turns these gems into worthless, burned-out shells.

Animal Messenger

You compel a Tiny animal to go to a spot you designate.
Enchantment (Compulsion) [Mind-Affecting]
Skill: Nature
Level: Arcane 2, Divine 2
Casting Time: 1 minute; see text
Range: Close (30 ft.)
Target: One Tiny animal
Duration: One week
Saving Throw: None; see text
Spell Resistance: Yes (Will)

Effect: As soon as you begin casting the ritual, the animal approaches you and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. During the casting of the ritual, you can attach some small item or note to the messenger. The animal then goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Note: The most common use for this ritual is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Focus: Food desirable to the animal

Antipathy

Enchantment (Emotion) [Mind-Affecting]
Skill: Arcana, Nature
Level: Arcane 9, Divine 9
Casting Time: 1 hour
Range: Close (30 ft.)
Target: One location (up to a 10 ft. cube/level) or one object
Duration: One week (D)
Saving Throw: Will partial
Spell Resistance: Yes (Will)

Effect: You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. Creatures of the designated kind or alignment feel an overpowering revulsion while in the area or near the item. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

An affected creature abandons the area or item, shunning it and never willingly returning to it while the ritual is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but is demoralized while doing so.

Note: A demoralized creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. *Antipathy* counters and dispels *sympathy*.

Arcane Eye

Divination (Scrying)
Skill: Arcana
Level: Arcane 4
Casting Time: 1 minute
Range: Medium (100 ft.) /Unlimited
Manifestation: Magical sensor
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No

Effect: You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* within Medium (100 ft.) range, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the ritual lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Arcane Lock

Abjuration/Transmutation (Alteration, Warding)
Skill: Arcana
Level: Arcane 2
Casting Time: 1 minute
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Effect: The target object is magically locked. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this ritual can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this ritual.

Note: A *knock* spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.

Arcane Mark

You inscribe your personal rune or mark on a creature or object.
Universal
Skill: None
Level: Arcane 1
Casting Time: 1 minute
Range: Touch
Manifestation: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Effect: You etch your personal rune or mark upon any substance without harm to the material upon which it is placed. Your personal rune or mark can consist of no more than six characters. The writing can be visible or invisible.

Note: If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting *instant summons* on the same object.

This ritual does not require training any specific skill to learn, and no check is required to perform the ritual.

Atonement

Evocation (Channeling)
Skill: Religion
Level: Divine 5
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Effect: This ritual removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to burn 2,500 gp in offerings) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* ritual on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this ritual.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must burn 2,500 gp in rare incense and offerings for his intercession. If the transgression was unintentional, no such offering must be made.

Redemption or Temptation: You may cast this ritual upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the ritual, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the ritual does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the ritual description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note:
Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

Material Components: When cast for the benefit of a creature whose guilt was the result of deliberate acts, 2,500 gp in rare incense and offerings must be burned.

Augury

Divination (Knowledge)
Skill: Religion
Level: Divine 2
Casting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
Effect: An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).

- Nothing (for actions that don't have especially good or bad results).

If the ritual fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Awaken

Transmutation (Augment, Imbuement)
Skill: Nature
Level: Divine 8
Casting Time: 24 hours
Range: Touch
Target: Animal or tree touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You awaken a tree or animal to humanlike sentience.

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HV. Its type becomes magical beast (augmented animal). An *awakened* animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

Material Components: Herbs and oils worth no less than 2,000gp must be applied to the animal or plant to be awakened.

Bless Water

Evocation (Channeling) [Good]
Skill: Religion
Level: Divine 1
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Effect: This ritual imbues a flask (1 pint) of water with holy power, turning it into holy water.

Note: 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 pounds of powdered silver (worth 25 gp).

Break Enchantment

Abjuration (Negation) [Magic]
Skill: Spellcraft
Level: Arcane 5, Divine 5
Casting Time: 1 minute
Range: Close (30 ft.)
Target: One creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

Effect: This ritual frees the subject from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does frees the victim from the item's effects.

Clairaudience/Clairvoyance

Divination (Scrying)
Skill: Arcana
Level: Arcane 3, Divine 3
Casting Time: 1 minute
Range: 1,000 feet
Manifestation: Magical sensor
Duration: Medium (5 minutes) (D)
Saving Throw: None
Spell Resistance: No
Effect: This ritual creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known – a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells or rituals, this ritual does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a Small (10 ft.) radius around the center of the ritual's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Clone

Conjuration/Necromancy (Creation, Soul)
Skill: Arcana
Level: Arcane 7
Casting Time: 10 minutes
Range: 0 ft.
Manifestation: One clone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This ritual makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return; see Bringing Back the Dead, page 127). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have 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. Once the ritual is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead and willing. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead. If Constitution drain would give the clone a Constitution score of 0, the ritual fails.

Note:

The ritual duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Components: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Commune

Divination (Communication) [Planar]
Skill: Religion
Level: Divine 5
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Medium (5 minutes)
Effect: You contact your deity – or agents thereof – and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The ritual, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you stop asking questions, the ritual ends.

Commune with Nature

You become one with nature, attaining knowledge of the surrounding territory.

Divination (Knowledge)
Skill: Nature
Level: Divine 5
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
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. The ritual does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Consecrate

Evocation (Channeling) [Good]
Skill: Religion
Level: Divine 2
Casting Time: 1 minute
Range: Close (30 ft.)
Area: Medium (20 ft.) radius emanation
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
Effect: This ritual blesses an area with holy power. Every undead creature in a *consecrated* area suffers minor disruption, giving it a -2 penalty on attack rolls, saves, checks, DCs, and armor class. Undead cannot be created within or summoned into a *consecrated* area.

Note:
Consecrate counters and dispels *desecrate*.

Contact Other Plane

Divination (Knowledge) [Planar]
Skill: Planes
Level: Arcane 5
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration
Effect: You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because even powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity's interests, a short phrase (five words or less) may be given as an answer instead.

Sending out your mind in this way can be dangerous. If this ritual is performed unsuccessfully, your Intelligence, Wisdom, and Charisma drop to 0. This is treated as ability drain. Every 24 hours, you may make a new Will saving throw against DC 20 to throw off the effect. Though this effect cannot be dispelled with *dispel magic*, it can be removed with *remove curse*.

Continual Flame

Illusion (Figment) [Light]
Skill: Arcana
Level: Arcane 2, Divine 2
Casting Time: 1 minute
Range: Touch
Target: Object touched
Manifestation: Magical, heatless flame
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden, but not smothered or quenched.

Control Weather

Evocation (Control) [Air]
Skill: Nature, Survival
Level: Arcane 7, Divine 7
Casting Time: 10 minutes; see text
Area: 2 mile radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: None
Spell Resistance: No
Effect: You change the weather in the local area. It takes 10 minutes to perform the ritual and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

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. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Note: Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Food and Water

Conjuration (Creation)
Skill: Survival
Level: Arcane 2, Divine 2
Casting Time: 10 minutes
Range: Close (30 ft.)
Manifestation: Food and water to sustain three humans or one horse/level for 24 hours
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No
Effect: The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this ritual is just like clean rain water, and it doesn't go bad as the food does.

Create Water

You create water to ease the thirst of you and your companions.
Conjuration (Creation) [Water]
Skill: Survival
Level: Divine 1
Range: Close (30 ft.)
Manifestation: Up to 2 gallons of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This ritual generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large – possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Create Greater Undead

Necromancy (Soul, Vitalism) [Evil, Negative]
Skill: Religion
Level: Arcane 8, Divine 8
Effect: This ritual functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Create Undead

Necromancy (Soul, Vitalism) [Evil, Negative]

Skill: Religion
Level: Arcane 6, Divine 6
Casting Time: 1 hour
Range: Close (30 ft.)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: A much more potent ritual than *animate dead*, this evil ritual allows you to create more powerful sorts of undead: ghouls, ghasts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

Note:
This ritual must be cast at night.
Material Components: A clay pot filled with grave dirt and another filled with brackish water. The ritual must be cast on a dead body which has been dead for no more than one day per caster level. You must place a black onyx gem worth at least 50 gp per HV of the undead to be created into the mouth or eye socket of each corpse. The magic of the ritual turns these gems into worthless shells.

Curse Water

Evocation (Channeling) [Evil]
Skill: Religion
Level: Divine 1
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: This ritual imbues a flask (1 pint) of water with unholy power, turning it into unholy water.

Note: Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider. It functions like holy water in all other respects.
Material Components: 5 pounds of powdered silver (worth 25 gp).

Demand

Divination/Enchantment (Communication, Compulsion) [Mind-Affecting]
Skill: Arcana
Level: Arcane 8
Saving Throw: None/Will negates
Spell Resistance: Yes (Will)
Effect: This ritual functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as −5. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the *suggestion* is

ineffective.

The demand's message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give an equally short reply immediately.

Note: The contact itself is not mind-affecting – only the *suggestion*.

Desecrate

Evocation (Channeling) [Evil]
Skill: Religion
Level: Divine 2
Casting Time: 1 minute
Range: Close (30 ft.)
Area: Medium (20 ft.) radius emanation
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

Effect: This ritual imbues an area with unholy power. Every undead creature in a *desecrated* area gains a +2 bonus to attack rolls, checks, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HV.

Note: Desecrate counters and dispels *consecrate*.

Detect Scrying

Divination (Awareness) [Magic]
Skill: Spellcraft
Level: Arcane 4
Casting Time: 1 minute
Area: Large (50 ft.) radius emanation centered on you
Duration: Extreme (12 hours)
Saving Throw: None
Spell Resistance: No

Effect: You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The ritual's area radiates from you and moves as you move. You know the location of every magical sensor within the ritual's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Discern Location

Divination (Knowledge)
Skill: Arcana, Geography, Local, Religion
Level: Arcane 8, Divine 8
Casting Time: 10 minutes
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Effect: This ritual reveals the name of a chosen creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. *Discern location* circumvents normal means of protection from scrying or location; nothing short of a *mind blank* spell or the direct intervention of a deity prevents you from learning the information.

To find a creature with the ritual, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Dimensional Lock

You create a shimmering emerald field that completely blocks extradimensional travel.

Abjuration (Negation)
Skill: Planes, Spellcraft
Level: Arcane 5, Divine 5
Casting Time: 10 minutes
Range: Medium (100 ft.)
Area: Large (50 ft.) radius emanation centered on a point in space
Duration: Thirty days
Saving Throw: None
Spell Resistance: Yes (Will)

Effect: Extradimensional travel into or out of the spell's area is impossible. All Conjuration (Translocation) and Conjuration (Summoning) effects are prohibited, as well as *astral projection* and similar spell-like or psionic abilities.

Note:

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Divination

Divination (Knowledge)
Skill: Religion
Level: Divine 4
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

Effect: Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Note:

As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Dream

Divination/Illusion (Communication, Phantasm)
Skill: Arcana
Level: Arcane 5
Casting Time: 1 minute
Range: Unlimited
Target: One creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes (Will)

Effect: You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the

dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Note: Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this ritual.

Endure Elements

Abjuration (Shielding)
Skill: Survival
Level: Arcane 1, Divine 1
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Extreme (12 hours)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between −50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Note:

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Erase

Transmutation (Alteration)
Skill: Arcana, Forgery
Level: Arcane 1
Casting Time: 1 minute
Range: Touch
Target: One scroll or two pages
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No
Effect: This ritual removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Nonmagical writing is automatically erased. To erase magical writing, you must succeed on a caster level check against a DC of 11 + the caster level of the magic.

Note: With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. This ritual grants no special protection against activating such traps. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Explosive Runes

Abjuration (Warding) [Force, Traps]
Skill: Arcana
Level: Arcane 3
Casting Time: 1 minute
Range: Touch
Area: Small (10 ft.) radius burst centered on touched object when triggered
Target: One touched object weighing no more than 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: Reflex half
Spell Resistance: Yes (Reflex)
Damage: 3d6 force damage + d6 per four caster levels above 6th
Effect: You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing damage to everything in the area, including the object.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Note: The object receives no saving throw against the explosion. Magic traps such as *explosive runes* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *explosive runes*.

Fabricate

Transmutation (Alteration)
Skill: Craft, Engineering
Level: Arcane 5
Casting Time: See text
Range: Close (30 ft.)
Target: Up to 100 cu. ft.; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 10 cubic feet instead of 100 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship, such as armor, or an appropriate Engineering check to fabricate objects requiring complex engineering, such as a ballista.

Casting requires 1 minute per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Components: The original material, which costs the same amount as the raw materials required to craft the item to be created.

False Trap

Illusion (Figment) [Unreal]
Skill: Arcana
Level: Arcane 2
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
Effect: This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character who searches for traps can find the trap with a DC 5 Spot check. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the ritual is performed, the ritual fails.

False Vision

Illusion (Glamer)
Skill: Arcana
Level: Arcane 5
Casting Time: 10 minutes
Range: Touch
Area: Large (50 ft.) radius emanation
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Fertility/Infertility

Transmutation (Alteration)
Skill: Nature
Level: Divine 3
Casting Time: 1 hour
Range: 1/2 mile
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This ritual has different effects depending on the version chosen. *Fertility*: This effect targets all normal plants within range, raising their potential productivity over the course of the next year to one-third above normal.

Infertility: This effect targets all normal plants within range, reducing their potential productivity over the course of the following year to one third below normal.

Note: You may designate places within the area that are not affected.

Find the Path

Divination (Knowledge)
Skill: Geography, Survival
Level: Arcane 6, Divine 6
Casting Time: 1 minute
Range: Touch
Target: One touched creature
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

Note: This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Find Traps

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Divination (Knowledge)
Skill: Craft, Engineering, Spot
Level: Arcana 2, Divine 2
Range: Touch
Target: One touched creature
Duration: Medium (5 minutes)
Effect: The subject gains a bonus equal to one-half your caster level on Spot checks made to find traps. In addition, she gains the trapfinding ability as a rogue (if she did not already have it). As a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps. If she detects a trap partway through her movement, she may immediately stop moving.

Note: Find traps grants no ability to disable any traps found.

Fire Trap

You create a trap that creates a fiery explosion when an intruder opens the item that the trap protects.

Abjuration/Evocation (Energy, Warding) [Fire]
Skill: Engineering, Nature
Level: Arcane 3, Divine 3
Casting Time: 10 minutes
Range: Touch
Area: Small (10 ft.) radius burst centered on the touched object when triggered; see text
Target: Openable object touched
Duration: Permanent until discharged (D)
Saving Throw: Reflex half; see text
Spell Resistance: Yes (Reflex)
Damage: 3d6 fire damage + d6 per four levels after 6th
Effect: When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, everyone within a Small (10 ft.) radius burst of the spell's center takes fire damage. The item protected by the trap is not harmed by this explosion.

You can use the trapped object without discharging the trap, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share.

Note: A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

Magic traps such as *fire trap* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *fire trap*. No more than one magic trap can be placed on the same object or in the same area.

Floating Disk

Evocation [Force]
Skill: Arcana
Level: Arcane 1
Casting Time: 1 minute
Range: Medium (100 ft.)
Manifestation: 2 ft. radius disk of force
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 4 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you.

The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Forbiddance

Abjuration/Evocation (Power, Warding)
Skill: Religion
Level: Divine 8
Casting Time: 1 hour
Range: Medium (100 ft.)
Area: Up to ten 60 ft. cubes (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: Yes (Will)
Effect: This spell seals an area against all planar travel into or within it. This includes all Teleportation (Translocation) spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 8d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 8d8 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Note:
Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Components: A sprinkling of holy water (or unholy water) and rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 500 gp, plus 500 gp per 60-foot cube.

Gate

Conjuration (Creation, Translocation) [Planar]
Skill: Planes
Level: Arcane 9, Divine 9
Casting Time: 1 minute
Range: Medium (100 ft.)
Manifestation: See text
Duration: Concentration (up to 5 rounds); see text
Saving Throw: None
Spell Resistance: No
Effect: This spell creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you – anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 5 rounds), and you must concentrate on doing so, or else the interplanar connection is severed.

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]
Skill: Arcana, Religion
Level: Arcane 6, Divine 6
Casting Time: 10 minutes
Target: One living creature
Duration: Thirty days, one week, or until discharged (D)
Saving Throw: None
Spell Resistance: Yes
Effect: The subject must carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions for at least 12 hours a day until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one week. A clever recipient can subvert some instructions.

If the subject is prevented from completing its task for 24 hours, it takes a −2 penalty to all attribute scores. Each day, another −2 penalty accumulates, up to a total of −8. No attribute score can be reduced to less than 1 by this effect. The attribute score penalties are removed 24 hours after the subject resumes obeying the geas.

Note:
A *remove curse* spell ends a geas/quest spell only if its caster level is higher than the caster level of the *geas/quest* spell. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Gentle Repose

Transmutation (Temporal)
Skill: Heal
Level: Arcane 2, Divine 2
Casting Time: 10 minutes
Range: Touch
Target: Corpse touched
Duration: Thirty days (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Effect: You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts, poisons drawn from living

creatures, and the like.

Glyph of Warding

You weave a tracery of faintly glowing lines over an object or in the air, forming a warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Abjuration (Warding) [Trap
Skill: Religion
Level: Divine 3
Casting Time: 10 minutes
Range: Touch
Area: Medium (20 ft.) radius limit centered on touched object or location; see text
Target: Object touched or point in space
Duration: Permanent until discharged (D)
Saving Throw: Reflex half; see text
Spell Resistance: Yes (Reflex); see text
Damage: 3d6 damage + d6 per four caster levels after 6th; see text
Effect:

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. The glyph can be triggered by anything within the area that a normal human could observe and react to.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals damage to everything in Small (10 ft.) radius burst of the intruder. A succcessful Reflex save halves the damage.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know into the glyph. An intruder that activates the glyph is the target of the spell or the center of the spell's effect, as appropriate. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal for the stored spell. Only spells with of close range or greater can be stored in a *glyph of warding*.

Note:

A *glyph of warding* cannot be affected or bypassed by such means as physical or magical probing, though it can be dispelled. *Read magic* allows you to identify a glyph of warding with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to learn which type of glyph is used, though not which spell is stored (if any).

Magic traps such as *glyph of warding* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *glyph of warding*. No more than one magic trap can be placed on the same object or in the same area.

Glyph of Warding, Greater

Abjuration [Barrier]
Skill: Religion
Level: Divine 6
Area: Large (50 ft.) radius limit centered on touched object or location; see text
Damage: 6d6 damage + d6 per four caster levels after 12th; see text
Effect: This spell functions like *glyph of warding*, except that it affects a larger area and is more powerful. A greater blast glyph deals damage in a Medium (20 ft.) radius burst centered on the intruder, and a greater spell glyph can store a spell of 6th level or lower.

Note:

Magic traps such as *greater glyph of warding* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 31 for *glyph of warding*. No more than one magic trap can be placed on the same object or in the same area.

Hallow

Evocation (Power) [Good]
Skill: Religion
Level: Divine 7
Casting Time: 24 hours
Range: Touch
Area: Large (50 ft.) radius emanation from the touched point
Duration: Instantaneous/1 year
Saving Throw: See text
Spell Resistance: See text
Effect: Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

Note:

An area can receive only one *hallow* spell (and its associated spell effect) at a time. If an area is unhallowed, it cannot be hallowed. *Hallow* counters but does not dispel *unhallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain

Illusion (Glamer)
Skill: Arcana
Level: Arcane 4
Casting Time: 10 minutes
Range: Far (300 ft.)
Area: Ten 30 ft. cubes (S)
Duration: 24 hours (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Effect: You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Heroes' Feast

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink, re-enacting the celebrations of ancient heroes. After your allies consume the ambrosial food and nectar-like bevarage, they are restored in body and mind.

Conjuration/Enchantment (Creation, Emotion)
Skill: Local
Level: Arcane 6, Divine 6
Casting Time: 10 minutes
Range: Close (30 ft.)
Manifestation: Feast for one creature/level
Duration: 1 hour plus Extreme (12 hours) ; see text
Saving Throw: None

Spell Resistance: No

Effect: This spell creates a feast that takes 1 hour to consume. Every creature partaking of the feast is gains three benefits. First, they are cured of all diseases, sickness, and nausea. Second, they become immune to poison and fear effects. Third, they gain temporary hit points equal to 10 + your caster level.

Note: If the feast is interrupted for any reason, the ritual is ruined and all effects of the ritual are negated.

Identify

Divination (Knowledge)
Skill: Arcana
Level: Arcane 1
Casting Time: 1 hour
Range: Touch
Targets: One touched object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Effect: The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Note:

If used on a cursed item, *Identify* only reveals the properties the item appears to have, not the properties of the curse. *Identify* does not function when used on an artifact.

Illusory Script

You write a message woven with a hidden magical command, compelling any viewer except the message's intended recipient to obey you.

Enchantment/Illusion (Compulsion, Glamer) [Mind-Affecting, Trap]
Skill: Forgery, Linguistics
Level: Arcane 4
Casting Time: 1 minute or longer; see text
Range: Touch
Manifestation: Writing on one touched object weighing no more than 10 lb.
Duration: Permanent (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

Effect: As part of the casting of this ritual, you write text onto the touched object. The words are unintelligible to everyone except those you designate as you cast the spell. Any unauthorized creature attempting to read the script must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the illusory script spell was cast. The *suggestion* lasts only 1 hour.

Note: The *true seeing* spell can reveal the hidden message. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusory Wall

Illusion (Figment) [Unreal]
Skill: Arcana
Level: Arcane 3
Casting Time: 1 minute
Range: Close (30 ft.)
Manifestation: Image 1 ft. by 10 ft. by 10 ft.
Duration: Permanent
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

Effect: This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Instant Refuge

Conjuration/Transmutation (Imbuement, Translocation) [Teleportation
Skill: Arcana
Level: Divine 7
Casting Time: 1 minute
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

Effect: You imbue an object with the power to instantly transport its possessor to your abode. After the ritual is performed, you must willingly give the object to a creature and at the same time inform the creature of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (at least a standard action, depending on the object). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected.

Instant Retrieval

Conjuration/Transmutation (Imbuement, Translocation) [Teleportation]
Skill: Arcana
Level: Arcane 7
Casting Time: 10 minutes
Range: See text
Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

Effect: You prepare an object to be called from virtually any location directly to your hand.

Before performing the ritual, you must place your *arcane mark* on the item. This ritual magically and invisibly inscribes the name of the item on a sapphire worth at least 500 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem (a standard action). The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the item is not transported, but you know who the possessor is and roughly where that creature is located when the summons occurred.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Components: A sapphire worth at least 500 gp.

Ironwood

Transmutation (Alteration)
Skill: Nature
Level: Divine 3
Casting Time: 1 minute/lb. created
Range: 0 ft.
Target: One wooden object weighing up to 5 lb./level
Duration: Instantaneous
Saving Throw: None

Spell Resistance: No

Effect: This ritual transforms the object into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

Note: By performing this ritual multiple times in succession, you may transform wooden objects too heavy to be affected by a single casting of the ritual. Ironwood armor and weapons created through this spell are as durable as their normal steel counterparts, and are freely usable by druids.

Legend Lore

Divination (Knowledge)
Skill: Local
Level: Arcane 5
Casting Time: See text
Range: Personal
Target: You
Duration: See text

Effect: This ritual brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot cast other spells or engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Liveoak

Transmutation (Animation)
Skill: Nature
Level: Divine 6
Casting Time: 10 minutes
Range: Touch
Target: Tree touched
Duration: Thirty days (D)
Saving Throw: None
Spell Resistance: No

Effect: This spell turns a healty, Huge oak tree into a protector or guardian. A triggering phrase of up to one word per caster level is placed on the targeted oak. When the phrase is spoken, the tree animates, functioning as a treant.

The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Note: If the spell is is dispelled or the duration expires, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Mage's Magnificent Mansion

Conjuration (Creation)

Skill: Engineering, Planes
Level: Sor/Wiz 7
Casting Time: 1 minute
Range: Close (30 ft.)
Manifestation: Extradimensional mansion, up to three 10 ft. cubes/level (S)
Duration: One week (D)
Saving Throw: None
Spell Resistance: No

Effect: You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Mage's Private Sanctum

Abjuration (Ward)
Skill: Arcana
Level: Arcane 5
Casting Time: 10 minutes
Range: Close (30 ft.)
Area: 30 ft. cube/level (S)
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No

Effect: This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Note: Mage's private sanctum can be made permanent with a permanency spell.

Magic Aura

Illusion (Glamer) [Magic]
Skill: Spellcraft
Level: Arcane 1
Casting Time: 1 minute
Range: Touch
Target: One touched object weighing up to 5 lb./level
Duration: Thirty days (D)
Saving Throw: None; see text
Spell Resistance: No

Effect: You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were less magical, or a magic

item of a kind you specify, or the subject of a spell you specify. You can increase or decrease the strength of the aura of an item by an amount up to your caster level. For example, if you have a caster level of 8, you could alter a magic item with a caster level of 6 to make it seem as if it were nonmagical, or you could make it seem as if it had a caster level of 14.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Magic Mouth

Illusion (Glamer)
Skill: Arcana
Level: Arcane 1
Casting Time: 1 standard action
Range: Close (30 ft.)
Target: One creature or object
Duration: One month or until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Effect: This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Values, or class except by external garb.

The range limit of a trigger is 100 feet. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Note:
Magic mouth can be made permanent with a permanency ritual.

Major Creation

Conjuration (Creation)
Skill: Craft, Engineering
Level: Arcane 5
Casting Time: 10 minutes
Range: Close (30 ft.)
Duration: See text
Effect: This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	One week
Stone, crystal, base metals	24 hours
Precious metals	12 hours
Gems	One hour
Rare metal1	10 minutes

1 Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Mark of Justice

Necromancy [Lawful]
Skill: Religion
Level: Divine 5
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Permanent (D); see text
Saving Throw: None
Spell Resistance: Yes
Effect: You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is higher. These restrictions apply regardless of whether the mark has activated.

Mending

Transmutation (Alteration)
Skill: Craft, Engineering
Level: Arcane 1, Divine 1
Casting Time: 1 minute
Range: Touch
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (Will)
Effect: Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair items which are magical, but the item's magical abilities are not restored.

Note: The spell cannot affect creatures (including constructs).

Mending, Greater

Transmutation (Alteration)
Skill: Craft, Engineering
Level: Arcane 3, Divine 3
Target: One object of up to 10 cu. ft./level
Effect: This ritual functions like *mending*, except that it completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped,

burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mind Blank

Abjuration (Shielding)
Skill: Arcana
Level: Arcane 8, Divine 8
Casting Time: 1 standard action
Range: Close (30 ft.)
Target: One creature
Duration: Extreme (12 hours)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Minor Creation

Conjuration (Creation)
Skill: Craft, Engineering
Level: Arcane 4
Casting Time: 1 minute
Range: 0 ft.
Manifestation: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. To make a complex item, you must succeed at a skill check with the same DC that would be required to make it normally.

Note: Attempting to use any created object as a material component causes the spell to fail. Poisons, alchemical substances, and other reactive items cannot be created with *minor creation*.

Misdirection

Illusion (Glamer)
Skill: Spellcraft
Level: Arcane 2
Casting Time: 1 minute
Range: Close (30 ft.)
Target: One creature or object, up to a 10 ft. cube in size
Duration: Extreme (12 hours) (D)
Saving Throw: None or Will negates; see text
Spell Resistance: No
Effect: While performing the ritual, you choose another object within range. For the duration of the ritual, the subject of *misdirection* is detected as if it were the other object. No saving throw is allowed against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth.

Note: This spell does not affect other types of divination magic (*augury*, *clairaudience/clairvoyance*, and the like).

Mount

Conjuration (Summoning)
Skill: Nature
Level: Arcane 1
Casting Time: 1 minute
Range: Close (30 ft.)
Manifestation: One mount
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
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.

Move Earth

Transmutation (Alteration) [Earth]
Skill: Engineering, Nature
Level: Arcane 6, Divine 6
Casting Time: See text
Range: Far (300 ft.)
Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This ritual moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

Note: The ritual cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. It has no effect on earth creatures.

Neutralize Poison

Transmutation (Alteration) [Healing]
Skill: Heal
Level: Divine 4
Casting Time: 1 minute
Range: Touch
Target: Creature or object of up to 1 cu. ft./level touched
Duration: Extreme (12 hours) (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Effect: You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration - the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Nightmare

Divination/Illusion (Commnication, Phantasm)
Skill: Arcana
Level: Arcane 6
Casting Time: 10 minutes
Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes
Effect: You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells or other daily abilities that require rest for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, etc.	−10

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Note: Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Nondetection

Abjuration (Shielding)
Skill: Spellcraft
Level: Arcane 3, Divine 3
Casting Time: 1 minute
Range: Touch
Target: Creature or object touched
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Effect: The warded creature or object becomes difficult to detect by divination spells and effects such as *clairaudience/clairvoyance*, *locate object*, and detection spells. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster

who cast nondetection. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

Note: If cast on a creature, *nondetection* wards anything the creature carries as well as the creature itself.

Pass Without Trace

Transmutation (Imbuement)
Skill: Survival
Level: Divine 1
Casting Time: 1 standard action
Range: Touch
Targets: One creature/level touched
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DC is increased by 20.

Permanency

Effect:
Universal
Skill: Spellcraft
Level: Arcane 5
Casting Time: 10 minutes
Range: See text
Target or Area: See text
Duration: Permanent; see text
Saving Throw: None
Spell Resistance: No This ritual makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* ritual. Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself. You

Spell	Minimum Caster Level	GP Cost
Arcane sight	14th	7,500 gp
Comprehend languages	12th	5,000 gp
Darkvision	12th	5,000 gp
Read magic	10th	2,500 gp
See invisibility	12th	5,000 gp
Tongues	14th	7,500 gp

cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you performed the *permanency* ritual.

In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate). Additionally, the following spells can be cast upon objects or

Spell	Minimum Caster Level	GP Cost
Magic fang	10th	2,500 gp
Magic fang, greater	14th	7,500 gp
Reduce person	10th	2,500 gp
Telepathic bond*	14th	7,500 gp

*Only bonds two creatures per casting of *permanency*.

areas only and rendered permanent.

Note: Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

Material Components: See tables above.

Table 11.3: Spells Subject To Permanency

Spell	Minimum Caster Level	GP Cost
Alarm	10th	2,500 gp
Animate objects	18th	12,500 gp
Create sound	10th	2,500 gp
Dancing lights	10th	2,500 gp
Gust of wind	10th	2,500 gp
Invisibility	14th	7,500 gp
Mage's private sanctum	18th	12,500 gp
Magic mouth	10th	2,500 gp
Phase door	22nd	17,500 gp
Shrink item	14th	7,500 gp
Solid fog	16th	10,000 gp
Stinking cloud	14th	7,500 gp
Symbol of death	22nd	17,500 gp
Symbol of destruction	22nd	17,500 gp
Symbol of terror	22th	17,500 gp
Symbol of insanity	20th	15,000 gp
Symbol of pain	18th	12,500 gp
Symbol of persuasion	16th	10,000 gp
Symbol of sleep	22nd	17,500 gp
Wall of fire	18th	12,500 gp
Wall of force	18th	12,500 gp
Wall of ice	16th	10,000 gp
Web	12th	5,000 gp

Permanent Image

Illusion (Figment) [Unreal]
Skill: Arcana
Level: Arcane 6
Duration: Permanent (D)

Effect: This spell functions like *major image*, except that the effect is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Planar Binding

Abjuration/Conjuration (Translocation) [Planar] [see text for lesser planar binding]
Skill: Planes
Level: Arcane 6
Targets: Up to three elementals or outsiders, totaling no more than 12 HV, no two of which can be more than 30 ft. apart when they appear

Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HV or less, or up to three creatures of the same kind whose Hit Values total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Abjuration/Conjuration (Translocation) [Planar] [see text for lesser planar binding]
Skill: Planes
Level: Arcane 8
Targets: Up to three elementals or outsiders, totaling no more than 18 HV, no two of which can be more than 30 ft. apart when they appear.

Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HV or less, or up to three creatures of the same kind whose Hit Values total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Abjuration/Conjuration (Translocation) [Planar] [see text]
Skill: Planes
Level: Arcane 5
Casting Time: 10 minutes or 2 hours
Range: Close (30 ft.) ; see text
Target: One elemental or outsider with 6 HV or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

Effect: Performing this ritual attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The chosen creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called).

The trap takes the form of a magic circle which you inscribe in the ground. The trapped creature and all of its abilities cannot cross the circle's boundaries and can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the creature has any form of dimensional travel, it can leave the circle through that means. Once per day, the trapped creature can attempt to escape, forcing you to overcome its spell resistance to keep it trapped. If it breaks loose, it can flee or attack you.

If you spend two hours performing the ritual, you can make make it more secure. This allows you to add a *dimensional anchor* spell, a *dimensional lock* spell, or other similar effect to the trap before the creature is summoned. If you do so, the effects last as long as the creature remains in the trap. In addition, if you make the magic circle more secure in this way, the trapped creature cannot use its spell resistance to break out of the trap.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Diplomacy check. If you fail, the creature refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you fail on the Diplomacy check by 10 or more, the creature can make a Will save to break free of the binding, allowing it to escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free.

Note: A clever subject can subvert some instructions. When you use a calling ritual to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a ritual of that type.

Plane Shift

Conjuration (Translocation) [Planar]
Skill: Planes
Level: Arcane 7, Divine 6
Casting Time: 1 minute
Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
Effect: You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible, and you typically appear 5 to 500 miles (5d%) from your intended destination. From the Material Plane, you can reach any adjacent plane: the Ethereal Plane, the Plane of Shadow, or the Astral Plane. The Astral Plane connects to every plane, but transit from other planes is usually more limited.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Prestidigitation

Universal
Skill: None
Level: Arcane 1
Range: Personal/Close (30 ft.)
Target: See text
Duration: 1 hour
Saving Throw: See text
Spell Resistance: No
Effect: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour on objects or creatures within Close (30 ft.) range of you. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Note: A *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour. Attended objects, such as the clothes a creature is wearing, cannot be affected.

This ritual does not require any specific skill to learn or perform. You are always considered to have succeeded at the check to perform the ritual.

Programmed Image

Illusion (Figment)
Skill: Arcana
Level: Arcane 7
Duration: Permanent until triggered, then 5 rounds
Effect: This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Prying Eyes

Conjuration (Creation)
Skill: Arcana
Level: Arcane 5
Casting Time: 1 minute
Range: One mile

Manifestation: Ten or more levitating eyes
Duration: Extreme (12 hours) ; see text (D)
Saving Throw: None
Spell Resistance: No
Effect: You create a number of semitangible, visible magical orbs (called "eyes") equal to your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide and Move Silently modifier. It has a Spot modifier equal to your caster level and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you.

Note: Dispel magic can destroy eyes. If an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Prying Eyes, Greater

Conjuration/Divination (Awareness, Creation)
Skill: Arcana
Level: Arcane 8
Range: 10 miles
Effect: This spell functions like *prying eyes*, except that the eyes can range farther from you and they can see all things as they actually are, as the *true seeing* spell.

Purify Food and Drink

Transmutation (Alteration)
Skill: Survival
Level: Divine 1
Range: Touch
Target: 5 cu. ft. of contaminated food and water
Duration: Instantaneous
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (Fortitude)
Effect: This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or magical liquids, such as potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Raise Dead

Necromancy (Life, Soul) [Healing]
Skill: Religion
Level: Divine 5

Casting Time: 1 minute
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

Effect: You restore life to a creature that has been dead for no longer than thirty days. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject gains a negative level. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for one month, or until the subject next gains a level. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has 10 critical damage, unless that would be enough to kill the creature, in which case it has one less than its maximum critical damage. Any attribute damage is removed. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Note: A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Components: Diamonds worth a total of least 5,000 gp.

Read Magic

Divination (Knowledge)
Skill: Spellcraft
Level: Arcane 1, Divine 1
Range: Personal
Target: You
Duration: Long (1 hour)

Effect: You gain the ability to decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Note: Read magic can be made permanent with a permanency spell.

Reincarnate

Conjuration/Necromancy (Creation, Soul)
Skill: Nature
Level: Divine 4
Casting Time: 1 hour
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No
Effect: With this spell, you bring back a dead creature in another body,

provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains and the cause of death, except death from old age, is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new body for the soul to inhabit from the natural elements at hand. The body ages to match the age of the original creature over the course of the ritual.

A reincarnated creature is identical to the original creature in all respects, including physical abilities, except for its race. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining attribute scores. The subject gains a permanent negative level. (If this reduction would put its effective level at 0, it can't be reincarnated). This negative level lasts for one month, or until the subject next gains a level.

It's possible for the change in the subject's attributes to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

Any effect that would prevent a resurrection spell from bringing a creature back from the dead also prevents reincarnate from bringing the creature back. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	−2
26	Gnoll	+4	+0	+2
27–38	Gnome	−2	+0	+2
39–42	Goblin	−2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	−2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	−4	+2	−2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	−2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Note: A wish or a miracle spell can restore a reincarnated character to his or her original form.

Material Components: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness

Necromancy (Life) [Healing, Positive]
Skill: Heal
Level: Divine 3
Casting Time: 1 minute
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Effect: This ritual cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Note: Remove blindness/deafness counters and dispels *blindness/deafness.*

Remove Curse

Necromancy
Skill: Arcana, Heal
Level: Arcane 4, Divine 3
Casting Time: 1 minute
Range: Touch
Target: Creature or item touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: This ritual removes all curses on an object or a creature. If an item is inherently cursed, the spell does not remove that curse, though it typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be removed by this spell or may only be removed by a caster of a certain level or higher.

Note: Remove curse counters and dispels *bestow curse.*

Remove Disease

Transmutation (Alteration) [Healing]
Skill: Heal
Level: Divine 3
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Effect: This ritual cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be cured by this spell or may be cured only by a caster of a certain level or higher.

Note: This ritual does not prevent reinfection after a new exposure to the same disease at a later date.

Restoration

Necromancy (Life) [Healing, Positive]
Skill: Heal
Level: Divine 4
Effect: This ritual functions like *lesser restoration*, except that it is more effective. It cures all temporary ability damage, restores all points permanently drained from a single attribute (your choice if more than one is drained), eliminates any fatigue or exhaustion suffered by the target, and removes one negative level.

Note: This ritual does not restore negative levels or Constitution drain acquired due to death.

Material Components: Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater

Necromancy (Life) [Healing, Positive]
Skill: Heal
Level: Divine 7
Casting Time: 10 minutes

Effect: This ritual functions like *lesser restoration*, except that it is more effective. It dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all attribute scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Finally, it removes all negative levels afflicting the healed creature.

Note: This ritual does not restore negative levels or Constitution drain acquired due to death.

Material Components: Diamond dust worth 500 gp that is sprinkled over the target.

Restoration, Lesser

Necromancy (Life) [Healing, Positive]
Skill: Heal
Level: Divine 2
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Effect: This ritual dispels any magical effects reducing one of the subject's attribute scores or cures 1d4 points of temporary ability damage to one of the subject's attribute scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued

Note: This ritual does not restore permanent ability drain.

Resurrection

Necromancy (Life, Soul)
Skill: Religion
Level: Clr 7
Casting Time: 10 minutes
Effect: This ritual functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject gains a negative level. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for one month, or until the subject next gains a level.

Note: You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Screen

Illusion (Figment, Glamer) [Unreal]
Skill: Arcana
Level: Arcane 8
Casting Time: 10 minutes
Range: Close (30 ft.)
Area: 30 ft. cube/level (S)
Duration: Extreme (12 hours)
Saving Throw: None or Will disbelief (if interacted with); see text
Spell Resistance: No
Effect: This spell combines several elements to create a powerful pro-

tection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that the beings concealed by the illusion take care to stay out of the way of observers and the observers do not directly interact with the illusion.

Scrying

Divination (Scrying)
Skill: Arcana, Nature, Religion
Level: Arcane 5, Divine 5
Casting Time: 1 hour
Range: See text
Manifestation: Magical sensor
Duration: Medium (5 minutes) (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect:

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, etc.	−10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

If the save succeeds, it is immune to any further scrying attempts by you for the next 24 hours. *Arcana Focus:* A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet. *Religion Focus:* A holy water font costing not less than 100 gp. *Nature Focus:* A natural pool of water.

Scrying, Greater

Divination (Scrying)
Skill: Arcana, Nature, Religion
Level: Arcane 7, Divine 7
Casting Time: 1 minute
Duration: Extreme (12 hours)

Effect: This ritual functions like *scrying*, except that it can be cast more quickly and lasts longer. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

Secret Chest

Conjuration (Teleportation) [Object-Affecting, Planar]
Skill: Planes
Level: Arcane 5
Casting Time: 10 minutes
Range: See text
Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: Sixty days or until discharged
Saving Throw: None
Spell Resistance: No
Effect: You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time – even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the ritual while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest (which costs 5,000 gp) and its replica (which costs 50 gp).

Secret Page

Transmutation (Alteration)
Skill: Arcana, Forgery
Level: Arcane 3
Casting Time: 10 minutes
Range: Touch
Target: Page touched, up to 3 sq. ft. in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Effect: This ritual alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the secret page.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its secret page form at will. You can also remove the spell by double repetition of the special word.

Note: A Spellcraft check reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the

hidden material but does not reveal the contents. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Secure Shelter

Conjuration (Creation, Summoning)
Skill: Arcana, Engineering
Level: Arcane 4
Casting Time: 10 minutes
Range: Close (30 ft.)
Manifestation: 20 ft. square structure
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No

Effect: You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise – it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The secure shelter contains rude furnishings – eight bunks, a trestle table, eight stools, and a writing desk.

Sending

Divination (Communication)
Skill: Arcana, Religion
Level: Arcane 5, Divine 4
Casting Time: 10 minutes
Range: See text
Target: One creature
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No

Effect: You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Sepia Snake Sigil

Abjuration/Transmutation (Temporal, Warding) [Trap]
Skill: Arcana
Level: Arcane 3
Casting Time: 10 minutes
Range: Touch
Target: One touched book or written work
Duration: Permanent or until discharged; then one week
Saving Throw: Reflex negates

Spell Resistance: No

Effect: You cause a small symbol of a sepia-colored snake to appear in the text of a written work. When the text is read, the snake sigil suddenly appears on the forehead of the reader unless it makes a successful Reflex save. While healthy, an affected creature is slowed. While bloodied, it is trapped in a state of suspended animation, unaware of its surroundings. Time does not pass for a creature so trapped, but it can be healed, injured, or killed as normal.

Note: Magic traps such as *sepia snake sigil* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 28 for *sepia snake sigil*.

An *erase* spell destroys the entire page of text.

Material Components: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration/Transmutation (Shielding, Temporal)
Skill: Arcana
Level: Arcane 7
Casting Time: 10 minutes
Range: Touch
Target: One willing creature or object (up to ten 2 ft. cubes) touched
Duration: Thirty days (D)
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)

Effect: The subject is invisible and cannot be detected by divination spells. However, it also becomes comatose and is effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell. This ritual does not prevent the subject from being discovered through other means, such as touch.

Shadow Walk

Conjuration/Illusion (Shadow, Translocation) [Planar]
Skill: Planes
Level: Arcane 6
Casting Time: 1 standard action
Range: Touch
Targets: You and up to four touched creatures
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)

Effect: To use this spell, you must be in an area of shadowy illumination. You and any other subjects are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you, but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted an additional 1d10x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are

shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Conjuration/Transmutation (Animation, Creation)
Skill: Nature
Level: Divine 9
Range: Medium (100 ft.)
Area: Medium (20 ft.) radius limit
Manifestation: Three or more shambling mounds within the area
Duration: Seven days or seven months (D); see text
Saving Throw: None
Spell Resistance: No
Effect: The shambler spell creates 1d4+2 shambling mounds with 11 HV each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Snare

Transmutation (Alteration) [Trap]
Skill: Survival
Level: Divine 2
Casting Time: 1 minute
Range: Touch
Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
Duration: Permanent until triggered or broken
Saving Throw: None
Spell Resistance: No
Effect: This ritual enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Spot DC 23 to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Soul Bind

Necromancy (Soul)
Skill: Religion
Level: Arcane 9, Divine 9
Components: V, S, F

Casting Time: 1 minute
Range: Close (30 ft.)
Target: Corpse
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Effect: You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead for no longer than 5 rounds before the ritual is started. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Value possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Values as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Values.)

Speak with Dead

Divination/Necromancy (Communication, Flesh) [Language-Dependent]
Skill: Religion
Level: Arcane 3, Divine 3
Casting Time: 10 minutes
Range: Close (30 ft.)
Target: One dead creature
Duration: 10 minutes (D)
Saving Throw: Will negates; see text
Spell Resistance: No
Effect: You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Note: This spell does not affect a corpse that has been turned into an undead creature.

Symbol of Death

Abjuration/Necromancy (Life, Warding) [Death, Trap]
Skill: Arcana
Level: Arcane 7
Casting Time: 10 minutes
Range: 0 ft.; see text
Manifestation: One symbol
Duration: Permanent or until discharged
Saving Throw: Fortitude negates
Spell Resistance: Yes (Fortitude)
Effect: This ritual allows you to scribe a potent rune of power upon a

surface. When it is triggered, the triggering creature suffers the effects of a *finger of death* spell. It can be set to trigger in response to any visual cue that takes place within Close (30 ft.) range of the symbol which can be "seen" by the symbol. Darkness does not stop the symbol's sight, but physical obstacles or illusions block it. Once the ritual is performed, the triggering conditions cannot be changed.

When scribing a *symbol of death*, you can specify a password or phrase. Anyone speaking the password cannot trigger the rune so long as the creature remains within Medium (100 ft.) range of the rune. If the creature leaves that range and returns later, it must say the password again.

Note: The symbol is considered to have Listen and Spot modifiers equal to your caster level. Magic traps such as *symbol of death* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of death*.

Read magic allows you to identify a *symbol of death* with a DC 17 Spellcraft check. Of course, if the symbol of death is set to be triggered by reading it, this will trigger the symbol.

Dispel magic can remove a *symbol of death*, but an *erase* spell has no effect. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it on the closest creature within Close (30 ft.) range of the symbol.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Symbol of Destruction

Abjuration/Necromancy (Flesh, Warding) [Death, Trap]
Skill: Arcana
Level: Divine 7
Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *destruction* spell.

Note: Magic traps such as *symbol of destruction* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of destruction*.

Symbol of Insanity

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]
Skill: Arcana
Level: Arcane 6
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *insanity* spell.

Note: Magic traps such as *symbol of insanity* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 31 for *symbol of insanity*.

Symbol of Pain

Abjuration/Necromancy (Flesh, Warding) [Trap]
Skill: Arcana
Level: Arcane 5
Saving Throw: None
Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *crippling pain* spell.

Note: Magic traps such as *symbol of pain* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Symbol of Persuasion

Abjuration/Enchantment (Compulsion, Warding) [Language-Dependent, Mind-Affecting, Sound-Dependent, Trap]
Skill: Arcana

Level: Arcane 4
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: This spell functions like *symbol of death*, except that the triggering creature is instead affected by the *suggestion* spell. You choose the suggestion when you perform the ritual, and it cannot thereafter be changed.

Note: Magic traps such as *symbol of persuasion* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 29 for *symbol of persuasion*.

Symbol of Sleep

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]
Skill: Arcana
Level: Arcane 7
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *deep slumber* spell.

Note: Magic traps such as *symbol of sleep* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of sleep*.

Symbol of Terror

Abjuration/Enchantment (Emotion, Warding) [Fear, Mind-Affecting, Trap]
Skill: Arcana
Level: Arcane 7
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *terror* spell.

Note: Magic traps such as *symbol of terror* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of terror*.

Sympathetic Vibration

Evocation (Energy) [Sonic]
Skill: Engineering, Perform
Level: Arcane 5
Casting Time: 10 minutes
Range: Touch
Target: One freestanding structure
Duration: Up to 1 minute
Saving Throw: None; see text
Spell Resistance: Yes (Fortitude)
Effect: By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 minute. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Note: This ritual cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw, and typically no spell resistance, to resist the effect.

Sympathy

Enchantment (Emotion) [Mind-Affecting]
Skill: Arcana, Nature
Level: Arcane 9, Divine 9
Casting Time: 1 hour

Range: Close (30 ft.)
Target: One location (up to a 10 ft. cube/level) or one object
Duration: One week (D)
Saving Throw: Will partial
Spell Resistance: Yes (Will)
Effect: You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Note: Sympathy counters and dispels *antipathy*.

Teleport

Conjuration (Translocation) [Teleportation]
Skill: Arcana
Level: Arcane 6
Casting Time: 1 minute; see text
Range: Personal and touch
Targets: You and up to four touched Medium creatures; see text
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: Yes (Will)
Effect: This spell instantly transports you and the subjects to a designated destination, which may be as distant as 100 miles away. Each creature can bring along objects whose weight doesn't exceed the creature's maximum load. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. After completing the spell, you and anyone bring with you must skip their next actions as they adjust to their new surroundings.

You can bring along larger creatures as necessary. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. By doubling the casting time of the ritual, you can take along an additional Medium creature. You can repeat this process, doubling the new casting time each time, up to a maximum casting time of just over an hour (allowing you to take a total of ten Medium creatures in addition to yourself).

The *teleport* ritual is unusually difficult to perform correctly. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. The following categories apply modifiers to the check made to perform the ritual:

- "Very familiar" is a place where you have been very often and where you feel at home. You gain a +5 bonus.
- "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. No bonuses or penalties apply.
- "Seen casually" is a place that you have seen more than once but with which you are not very familiar. You take a −5 penalty.
- "Viewed once" is a place that you have seen once, possibly using magic. You take a −10 penalty.
- "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. You take a −10 penalty, and you cannot succeed at the ritual;

even if your check would pass, you are considered to have failed.

If you succeed at performing a *teleport* ritual by 10 or more, you arrive on target. If you succeed at performing a *teleport* ritual by 9 or less, you arrive a random distance away from your intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that you would have traveled to your intended destination. If you fail at performing at performing a *teleport* ritual, you arrive in a completely different area within range that is visually or thematically similar to your intended destination.

Note: This ritual is incapable of interplanar travel. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the ritual simply fails instead.

Only objects held or in use (attended) by another person receive saving throws. You do not apply spell resistance against this ritual.

Teleport Object

Conjuration (Translocation) [Teleportation]
Skill: Arcana
Level: Arcane 7
Range: Touch
Target: One touched object of up to 50 lb./level and 3 cu. ft./level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Effect: This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces (such as a *delayed blast fireball*) cannot be teleported.

Teleport, Greater

Conjuration (Translocation) [Teleportation]
Skill: Arcana
Level: Arcane 8
Effect: This ritual functions like *teleport*, except that you can teleport up to 1,000 miles, and you cannot arrive off target. In addition, you need not have seen the destination, provided that you have an accurate and specific description of the place to which you are teleporting. If you attempt to teleport with insufficient information, with misleading information, or to an invalid location (such as inside a solid object), you simply disappear and reappear in your original location.

Teleportation Circle

Conjuration (Translocation) [Teleportation, Trap]
Skill: Arcana
Level: Arcane 9
Casting Time: 10 minutes
Range: 0 ft.
Manifestation: Small (10 ft.) radius circle
Duration: Extreme (12 hours) or until discharged (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: You create an invisible circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The ritual fails if the destination is not a valid destination.

The circle can teleport a number of creatures equal to your caster level before it ceases to function.

Note: Magic traps such as *teleportation circle* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 34 for *teleportation circle*.

Tiny Hut

Evocation (Control)
Skill: Survival
Level: Arcane 3

Casting Time: 1 minute
Manifestation: Medium (20 ft.) radius sphere centered on your location
Duration: Extreme (12 hours) (D)
Saving Throw: None
Spell Resistance: No
Effect: You create an unmoving, opaque sphere of any color you desire around your location. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70°F if the exterior temperature is between 0° and 100°F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Transport via Plants

Conjuration (Translocation) [Teleportation]
Skill: Nature
Level: Divine 6
Effect: This ritual functions like *teleport*, except that both the starting and ending points must be living, Medium or larger plants. You and any other creatures you bring with you step into one plant and out of the other plant.

Trap the Soul

Necromancy (Life, Soul)
Skill: Religion
Level: Arcane 8
Range: Touch
Target: One trigger object; see text
Duration: Permanent; see text
Saving Throw: None
Spell Resistance: Yes; see text
Effect: You imbue an object with the power to trap a creature's life and soul. The object must be inscribed with the creature's name. It holds the trapped creature indefinitely or until it is broken, which allows the creature's body to reform. Outsiders can be compelled to perform a single service for the creature releasing them; other creatures can simply go free.

For a creature's soul to be trapped, it must intentionally pick up or accept the object while bloodied. If it does so, its life force is automatically transferred to the gem without the benefit of a save, though spell resistance applies normally. If it picks up the object while healthy, or if any other creature picks up the object, nothing happens, though magical inspection can reveal the existence of the trap.

Material Components: In addition to the trigger object, a gem must be used. The gem must be worth at least 1,000 gp value for every Hit Value possessed by the creature to be trapped. When the ritual is performed, the gem shatters into dust which is embedded into the trigger object. If the gem is not valuable enough, the creature will suffer no ill effect when it picks up the trigger object, though the ritual's effect will still be discharged, rending the trigger object useless. (While creatures have no concept of level or Hit Values as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Values.)

Focus: A special trigger object, prepared as described above, is needed.

Tree Stride

Conjuration (Translocation) [Teleportation]
Skill: Nature
Level: Divine 5
Casting Time: 1 minute
Range: Personal
Target: You
Effect: This ritual functions like *teleport*, except that it only affects you, and both the starting and ending points must be Large or larger trees.

True Resurrection

Necromancy (Life, Soul)
Skill: Religion
Level: Divine 9
Casting Time: 1 hour
Effect: This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels, constitution drain, or loss of prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Note: Even *true resurrection* can't restore to life a creature who has died of old age.

Material Components: A sprinkle of holy (or unholy) water and diamonds worth a total of at least 25,000 gp.

Undetectable Alignment

Abjuration (Shielding)
Skill: Spellcraft
Level: Arcane 2, Divine 2
Casting Time: 1 minute
Range: Close (30 ft.)
Target: One creature or object
Duration: Extreme (12 hours) (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: This ritual conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Evocation (Power) [Evil]
Skill: Religion
Level: Divine 5
Casting Time: 24 hours
Range: Touch
Area: Large (50 ft.) radius emanating from the touched point
Duration: Instantaneous/1 year
Saving Throw: See text
Spell Resistance: See text
Effect: Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, any dead body interred in an unhallowed site costs half the normal material components to raise as an undead creature.

Finally, you may choose to fix a single spell effect to the unhallowed

site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

Note: An area can receive only one hallow or unhallow spell (and its associated spell effect) at a time. If an area is hallowed, it cannot be unhallowed. *Unhallow* counters but does not dispel *hallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

Unseen Servant

Conjuration/Evocation (Creation, Control)
Skill: Arcana
Level: Arcane 1
Casting Time: 1 minute
Range: Medium (100 ft.)
Manifestation: One invisible, mindless, shapeless servant
Duration: Long (1 hour) (D)
Saving Throw: None
Spell Resistance: No
Effect: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Vision

Divination (Knowledge)
Skill: Local
Level: Arcane 7
Casting Time: 1 minute
Effect: This ritual functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then perform the ritual. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + caster level) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After the spell is complete, you are exhausted.

If you perform this ritual while fatigued or exhausted, you must make a Fortitude save (DC 15 if fatigued or DC 20 if exhausted) or immediately fall unconscious for ten minutes. When you wake up, you remember the information (if any).

Water Breathing

Transmutation (Imbuement)
Skill: Nature, Survival
Level: Arcane 3, Divine 2
Casting Time: 1 standard action
Range: Touch
Target: Living creatures touched
Duration: Extreme (12 hours) (D); see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Will)
Effect: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

Note: The ritual does not make creatures unable to breathe air.

Whispering Wind

Divination (Communication) [Air]
Skill: Arcana, Nature
Level: Arcane 2, Divine 2
Casting Time: 1 minute
Range: 10 miles
Duration: Extreme (12 hours) or until discharged
Saving Throw: None
Spell Resistance: No
Effect: You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

Note: This spell cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Transmutation (Polymorph) [Air]
Skill: Nature
Level: Divine 6
Casting Time: 1 standard action
Range: Touch
Targets: You and up to four touched creatures
Duration: Extreme (12 hours) (D); see text
Saving Throw: No and Will negates (harmless)
Spell Resistance: No and Yes (harmless)
Effect:

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the ritual (as does any time spent in

physical form). As noted above, you can dismiss the ritual, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the ritual's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the ritual is about to end.

Appendix A

Conditions

Ability Damaged: The character has temporarily lost 1 or more attribute score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to attribute scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more attribute score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

bewildered: A bewildered creature is mentally affected in a way that detracts from his ability to act, causing him to be vulnerable. He takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Blinded: A blinded character cannot see. She takes a −2 penalty to attack rolls, Armor Class, and any checks which involve sight. In addition, she is flat-footed and moves at half speed. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Bloodied: At or below half hit points. Bloodied creatures are more vulnerable to many spells and effects.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character is unable to independently control its actions. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character is vulnerable and flat-footed.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature treats everything he sees as if it has concealment (20% miss chance), and takes a −4 penalty to Spot checks. He is also unable to use darkvision.

Dead: The character's critical damage exceeds his Constitution score, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She 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.

Demoralized: A demoralized character is filled with doubt and uncertainty, making it vulnerable. It takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Dying: A dying character is unconscious and near death. She has −1 to −9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches −10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: −1 penalty on attack rolls, saving throws, and checks; loss of 5 hit points; and −1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell slot from the highest spell level she has available.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a −2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class. An entangled character who attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a −4 penalty to attack rolls, saving throws, checks, DCs, and AC. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a −4 penalty on skill checks made as reactions, such as Listen and Spot

checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and is vulnerable, giving it a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A flat-footed character is unable to react normally to attacks. It does not apply its Dexterity (if positive), dodge modifier, or shield modifier to its AC. It still suffers any penalties from having a negative Dexterity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature is vulnerable, causing it to take a −2 penalty on all attack rolls, saving throws, checks, DCs, and AC. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Grappled: A grappled character 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 one of your hands (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. For example, you cannot attack with a two-handed weapon while grappling.
- You take a −2 penalty to all attack rolls except those made to grapple.
- You lose your Dexterity and dodge modifiers to AC to all opponents except the one you are grappling.
- Anyone making a ranged attack at you has a 50% chance to strike the other participant in the grapple instead.
- You do not threaten any opponents except for the creature you are grappling with.
- You take an additional −4 penalty to attack rolls made with one-handed weapons, since they are too large and cumbersome to be used effectively in a grapple.
- You cannot cast spells with somatic components.
- Casting a spell without somatic components requires a DC 20 + double spell level Concentration check.
- You cannot move normally.

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 **??** for more information.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (−10 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits take only the damage for a normal hit, and do not need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

ignited: An ignited creature has been set on fire. It is vulnerable, causing it to take a −2 penalty to attack rolls, saving throws, checks, DCs, and AC. In addition, it takes d6 damage per round from the fire. If the creature takes a move action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone as part of the action gives a +4 circumstance bonus on this save.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses and dodge modifiers to AC. (See page **??**, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions. A nauseated creature is also vulnerable, causing it to take a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Overwhelmed: An overwhelmed creature is surrounded by enemies. Any creature suffering overwhelm penalties is considered to be overwhelmed. If a creature cannot be overwhelmed, it is immune to overwhelm penalties.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature is vulnerable, causing it to take a −2 penalty on attack rolls, saving throws, checks, DCs, and AC. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is similarly incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a −4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a −4 penalty to AC against melee attacks.

Standing up is a move action that does not provoke attacks of opportunity.

Shaken: A shaken character is vulnerable, so it takes a −2 penalty on attack rolls, saving throws, checks, DCs, and AC.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Sickened: A sickened character feels physically ill, making him vulnerable. He takes a −2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Slowed: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a −2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points.

Staggered: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a −2 penalty on attack rolls, saving throws, checks, DCs, and AC. A character with 0 hit points is staggered.

Stunned: A stunned creature drops everything held, can't take actions, and is flat-footed and vulnerable.

Unaware: An unaware creature has not had time to react. It is flat-footed and cannot take attacks of opportunity or immediate actions. All creatures are unaware until they take their first action in an encounter. Note that an encounter can start before initiative is rolled.

Unconscious: Knocked out and helpless. Unconsciousness can result from having critical damage, or from nonlethal damage in excess of twice the character's current hit points.

Vulnerable: Weakened and susceptable to attack. A creature can be vulnerable for many reasons. A vulnerable creature takes a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Appendix B

Wealth

B.1 Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table B.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	100 gp	100 gp
2	500 gp	400 gp
3	1,500 gp	1,000 gp
4	3,000 gp	1,500 gp
5	5,500 gp	2,500 gp
6	9,000 gp	3,500 gp
7	14,000 gp	5,000 gp
8	20,500 gp	6,500 gp
9	28,500 gp	8,000 gp
10	38,500 gp	10,000 gp
11	50,500 gp	12,000 gp
12	65,000 gp	14,500 gp
13	82,000 gp	17,000 gp
14	101,500 gp	19,500 gp
15	124,000 gp	22,500 gp
16	149,500 gp	25,500 gp
17	178,500 gp	29,000 gp
18	211,000 gp	32,500 gp
19	247,000 gp	36,000 gp
20	287,000 gp	40,000 gp

Table B.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp - 10 gp	—
1	11 gp - 75 gp	1/2
2	76 gp - 250 gp	1
3	251 gp - 750 gp	2
4	751 gp - 1,500 gp	3
5	1,501 gp - 2,750 gp	3
6	2,751 gp - 4,000 gp	4
7	4,001 gp - 5,500 gp	5
8	5,501 gp - 7,500 gp	6
9	7,501 gp - 9,500 gp	7
10	9,501 gp - 12,000 gp	7
11	12,001 gp - 15,000 gp	8
12	15,001 gp - 19,000 gp	9
13	19,001 gp - 23,000 gp	10
14	23,001 gp - 28,000 gp	11
15	28,001 gp - 33,000 gp	11
16	33,001 gp - 38,000 gp	12
17	38,001 gp - 45,000 gp	13
18	45,001 gp - 52,000 gp	14
19	52,001 gp - 60,000 gp	14
20	60,001 gp - 70,000 gp	15

B.2 Item Levels

Each item has a level associated with it. This level is different from its caster level, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

B.2.1 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 or at 1st level, for a total of six items (or fewer if the character is less than 6th level).

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.

Appendix C

Magic Item Basics

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

C.1   Magic Item Types

Magic items are divided into two broad categories:

- Apparel items provide access to their powers while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Implements provide access to their powers when wielded. A *flaming longsword* and a *wand of fire* are implements.
- Tools provide access to their powers when used in some way. A *bag of holding* is a tool.

Apparel: There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
    - Bracers, bracelets, gauntlets, and gloves.
- Armor
- Head items:
    - Hats, headbands, and helmets
- Leg items:
    - Boots and shoes.
- Rings
- Torso items:
    - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional equipped items beyond those listed above have no effect.

A rare few apparel items can be "worn" without taking up space on a character's body. The description of an item indicates when it has this property.

Implements: The most common implements are weapons and shields. Spellcasters also often use wands and staves to enhance their power.

Tools: Tools can come in many varieties.

C.2   Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

C.2.1   Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action and does not provoke attacks of opportunity.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action and provokes attacks of opportunity as normal for casting. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and he must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action that does not provoke attacks of opportunity. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

C.3   Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

C.3.1   Scaling Bonuses

A number of magic items provide direct numerical bonuses to a particular aspect of a character. For some items, the bonus inherently provided by the item is the minimum bonus it grants. For example, a *+2 longsword* grants a +2 bonus to attack and damage to any character, even a 1st level character. However, a character of legendary might can draw more power from the same item. Any scaling item provides at +1 bonus when worn by a character of at least 4th level. This bonus increases to +2 at 8th level, to +3 at 12th level, to +4 at 16th level, and finally to +5 at 20th level. If an

item scales, it is noted in its description.

Only class levels are considered when determining the scaling bonus of an item. Hit Values of any other type are not included.

C.3.2 Saving Throws

If a magic item allows a saving throw against its effects, the DC is listed in the item's description. Typically, the DC is equal to 10 + 1/2 the caster level of the item + the minimum attribute required to cast that level of spell.

C.4 Magic Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a −5 penalty for the item's effective Dexterity of −5. If a creature holds the item, use the creature's Dexterity in place of the −5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the Spellcraft skill for details.

- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a dispel magic spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is a number representing the caster level itself.

  For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

- **Requirements:** The qualifications that must be met to create the item, described in Creating Magic Items, page **??**.

- **Market Price:** This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

- **Cost to Create:** The next part of a notational entry is the cost in gp to create the item, given following the word "Cost." This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

  Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.

- **Weight:** The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

C.5 Arms and Armor

C.5.1 Armor and Shields

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. They always provide a scaling enhancement bonus to a character's armor modifier or shield modifier to AC; see Scaling Bonuses, page **??** for details. In addition to an enhancement bonus, armor may have special abilities or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Prices: The prices of enhancement bonuses to armor are listed in Table **??**: Magic Armor and Shields. If armor has a special ability, the price of the special ability is added to the price of the armor. The number of special abilities on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the armor.

Table C.1: Magic Armor and Shields

Minimum Enhancement Bonus	Base Price	Item Level
+1 armor/shield	1,000 gp	4th
+2 armor/shield	4,000 gp	6th
+3 armor/shield	9,000 gp	9th
+4 armor/shield	16,000 gp	12th
+5 armor/shield	25,000 gp	14th

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield's hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields - by wearing them. Special abilities on body armor are usually activated if the character is struck or damaged, while special abilities on shields are usually activated if the character avoids an attack.

Table C.2: Armor Special Abilities

Special Ability	Cost	Item Level	Location
Energy Resistance, Minor	1,000 gp	4th	Armor
Flaming Burst	2,000 gp	5th	Armor, Shield
Freezing Burst	2,000 gp	5th	Armor, Shield
Energy Resistance, Major	4,000 gp	6th	Armor
Shocking Burst	4,500 gp	7th	Armor, Shield
Spell Resistance	25,000 gp	14th	Armor

Energy Resistance, Minor

Price (Level): 1,000 gp (4th)
Body Location: Armor
Aura, Caster Level: Faint Abjuration (Shielding), 4th
Activation: Immediate (triggered) 3/day

When you take energy damage, you can activate this armor to reduce the damage by 10.

Creation Requirements: Abjuration (Shielding) 1; caster level 2nd or armorsmithing 8

Energy Resistance

Price (Level): 4,000 gp (6th)
Body Location: Armor
Aura, Caster Level: Moderate Abjuration (Shielding), 8th
Activation: Immediate (triggered) 3/day

When you take energy damage, you can activate this armor to reduce the damage by 20.

Creation Requirements: Abjuration (Shielding) 2; caster level 8th or armorsmithing 12

Flaming Burst

Price (Level): 2,000 gp (5th)
Body Location: Armor, Shield
Aura, Caster Level: Faint Evocation (Energy) [Fire], 4th
Activation: Immediate (triggered) 1/day

When you are struck or missed by a melee attack, you can trigger a burst of flames which sear towards the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is ignited for 5 rounds or until it puts out the flames, which requires a move action and a DC 15 Reflex save. While ignited, it takes d6 fire damage each round and is vulnerable, causing it to take a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or armorsmithing 8

Freezing Burst

Price (Level): 2,000 gp (5th)
Body Location: Armor, Shield
Aura, Caster Level: Faint Evocation (Energy) [Cold], 4th
Activation: Immediate (triggered) 1/day

When you are struck or missed by a melee attack, you can trigger a frigid burst against the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is fatigued for 5 rounds. While fatigued, it can neither run nor charge and is vulnerable, giving it a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or armorsmithing 8

Shocking Burst

Price (Level): 4,500 gp (7th)
Body Location: Armor, Shield
Aura, Caster Level: Faint Evocation (Energy) [Electricity], 6th
Activation: Immediate (triggered) 1/day
Saving Throw: Fortitude DC 16

When you are struck or missed by a melee attack, you can trigger a powerful jolt of electricity that zaps the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is staggered for 5 rounds if it fails a Fortitude save. While staggered, it may take a single move action or standard action each round, but not both. It cannot take full-round actions, but it may take swift actions. In addition, it is vulnerable, causing it to take a −2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 3; caster level 6th or armorsmithing 10

Spell Resistance

Price (Level): 25,000 gp (14th)
Body Location: Armor
Aura, Caster Level: Moderate Abjuration (Shielding), 10th

Activation: Standard (specific action) 1/day

By crouching low and striking the ground with your fist, you command your armor to grant you spell resistance. The spell resistance lasts for as long as you remain crouching, and for 5 rounds theareafter. You can move at half speed while crouching.

During that time, you may always make a saving throw when a spell is cast on you. If you succeed, the spell has no effect on you. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Creation Requirements: Abjuration (Shielding) 5; caster level 10th or armorsmithing 14

C.5.2 Weapons

Magic weapons improve a character's combat abilities. They always provide a scaling enhancement bonus to a character's attack and damage; see Scaling Bonuses, page **??** for details. In addition to an enhancement bonus, weapons may have special abilities or be made of an unusual material.

Weapon Prices: The prices of enhancement bonuses to weapons are listed in Table **??**: Magic Weapons. If a weapon has a special ability, the price of the special ability is added to the price of the weapon. The number of special abilities on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the armor.

Table C.3: Magic Weapons

Minimum Enhancement Bonus	Base Price	Item Level
+1 weapon	1,000 gp	4th
+2 weapon	4,000 gp	6th
+3 weapon	9,000 gp	9th
+4 weapon	16,000 gp	12th
+5 weapon	25,000 gp	14th

Caster Level for Weapons: The caster level of a magic weapon with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield's hardness and +10 to its hit points.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Special abilities are applied from both sources, as long as they are not identical. If conflicting special abilities exist, the special ability on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon in the same way a character benefits from a mundane weapon - by attacking with it. Special abilities on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect,

but do not multiply the weapon's regular damage.

Table C.4: Weapon Special Abilities

Special Ability	Cost	Item Level
Executioner	2,000 gp	5th
Flaming	2,000 gp	5th
Freezing	2,000 gp	5th
Shocking	4,500 gp	7th

Executioner

Price (Level): 2,000 gp (4th)
Aura, Caster Level: Faint Divination (Knowledge), 4th
Activation: Immediate (triggered) 1/day
When you threaten a critical hit with this weapon, you can activate it receive a brief glimpse of the future, showing you how to wound your foe deeply. If you do, you may roll the threat confirmation twice and take whichever roll you prefer.
Creation Requirements: Divination (Knowledge) 2; caster level 4th or weaponsmithing 8

Flaming

Price (Level): 2,000 gp (5th)
Aura, Caster Level: Faint Evocation (Energy) [Fire], 4th
Activation: Immediate (triggered) 1/day
When you strike a foe with this weapon, you can engulf the weapon in flames. If you do, your foe is ignited for 5 rounds or until it puts out the flames, which requires a move action and a DC 15 Reflex save. While ignited, it takes d6 fire damage each round and is vulnerable, causing it to take a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.
Creation Requirements: Evocation (Energy) 2; caster level 4th or weaponsmithing 8

Freezing

Price (Level): 2,000 gp (5th)
Aura, Caster Level: Faint Evocation (Energy) [Cold], 4th
Activation: Immediate (triggered) 1/day
When you strike a foe with this weapon, you can unleash an icy blast from the weapon. If you do, your foe is fatigued for 5 rounds. While fatigued, it can neither run nor charge and is vulnerable, giving it a −2 penalty to attack rolls, saving throws, checks, DCs, and AC.
Creation Requirements: Evocation (Energy) 2; caster level 4th or weaponsmithing 8

Heartseeker

Price (Level): 12,500 gp (11th)
Aura, Caster Level: Moderate Divination (Awareness), 10th
Activation: Immediate (triggered) 1/day
When you strike the same foe with this weapon for multiple rounds in a row, you can suddenly perceive a critical weakness in your foe's defenses. You must strike the foe for a number of consecutive rounds equal to the critical multiplier of the weapon you are using. If you activate the item, the final hit automatically becomes a confirmed critical hit. This has no effect on creatures immune to critical hits.
Creation Requirements: Divination (Awareness) 5; caster level 10th or weaponsmithing 14

Lifebonder

Price (Level): 8,000 gp (9th)
Aura, Caster Level: Moderate Necromancy (Life), 8th
Activation: Immediate (triggered) 1/day
Saving Throw: Will DC 18
When you damage a foe with this weapon, you can forcibly bond your

life force with your foe's. If you do, and the struck creature fails a Will save, you and the creature share damage for 5 rounds, as the *link vitality* spell. Whenever one creature takes damage or receives healing, the other also receives the same amount of damage or healing. This takes effect after the damage dealt by your initial attack.

Lifedrinker

Price (Level): 9,000 gp (9th)
Aura, Caster Level: Moderate Necromancy (Life) [Healing], 6th
Activation: Immediate (triggered) 3/day
When you damage a foe with this weapon, you can absorb your foe's life energy. If you do, you gain life equal to the damage dealt by the blow. You cannot gain more hit points than your foe has.
Creation Requirements: Necromancy (Life) 3; caster level 6th or weaponsmithing 10

Soulreaver

Price (Level): 32,000 gp (15th)
Aura, Caster Level: Strong Necromancy (Soul), 16th
Activation: —and standard (specific action)
This ghostly, translucent weapon strikes directly at the target's soul. It ignores all damage reduction, but it does not deal hit point damage. In fact, a creature struck by the weapon only feels the weapon pass through it harmlessly. Damage that would be dealt by the weapon is delayed for up to 24 hours. While the damage is delayed, it cannot be cured.
In order to convert the delayed damage into real damage, the wielder must stab himself through the heart with the weapon as a standard action. This deals no damage to the wielder, but any creatures that have been dealt damage by the weapon immediately take lethal damage equal to the delayed damage the weapon has stored up for them. Any such damage dealt in excess of the creature's hit points is converted directly into critical damage.
A soulreaver weapon has no effect on objects. While wielded, it has physical form only for its wielder, making it impossible to sunder or disarm. While not in use, it can be picked up and touched normally.
Creation Requirements: Necromancy (Soul) 8; caster level 16th or weaponsmithing 20

Shocking

Price (Level): 4,500 gp (7th)
Aura, Caster Level: Faint Evocation (Energy) [Electricity], 4th
Activation: Immediate (triggered) 1/day
When you strike a foe with this weapon, you can unleash an powerful electrical jolt from the weapon. If you do, your foe is staggered for 5 rounds if it fails a Fortitude save. While staggered, it may take a single move action or standard action each round, but not both. It cannot take full-round actions, but it may take swift actions. In addition, it is vulnerable, causing it to take a −2 penalty on attack rolls, saving throws, checks, DCs, and AC.
Creation Requirements: Evocation (Energy) 2; caster level 4th or weaponsmithing 8

Vorpal

Price (Level): 40,500 gp (18th)
Aura, Caster Level: Strong Transmutation (Augment), 18th
Activation: Immediate (triggered) 1/day
When you roll a 20 with this weapon and confirm the critical hit, you can instantly decapitate your foe. If you do, it dies immediately, with no saving throw allowed. This has no effect on creatures without a discernable head, creatures unaffected by the loss of a single head, or creatures whose head you cannot reach.
Creation Requirements: Transmutation (Augment) 9; caster level 18th or weaponsmithing 22

C.6 Apparel

C.6.1 Arms

C.6.2 Head

C.6.3 Legs

C.6.4 Rings

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal - usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Rings have highly varied activation methods. Some are active as long as they are worn, some are triggered by specific circumstances, and some respond to a command word.

Protection

Price (Level): Varies gp (see text)
Body Location: Varied Abjuration (Shielding)
Aura, Caster Level: varies, —
Activation: A

ring of protection grants a scaling enhancement bonus to your saving throws while worn. See page **??** for details on scaling bonuses. The properties of the ring depend on its minimum enhancement bonus, as shown in the table below.

Table C.5: Ring of Protection

Minimum Enhancement Bonus	Base Price	Item Level
+1	1,000 gp	4th
+2	4,000 gp	6th
+3	9,000 gp	9th
+4	16,000 gp	12th
+5	32,000 gp	15th

The caster level is equal to three times the item's minimum enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's caster level + 4.

Creation Requirements: Abjuration (Shielding) 1; caster level varies or jewelry varies

C.6.5 Torso

C.7 Implements

C.7.1 Rods

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

C.7.2 Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a read magic spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her spell list.
- The user must have the requisite attribute score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

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.

C.7.3 Staffs

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Table C.6: Spell Scrolls

Common Scrolls	Market Price
0-Level Spells	12 gp 5 sp
1st-Level Spells	50 gp
2nd-Level Spells	200 gp
3rd-Level Spells	450 gp
4th-Level Spells	800 gp
5th-Level Spells	1250 gp
6th-Level Spells	1800 gp
7th-Level Spells	2450 gp
8th-Level Spells	3200 gp
9th-Level Spells	4050 gp
Bard Scrolls	**Market Price**
1st-Level Bard Spells	50 gp
2nd-Level Bard Spells	200 gp
3rd-Level Bard Spells	525 gp
4th-Level Bard Spells	1000 gp
5th-Level Bard Spells	1625 gp
6th-Level Bard Spells	2400 gp
Paladin/Ranger Scrolls	**Market Price**[2]
1st-Level Paladin/Ranger Spells	50 gp
2nd-Level Paladin/Ranger Spells	500 gp
3rd-Level Paladin/Ranger Spells	1200 gp
4th-Level Paladin/Ranger Spells	2200 gp

1 Includes cleric, druid, sorcerer, and wizard spells
2 Scrolls of paladin and ranger spells cost twice as much to buy because of their rarity. The cost to scribe them is no different than normal, and players attempting to sell such scrolls will find it difficult to find a buyer, so such items sell for a quarter of their market price.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

C.7.4   Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 25 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or

area. A wand may be used while grappling or while swallowed whole.

Table C.7: Wands

Wand	Market Price
0-Level Spells	375 sp
1st-Level Spells[1]	500 gp
2nd-Level Spells	2000 gp
3rd-Level Spells	4500 gp
4th-Level Spells	8000 gp
Bard Wands	**Market Price**
1st-Level Bard Spells	500 gp
2nd-Level Bard Spells	2000 gp
3rd-Level Bard Spells	5250 gp
4th-Level Bard Spells	10000 gp
Paladin/Ranger Wands	**Market Price**[2]
1st-Level Paladin/Ranger Spells	1000 gp
2nd-Level Paladin/Ranger Spells	4000 gp
3rd-Level Paladin/Ranger Spells	7500 gp
4th-Level Paladin/Ranger Spells	14000 gp

1 Includes cleric, druid, sorcerer, and wizard spells
2 Wands of paladin and ranger spells cost twice as much to buy because of their rarity. The cost to craft them is no different than normal, and players attempting to sell such wands will find it difficult to find a buyer, so such items sell for a quarter of their market price.

Wand Descriptions: All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

C.8   Tools

C.8.1   Potions and Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect - the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the effective caster of the effect.

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory – for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a potion of cure moderate wounds.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grapple attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather

than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed, or in some other way ingested. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature. Exceptionally large objects or creatures require a greater time expenditure.

Potion Descriptions: The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified). Common potions refer to potions of spells on the cleric, druid, or unrestricted sorcerer/wizard spell lists. Any other spells, such as restricted sorcerer/wizard spells, are considered "uncommon".

Table C.8: Potions and Oils

Potion or Oil	Market Price	Item Level	Extra Price Modifier
1st-level spell (common)	50 gp	1st	+50 gp per caster level
1st-level spell (uncommon)	75 gp	1st	+75 gp per caster level
2nd-level spell (common)	400 gp	3rd	+100 gp per caster level
2nd-level spell (uncommon)	600 gp	3rd	+200 gp per caster level
3rd-level spell (common)	900 gp	4th	+150 gp per caster level
3rd-level spell (uncommon)	1350 gp	4th	+225 gp per caster level

C.9 Magic Item Creation

By investing time, money, and energy, spellcasters and craftsmen of great skill can imbue items with magical power. Learning how to perform this process requires the Imbue Magic feat. In addition, each magical item has certain requirements that must be met before it can be crafted. These requirements can be met in one of two ways: by casting spells into the item, or by using an appropriate Craft skill.

C.9.1 Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation (Energy) 3; caster level 6th or weaponsmithing 9

This is composed of six parts: the school, the subschool, the spell level, the minimum caster level, the appropriate Craft skill, and the minimum number of ranks in that skill. Which requirements you must meet to create the item depend on how you are creating it.

Using Spells

To create an item with a spell, you must know a single spell that has the school and subschool listed in the magic item's requirements. The spell's level must be at least as high as the spell level listed in the requirements. For example, a wizard who knows the Fireball spell would be able to craft that item, because *fireball* is a 3rd level spell from the Evocation school with the (Energy) subschool. The spell need not match exactly; it can have other components as well. A druid who knows *fire seeds*, a 6th level Evocation/Transmutation (Energy, Imbuement) [Fire] spell, could also craft the item.

Some magic items are more complex, requiring multiple schools, subschools, or descriptors. It may be impossible to craft these items without the Imbuement Admixture feat, allowing you to use multiple spells to craft an item.

Crafting

To craft an item, you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must have learned how to craft items from the item's school and subschool using that Craft skill. For every 5 ranks you have in a Craft skill, you learn how to make items from an additional subschool and its associated school. You can learn more subschools with the Versatile Crafter feat.

Some magic tems are more complex, requiring multiple schools and subschools or even multiple Craft skills. You must know all of those schools and subschools with each Craft skill you use for the item.

C.9.2 Creation Process

Appendix D

Optional Rules

D.1 Attributes

D.1.1 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 D.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.1: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

Table D.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-7	−2	−2[1]
8-9	−1	−1[1]
10-11	0	0
12-13	1	1
13-14	2	2
15-16	3	3
17	4	5
18	5	8

1 You gain extra points for having low stats. You can gain these points any number of times per character.

For characters with more extreme attribute scores, use the following approach for each attribute score, starting with 10 points as normal:

- Roll 2d8
- Take the average, rounding down
- Subtract 3
- Spend the points as indicated on Table 1.1: Attribute Score Point

Costs until you have no points left.

Random Point Buy

This method gives you no control over the character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except that you also randomize the order in which the attribute scores are rolled.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered chracters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d8 for each attribute score and subtract 3 from each result. The result is the attribute score.