

Chapter 1

Advanced Classes

Characters above 6th level can increase substantially in power and versatility. Rules for these advanced characters are described below.

1.1 Class Descriptions

1.1.1 Barbarian

Channeled Rage: Some channeled rages require higher levels in barbarian.

Mindless Rage: The barbarian becomes immune to mind-affecting spells and effects for the duration of his rage.

Prerequisites: Barbarian level 15th.

Spellbreaker Rage (Su): The barbarian gains spell resistance while raging. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Prerequisites: Barbarian level 9th.

Terrifying Rage (Su): Any enemy beginning its turn within the barbarian's threatened area must make a Will save or be shaken for 5 rounds. The save DC is equal to 10 + the barbarian's level + his Charisma modifier. This can only affect any individual creature once per 24 hours.

Prerequisites: Barbarian level 6th.

Unstoppable Rage: Each round, the barbarian can bull rush an opponent as a swift action that does not provoke attacks of opportunity.

Prerequisites: Barbarian level 6th.

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

of a creature of his actual size. The benefits of this class feature stack with the effects of spells and abilities that increase the barbarian's size category.

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

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.

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

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 staggered at 0 hit points, and cannot take critical damage. However, every 50 points of damage he takes in excess of his hit points reduces the duration of his rage by one round, and the Endless Rage channeled rage ability does not extend the duration of his rage if he is at 0 hit points. Once his rage ends, the effects of the barbarian's wounds apply normally if they have not been healed. This ability does not prevent death from spell effects such as *finger of death* or *disintegrate*.

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

1.1.2 Cleric

Spells: A cleric gains additional spells per day and spells known as he increases in 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 takes half damage from falling damage.

Chaos – Fortune's Friend: Whenever the cleric rolls randomly

Table 1.1: 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	
6th	+6/+1	+8	+5	+3	Improved uncanny dodge, channeled rage
7th	+7/+2	+9	+6	+3	Larger than life
8th	+8/+3	+10	+7	+4	Rage +3
9th	+9/+4	+11	+8	+4	Channeled rage
10th	+10/+5	+12	+8	+5	Greater uncanny dodge
11th	+11/+6/+1	+13	+9	+5	Tireless rage
12th	+12/+7/+2	+14	+10	+6	Channeled rage, chaotic rage
13th	+13/+8/+3	+15	+10	+6	Indomitable will
14th	+14/+9/+4	+16	+11	+7	Rage +4
15th	+15/+10/+5	+17	+12	+7	Channeled rage
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	Endless rage, rage +5

Table 1.2: The Cleric

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

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 other than *death knell*, he automatically gains the benefits of a *death knell* spell as if it was cast on the creature he killed.

Destruction – 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 Maneuver Class 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 gains Spell Focus (Fire) as a bonus feat.

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 Triumph: Whenever the cleric would take 10, he

Table 1.3: Spells per Day

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

Table 1.4: Cleric Spells Known

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

may instead take 12, treating any roll lower than a 12 as if it had been a 12.

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 may maintain concentration on Abjuration (Shielding) effects as a swift action.

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

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

Trickery – :

Vitality – :

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

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

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

Channeled Domain Power (Su): The cleric gains an additional channelled domain power at 9th 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 channelled 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 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. 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. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

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.

Table 1.5: The Druid

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

1.1.3 Druid

Spells: A druid gains additional spells per day and spells known as she increases in level.

Table 1.6: Spells per Day

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

Wild Aspect: At 7th and 9th level, a druid learns how to take on a new wild aspect. She may choose from the full list of wild aspects, given below.

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.

Table 1.7: Druid Spells Known

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

- Low-Light Vision: The druid gains low-light vision.
- Scent: The druid gains the scent ability.
- Natural Attunement: The druid gains a +4 enhancement bonus to Creature Handling, Ride, and Survival checks.
- 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 limit is reached, 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.

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 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 Maneuver Class 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 + the druid's level + the druid's Charisma. In addition, the druid can use 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 + 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 + 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 + the druid's level + 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 + 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 + 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 a +5 shield bonus.
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.

Totemic 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 abilities 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.

1.1.4 Fighter

Bonus Feats: The fighter gains an additional bonus feat at 6th level and every four fighter levels thereafter (6th, 10th, 14th, and 18th).

Adaptive Style Feats: The fighter gains an additional adaptive style feat at 8th level and every four fighter levels thereafter (8th, 12th, 16th, and 20th).

Improved Armor Discipline: At 7th level, a fighter's training in his chosen armor category (or with all armor categories) improves. He reduces the armor check penalty by 4 and decreases the arcane spell failure by 15%. In addition, he treats his chosen armor (or armors) as if it were one encumbrance category lighter than it is. This does not stack with the effects of armor discipline.

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 / wizard 2 who reduces his encumbrance in light armor could cast without any arcane spell failure in light armor.

Table 1.8: 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	Battlemaster, bonus feat
11th	+11/+6/+1	+13	+5	+9	Improved combat discipline
12th	+12/+7/+2	+14	+6	+10	Adaptive style feat
13th	+13/+8/+3	+15	+6	+10	Greater armor discipline
14th	+14/+9/+4	+16	+7	+11	Bonus feat, improved adaptive style
15th	+15/+10/+5	+17	+7	+12	Greater weapon discipline
16th	+16/+11/+6/+1	+18	+8	+13	Adaptive style feat
17th	+17/+12/+7/+2	+19	+8	+13	Greater combat discipline
18th	+18/+13/+8/+3	+20	+9	+14	Bonus feat, improved battlemaster
19th	+19/+14/+9/+4	+21	+9	+15	True discipline
20th	+20/+15/+10/+5	+22	+10	+16	Adaptive style feat, greater adaptive style

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 gains a +2 competence bonus to attack rolls with weapons from that group. If he did not, he can apply all weapon group-specific feats he has to any weapon group that he trains with for 8 hours. He retains this benefit for one week after the training.

Battlemaster: At 10th level, a fighter can improve his allies' combat abilities. As a standard action, he may grant the use one of his combat feats to allies within 30 feet of him who can see and hear him. He can affect a number of allies equal to 1 + his Intelligence (minimum 1). Affected allies must meet all prerequisites for the granted feat, except that they can ignore any feat prerequisites. The effect lasts for 5 rounds. The fighter can use this ability a number of times per day equal to 3 + his Charisma.

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 6 and decreases his arcane spell failure by 30% 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. This does not stack with the benefits of armor discipline or improved armor discipline.

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

Improved Adaptive Style: At 14th 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.

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 using the Heartseeker combat style and wielding a longsword would have a critical threat range of 16-20 (x3), while a similar fighter would have a critical threat range of 18-20 (x5) with a heavy pick.

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.

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

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 the first attack he makes each round and automatically confirms all critical threats while using his chosen weapons.

True Armor Discipline: The fighter no longer suffers armor check penalties or 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.

1.1.5 Monk

Unarmed Strike: The monk's unarmed damage continues to increase as she gains levels.

Table 1.10: 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 6th level, the monk may select any combat maneuver feat that she qualifies for.

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. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

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 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 wait five minutes 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

Table 1.9: 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, <i>ki</i> 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	<i>Ki</i> 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, <i>ki</i> 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	<i>Ki</i> 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	<i>Ki</i> strike (epic), perfect self	2d10	+60 ft.

creature that doesn't have similar damage reduction.

Slow Fall (Ex): At 20th level, the monk can use a nearby object to slow her descent and fall any distance without harm.

1.1.6 Paladin

Spells: The paladin continues to gain new spells known as she gains in level.

Table 1.12: Paladin Spells Known

Level	Spell 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

Improved Smiting (Su): At 8th level, the paladin adds the following improved smiting 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.

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

Table 1.11: 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, discernment (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	Discernment (chaos), 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	Discernment (lies), pass judgment	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

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.

Discernment (Su): At 10th level, the paladin may also identify lies in the range of his discernment ability, as the *discern lies* spell.

Pass Judgment (Su): At 10th level, the paladin gains the ability to freely pass judgment on those she deems unworthy. As a swift action, she may pass judgment on a creature within 100 feet of her once per day. The creature is treated as being evil, chaotic, or both, at the paladin's discretion, in place of their original alignment. This effect lasts for one day per paladin level, or until the paladin changes her mind about the subject (a free action). This does not change the creature's actions or behavior, but the creature is subject to smite evil or smite chaos, would register as evil under the inspection of a *detect evil* spell, and so on.

No saving throw is allowed against this effect, and it cannot be dispelled, but a *remove curse*, *miracle*, or *wish* spell can remove it. The paladin can use this ability an additional time per day at 13th level and every odd level thereafter. A paladin should be careful when using this ability, as persecution of the innocent can lead overzealous paladins to fall.

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.

Table 1.13: 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

1.1.7 Ranger

Favored Terrain (Ex): At 6th level, and every four levels thereafter, the ranger gains an additional favored terrain.

Ranger Lore (Ex): At 6th level, and every 3 levels thereafter, the ranger gains an additional ranger lore ability.

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

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 *nondeception* 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.

1.1.8 Rogue

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.

Combat Tricks: The rogue gains an additional combat trick at 7th level and every three levels thereafter.

Skill Tricks: The rogue gains an additional skill trick at 8th level and every three levels thereafter.

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 Devices 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. The skill must be on the rogue class skill list. She gains a +6 competence bonus with the skill.

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 gains the Skill Mastery feat in a number of skills equal to 1 + half her Intelligence (minimum 1). Each skill must be on the rogue class skill list.

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.

Assassination: To use this ability, the rogue must spend a full round studying a foe has not noticed her and who is not in combat. If she make a melee ambush attack on her next turn against that target, her attack deals maximum damage. If the target becomes aware of her presence before she attacks, this ability has no benefit.

Crippling Ambush: 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 the rogue also takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Table 1.14: 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

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 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.

1.1.9 Sorcerer

Spells: A sorcerer gains additional spells as he increases in level.

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 combine 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

Table 1.16: Spells per Day

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

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

Table 1.15: The Sorcerer

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

Table 1.17: Sorcerer Spells Known

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

round with a DC 30 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 spellsurge trance can use his spellblend ability as a standard action instead of as a full-round action.

1.1.10 Spellwarped

Spellwarped Aspect (Su): At 7th level, and every four levels thereafter, the spellwarped gains an additional spellwarped aspect.

Table 1.18: The Spellwarped

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

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

He may choose more advanced spellwarped aspects that have level requirements, as indicated below.

General:

7th – Accelerated Recovery: The spellwarped regains spellwarp

points once per 10 minutes, rather than once per hour.

11th – Improved Attune Senses: The spellwarped can constantly gain the benefit of his Attuned Senses ability. He can toggle his enhanced senses on or off as a swift action.

Alteration:

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

7th – Alter Size: When the spellwarped uses his surge of power, he can increase or decrease by a size category, as he chooses. This is a size-affecting effect, and does not stack with other size-affecting effects.

Pyromancy:

11th – Improved Flameheart: The spellwarped's flameheart power lasts for 5 rounds.

Telekinesis:

7th – Shieldbearer: The spellwarped may wield shields, except tower shields, telekinetically. The shield floats in his square, granting him its AC bonus. He does not need a free hand to wield the shield and suffers no armor check penalty or arcane spell failure from it. The shield follows him as he moves. If it is forcibly removed from his square, he loses control over it and it falls to the ground.

11th – Mind Armory: The spellwarped may control a number of weapons equal to half his Intelligence with his mind blade ability. This does not allow him to make additional attacks per round, but he may attack interchangeably with any weapon he controls. Each weapon threatens an area and contributes to overwhelm penalties, just as with his normal mind blade ability.

Temporal:

7th – Accelerate Attack: While his surge of power is active, the spellwarped can make an additional attack at his full attack bonus when making a full attack.

Spell Resistance (Ex): At 9th level, the magic within the spellwarped allows him to completely ignore other magic, granting him spell resistance. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Improved Manipulate Magic (Su): At 13th level, the spellwarped can use his manipulate magic ability to affect any ally within Medium (100 ft.) range of him.

Mass Surge of Power (Su): At 17th level, the spellwarped can share the benefits of his surge of power with his allies. When he uses his surge of power, he can also affect up to five additional creatures within Medium (100 ft.) range of him.

Permanent Surge of Power (Su): At 19th level, the spellwarped can maintain the full power of his innate magic without limit. He can gain the effects of his surge of power indefinitely. He may toggle the ability on or off as a swift action at will, without expending spellwarp points. This does not allow him to activate his mass surge of power ability at will, and his allies only gain the benefits for 5 rounds.

Spellwarped Powers

As the spellwarped increases in level, he may choose more ad-

vanced spellwarped powers, listed below.

Alteration Powers

8th – Body Bludgeon: The spellwarped elongates and distorts a part of his body and strikes a foe with it. The foe must be within his reach, as if he were wielding a reach weapon. He must make an attack roll against the foe's AC. If he hits, he deals 1d6 bludgeoning damage per spellwarped level + his Strength. In addition, whether he hits or misses, he may make a bull rush attack on the creature that does not provoke attacks of opportunity. He need not move with the creature to push it back.

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

10th – Heal Wounds: As a standard action, the spellwarped can spend two spellwarp points to remove his own injuries by transforming himself into a healthier version of his body. He heals 1d6 points of damage per spellwarped level. This also removes any of the following conditions: blinded, diseased, exhausted, fatigued, nauseated, sickened, and poisoned.

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

14th – Flight: As a swift action, the spellwarped can grow wings to fly for 5 rounds. His fly speed is equal to his base land speed, and his maneuverability is good. At the end of the duration, the wings are subsumed back into his body. This ability is draining to use, and the spellwarped must wait for five minutes after using it before he can use it again.

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

18th – :

20th – :

Pyromancy Powers

8th – Conflagration: The spellwarped release a powerful explosion of flame. All creatures within a Medium (20 ft.) radius spread of him take 1d8 fire damage per two spellwarped levels. A successful Reflex save halves the damage.

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

12th – :

14th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for 1 round. In this form, he is immune to physical damage and can pass through openings as small as one inch at no movement penalty. However, he cannot attack normally or use any of his items, as they meld into his body. He may invoke any of his spellwarped powers normally. In this form, he can make a touch attack as a standard action to deal 1d6 points of fire damage per spellwarped level.

14th – Firestride: As a move action, the spellwarped can may teleport to any active flame of at least Tiny size within Medium (100 ft.) range. When he does so, he immolates himself and disappears into a pile of ash before stepping out from the flame unharmed. An ordinary torch is sufficient flame to teleport to, but not a candle.

16th – :

18th – Phoenix Revival: When the spellwarped takes critical damage, he may spend five spellwarp points as an immediate action, even if the critical damage would be sufficient to kill him. If he does, he ignores the critical damage he just took and dissolves into a pile of ash for 5 rounds. During this time, he can take no actions. If the pile of ash remains intact after 5 rounds, the spellwarped is restored to his normal body, with zero hit points but with all critical damage healed. However, if the pile of ash is dispersed, the spellwarped dies. The ash cannot be harmed by fire damage, and if the pile of ash would take at least 10 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions immediately after being restored.

20th – Immolate: The spellwarped consumes the body of a foe within Close (30 ft.) range in flames from the inside out. It takes 1d6 points of fire damage per spellwarped level, and if it is bloodied after it takes this damage, it immediately dies. A successful Fortitude save halves the damage and leaves a bloodied creature with 0 hit points.

Telekinesis Powers

8th – :

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

12th – Strangle: The spellwarped crushes the windpipe of a foe within Close (30 ft.) range using his mind, dealing 1d6 damage per spellwarped level. A creature bloodied after the damage is dealt is nauseated and immobilized for 1 round. A successful Fortitude save halves the damage and negates the nausea. The spellwarped can maintain concentration on the ability as a standard action to deal additional damage and extend the duration of the nausea by 1 round, spending one spellwarp point per round.

14th – :

16th – :

18th – :

20th – Mass Strangle: This attack functions like the strangle attack, except that the spellwarped can affect any creatures within a Small (10 ft.) radius.

Temporal Powers

8th – Pause Time: The spellwarped completely stops time for a single creature within Close (30 ft.) range for 5 rounds. A successful Will save negates the effect. The affected creature can take no actions and cannot be moved, damaged, or even affected in any way until the effect ends.

10th – :

12th – Swift Acceleration: This power functions like the brief acceleration power, except that it can be used as a swift action.

12th – Timestream: The spellwarped manipulates time in a Large (50 ft.) line that extends out from him for 5 rounds. All creatures and objects that pass through the line are slowed for 1 round, with no saving throw allowed. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DC 30 Perception check to notice in a clear environment, though objects passing through the effect can make it obvious.

14th – :

16th – Flash Step: As a swift action, the spellwarped can accelerate himself to immense speed, allowing him to take a run action.

He does not provoke attacks of opportunity for the movement, and is not flat-footed after running. After using this ability, the spellwarped must wait 5 rounds before he can use it again.

16th – Time Reversal: As a swift action, the spellwarped can spend a spellwarp point to create a “time lock.” The time lock persists for one round. As a standard action, he can bring a creature backwards through time to the point at which the time lock was created. A Will save negates this effect. An affected creature is perfectly restored to the point immediately after the time lock was created. The effects of any actions that the creature took in the intervening time are undone, any damage it dealt or took is removed, it is restored to its original location, and the creature is restored in all other ways, just as if the intervening time had never occurred. The spellwarped cannot reverse time for himself in this way.

18th – Time Stop: As a standard action, the spellwarped can spend three spellwarp points to step into an alternate timestream, causing him to speed up so greatly that all other creatures seem frozen. He can take a single round of actions in this alternate timestream. All creatures he attacks are treated as helpless, but he cannot perform a coup de grace or similar ability; such an act requires more care and precision than is possible with such immense speed. After using this ability, he must wait 5 rounds before he can use it again.

20th – Sever Time: The spellwarped completely stops time for a single creature for 5 rounds. This attack functions like the pause time power, except that no saving throw is allowed.

1.1.11 Wizard

Alignment: Any.

Spells: A wizard gains additional spells per day and spells known as she increases in level.

Table 1.20: Spells per Day

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

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

Table 1.19: The Wizard

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

Table 1.21: Wizard Spells Known

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

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.

Arcane Attunement (Su): At 10th level, and every five levels thereafter, the wizard gains the ability to attune herself to an additional item.

1.2 Character Advancement

Table 1.22: Character Advancement and Level-Dependent Bonuses

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

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

Chapter 2

Advanced Feats

2.0.1 General Feats

Mental Fortress [General]

Prerequisite: Charisma 9 or base Will save +18.

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

2.0.2 Class Feats

Improved Channeling [Class]

Prerequisite: Channel energy 3d6.

Benefit: You gain a +2 competence bonus to your effective cleric level when channeling energy.

2.0.3 Magic Feats

Empathic Casting [Magic, Style]

Prerequisite: Ability to cast an Enchantment (Emotion) spell of at least 3rd level.

Benefit: While using this style, you gain a +2 competence bonus to caster level with mind-affecting spells. In exchange, you take a –2 penalty to Will saves. At magic level 10th, and every 5 magic levels after that, you increase the bonus and penalty by 1.

Retributive Counterspell [Magic]

Prerequisites: Ability to cast 4th level spells.

Benefit: As part of the action to counter a spell, you may expend an Abjuration (Negation) spell of 4th level or higher. If you do, the counterspelled spell is turned back on the caster as if it were affected by the *spell turning* spell. If it cannot be affected by *spell turning*, such as if it is a spell that only affects the caster, it is simply countered as normal.

Spell Specialization [Magic]

Choose a school of magic or a spell descriptor to which you already have applied the Spell Focus feat.

Prerequisite: Magic level 8th, Spell Focus.

Benefit: You gain 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. In exchange, you take a –2 penalty to caster level with all other spells and spell-like abilities.

Wardwalker [Magic]

Prerequisite: Ability to cast an Abjuration (Warding) spell of at least 3rd level.

Benefit: When you trigger an Abjuration (Warding) spell, it does not take effect until one round after you triggered it, giving you time

to escape.

2.0.4 Skill Feats

Legendary Balance [Skill]

Prerequisite: Acrobatics 13 ranks

Benefit: You can balance on surfaces that cannot support your weight. The DC is 30 for liquids such as water, 35 for dense gases and raw energy, and 40 for ordinary air. While balancing in this way, you must take a move action each round to continue moving; you cannot remain in the same place in consecutive rounds, or you will fall. The DC increases by 2 for each consecutive round that you spend balancing in this way.

Legendary Climber [Skill]

Prerequisite: Climb 13 ranks.

Benefit: You gain a climb speed equal to your land speed. This grants several benefits.

- You can always take 10 on Climb checks, even when rushed, endangered, or distracted.
- You gain a +5 competence bonus on Climb checks.
- A successful Climb check allows you to move a distance equal to your climb speed.

In addition, you can now climb surfaces that are perfectly smooth. The DC is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling.

Legendary Craftsman [Skill]

Prerequisite: Craft (any) 13 ranks.

Benefit: You can craft items with whatever materials you have on hand. When making an item, if your Craft check is 30 or higher, you use half the costly material components to make the item, replacing them with other, less expensive components. For every 10 points by which the check exceeds 30, you halve the required material components again. This only applies once per item; use the highest result achieved while making that item.

This feat does not affect the material components required to craft magical items.

Legendary Devicesmith [Skill]

Prerequisite: Devices 13 ranks.

Benefit: You can disable spell effects on objects or areas as if they were merely complex devices. You can make a Devices check against an active spell effect within 5 feet of you. If your check result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the spell's caster level. Failure indicates that

Table 2.1: General Feats

General Feats	Prerequisites	Benefit
Mental Fortress	Cha 9 or base Will save +18	Immune to hostile mind-affecting effects

Table 2.2: Class Feats

Class Feats	Prerequisites	Benefit
Improved Channeling	Channel energy 3d6	+2 level when channeling energy

Table 2.3: Magic Feats

Magic Feats	Prerequisites	Benefit	Feat Type
Empathic Casting	3rd level Enchantment (Emotion) spell	Trade Will saves for caster level with mind-affecting spells	Style
Mass Transporter	5th level Conjuraton (Translocation) spell	Transport many creatures at once	—
Residual Beguilement	3rd level Enchantment (Beguilement) spell	Gain Persuasion bonus after casting a spell	—
Retributive Counterspell	4th level spells	Countered spells rebound on original caster	—
Spell Specialization	Magic level 8th, Spell Focus	+4 caster level with specific type of magic, –2 penalty with other types.	
Wardwalker	3rd level Abjuration (Warding) spell	Wards you encounter trigger one round late	

Table 2.4: Skill Feats

Skill Feats	Prerequisites	Benefit
Legendary Balance	Acrobatics 13 ranks	Balance on impossible surfaces
Legendary Climber	Climb 13 ranks	Gain climb speed, climb on impossible surfaces
Legendary Craftsman	Craft 13 ranks	Craft items with fewer material components
Legendary Devicesmith	Devices 13 ranks	Disable active spell effects
Legendary Disguise	Disguise 13 ranks	Alter magical auras with disguise
Legendary Escapist	Escape Artist 13 ranks	Escape from magical effects
Legendary Liar	Bluff 13 ranks	Lies become undetectable by magic
Legendary Tumbler	Acrobatics 13 ranks	Tumble through enemies without provoking
Skill Mastery ¹	Any skill 10 ranks	Always take 10 on skill checks
Veteran's Knowledge	Base attack bonus +8	Identify monsters without Knowledge

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 2.5: Performance Feats

Performance Feats	Prerequisites	Benefit
Dual Performance	Perform 14 ranks, any three Performance feats	Sustain two performances at once
Suggestive Performance	Perform 10 ranks, Fascinating Performance	Suggest action to fascinated creatures
Freeing Performance	Perform 12 ranks	Dispel magical effects on ally
Inspire Greatness	Perform 12 ranks	Grant allies bonuses to saving throws and AC
Inspire Heroics	Perform 18 ranks	Grant allies temporary hit points and extra attack
Rapid Performance	Perform 14 ranks, any three Performance feats	Perform as a swift action

the spell is not dispelled.

You must be aware of a spell to disable it, either through the Spellcraft skill or because the effect is noticeable. You cannot disable spell effects on creatures.

Legendary Disguise [Skill]

Prerequisite: Disguise 13 ranks.

Benefit: Your disguises can change the magic on a creature.

When you make a Disguise check, if the result is 30 or higher, you can decide how that creature and any items on the creature appear when examined by divination spells. For example, you could cause all of its equipment to appear nonmagical, or you could cause it to have a strong aura of good when examined with *detect good*. You cannot create an aura of overwhelming strength with this skill.

Table 2.6: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Bewildering Strike	Base attack bonus +8	Attack bewilders foe	Strike
Contingent Counter	Int 3, base attack bonus +8	Prepare to attack when attack misses you	Reaction
Driving Assault	Str 5, base attack bonus +8	Bull rushed foe provokes attack from you	Power, Maneuver
Eye of the Storm	Base attack bonus +8	You are more difficult to overwhelm	Awareness, Defense
Heartseeker	Base attack bonus +8	Trade attack bonus to double critical threat range	Style
Immobilizing Strike	Base attack bonus +8	Melee attack prevents foe from moving	Strike
Inescapable Bulwark of Defense	Base attack bonus +8, Bulwark of Defense	Enemies cannot avoid provoking attacks of opportunity	Reaction, Style
Intimidating Strike	Base attack bonus +8, Intimidate 8 ranks	Attack lets you intimidate struck foe	Strike
Overwhelming Force	Str 5, base attack bonus +8	Apply full Strength to damage when using two hands	Power
Perfect Shot	Dex 5, base attack bonus +8	Ignore less than total cover/concealment on ranged attacks	Precision, Style
Pierce Wings	Base attack bonus +8	Ranged attack removes foe's ability to fly	Strike
Sickening Strike	Base attack bonus +8	Attack sickens foe	Strike
Tactical Prediction	Int 3, Base attack bonus +8	Predict foe's next action	Awareness
Wall Slam	Str 5, base attack bonus +8	Slam opponent into wall to deal bonus damage	Maneuver, Power

Table 2.7: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Confusing Strike	Base attack bonus +12	Attack confuses bloodied foe	Strike
Contingent Attack	Int 5, base attack bonus +12	Prepare to attack as immediate action	Reaction
Legendary Awareness	Base attack bonus +12, any three Awareness feats	Immune to overwhelm	Awareness
Legendary Finesse	Base attack bonus +12, any three Finesse feats	Add half Dexterity to damage	Finesse
Legendary Maneuver Master	Base attack bonus +12, any three Maneuver feats	Never provoke, deal damage with very successful maneuvers	Maneuver
Legendary Mobility	Base attack bonus +12, any three Mobility feats	Movement does not provoke	Mobility
Legendary Mounted Warrior	Base attack bonus +12, any three Mounted feats	Share damage with mount	Mounted
Legendary Power	Base attack bonus +12, any three Power feats	Wield weapons as if they were less encumbering	Power
Legendary Precision	Base attack bonus +12, any three Precision feats	Very accurate hits deal maximum damage	Precision
Legendary Style	Base attack bonus +12, any three Style feats	Use two styles at once	—
Manyslot	Dex 7, base attack bonus +12	Shoot two projectiles simultaneously	Precision, Style
Master Tactician	Int 3, base attack bonus +12	Ready full-round actions with allies	Reaction
Penetrating Strike	Base attack bonus +12	Attack removes foe's damage reduction	Style
Whirlwind Attack	Dex 5, base attack bonus +12	One melee attack against each opponent within reach	
Counterstorm	Base attack bonus +16	Foes that miss you provoke	Reaction, Style
Demolishing Strike	Base attack bonus +16	Attack deals double damage	Strike
Executioner	Base attack bonus +16, any five Reaction feats	Gain free attacks against foes near death	Reaction

Table 2.8: Metamagic Feats

Metamagic Feats	Prerequisites	Spell Level Increase	Benefit
Quickened 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
Widen Spell	Caster level 8th	+3	Double spell's area

Table 2.9: Item Creation Feats

Item Creation Feats	Prerequisites	Benefit
Imbuement Admixture	Magic level 6th	Combine multiple spells to create items
Versatile Crafter	Craft (any) 10 ranks	Craft items from many subschools

Table 2.10: Surge Feats

Surge Feats	Prerequisites	Benefit
Alacritous Surge	16th level, Dex 7	Briefly gain effects of <i>haste</i>
Deathless Surge	12th level, Cha 5	Briefly gain effects of <i>death ward</i>
Freeing Surge	16th level, Dex 7	Briefly gain effects of <i>freedom</i>
Healing Surge	8th level, Con 3	Heal damage three times per day
Prescient Surge	12th level, Wis 5	Roll twice three times per day
Restorative Surge	8th level, Con 3	Heal ability damage three times per day
Shattering Surge	8th level, Str 3	<i>Shatter</i> struck object three times per day
Surge of Speed	8th level, Dex 3	Briefly gain effects of <i>expeditious retreat</i>

Anyone using divination magic on the creature must make a caster level check with a DC equal to your Disguise check in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made.

Legendary Escapist [Skill]

Prerequisite: Escape Artist 13 ranks.

Benefit: You can attempt to escape from magic itself, slipping hostile spells off of your body so they dissipate harmlessly. As a standard action, you can make an Escape Artist check to throw off magical effects on you. If the result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the effect's caster level. Failure indicates that the spell is not dispelled.

You must be aware of a spell to disable it, either through the Spellcraft skill or because the effect is noticeable. You can only dispel spell effects which target you directly, not area effects which include you. If a spell targets multiple creatures, you can only remove its effects on you.

Legendary Handler [Skill]

Prerequisite: Creature Handling 13 ranks.

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

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

Legendary Healer [Skill]

Prerequisite: Heal 13 ranks.

Benefit: A number of times per day equal to 3 + half your Wis-

dom, you may take a standard action to make a Heal check on a creature you can touch. The creature heals hit points equal to twice your check result. For every twenty hit points you would restore, you can instead cure one point of critical damage.

Legendary Intimidation [Skill]

Prerequisite: Intimidate 13 ranks.

Benefit: When you demoralize an opponent, if your check result exceeds 30, the creature is frightened instead of being shaken.

Legendary Leaper [Skill]

Prerequisite: Athletics 13 ranks.

Benefit: You are always treated as having a running start when jumping. When jumping, if your check result is 30 or higher, you can take a standard action at the midpoint of the jump.

Legendary Liar [Skill]

Prerequisite: Bluff 13 ranks.

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

Legendary Swimmer [Skill]

Prerequisite: Swim 13 ranks.

Benefit: You gain a swim speed equal to your land speed. This grants several benefits.

- You can always take 10 on Swim checks, even when rushed, endangered, or distracted.
- You gain a +5 competence bonus on Swim checks.
- A successful Swim check allows you to move a distance equal

to your swim speed.

When swimming, if your check result is 30 or higher, you do not suffer any penalties to melee attack rolls, checks, or armor class for being underwater. You can make a Swim check as a swift action to gain this benefit in a round when you do not make a Swim check to move.

Legendary Tumbler [Skill]

Prerequisite: Acrobatics 13 ranks.

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

Skill Mastery [Skill]

Choose a skill.

Prerequisite: 10 ranks in the chosen skill.

Benefit: When making a skill check with your chosen skill, you may take 10 even if stress and distraction would normally prevent you from doing so. When you take 10, you treat any roll of less than 10 as if it were a 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.

Veteran's Experience [Skill]

Prerequisite: Base attack bonus +8

Benefit: You can use your battlefield experience in place of learned knowledge to identify monsters. When attempting to identify a monster, you may roll your base attack bonus + your Intelligence. A successful check gives you the same information as a Knowledge check would.

2.0.5 Performance Feats

Dual Performance [Performance, Skill]

Prerequisites: Perform 14 ranks, any three Performance feats.

Benefit: You can sustain two performances as part of the same swift action. You take a -10 penalty to other Perform checks while sustaining two performances at once.

Freeing Performance [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: By spending a minute performing continuously, you can make a DC 28 Perform check to free an ally within Medium (100 ft.) range from hostile magic. This creates an effect similar to the *break enchantment* spell, with a caster level equal to your Perform ranks.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

Inspire Greatness [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: As a standard action, you can make a DC 24 Perform check to inspire greatness in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. The affected creatures gain a +4 enhancement bonus to saving throws and dodge modifier. This bonus increases to +5 at

20 Perform ranks.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is a mind-affecting ability.

Inspire Heroics [Performance, Skill]

Prerequisite: Perform 18 ranks.

Benefit: As a standard action, you can make a DC 32 Perform check to inspire heroics in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. All affected creatures gain temporary hit points equal to your check result and can take an extra attack at a -5 penalty when making a full attack. This extra attack is not cumulative with similar effects. You can sustain the performance as a swift action.

Rapid Performance [Performance, Skill]

Prerequisite: Perform 14 ranks, any three Performance feats.

Benefit: You can use performance feats as a swift action by taking a -5 penalty on the Perform check to activate the feat.

Suggestive Performance [Performance, Skill]

Prerequisite: Perform 10 ranks, Fascinating Performance.

Benefit: As a swift action, you can make a DC 20 Perform check to suggest an action to a single creature you are currently fascinating with the Fascinating Performance feat. This functions as the *suggestion* spell, with a saving throw DC equal to your Perform check. You can affect an additional creature at 12 Perform ranks and every 2 Perform ranks thereafter.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

2.0.6 Combat Feats

Cleaving Stride [Combat]

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

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

Contingent Attack [Combat, Reaction]

Prerequisite: Int 5, base attack bonus +12.

Benefit: As a full-round action, you may concentrate to prepare a single attack as a contingent action. You may choose any trigger for the contingent action.

Contingent actions depend on a trigger condition. If the trigger condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest.

Contingent Counter [Combat, Reaction]

Prerequisite: Int 3, base attack bonus +8.

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

opponent misses you with a melee attack.

Contingent actions depend on a trigger condition. If the trigger condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest.

Counterstorm [Combat, Reaction, Style]

Prerequisite: Base attack bonus +16.

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

Driving Assault [Combat, Maneuver, Power]

Prerequisite: Str 5, base attack bonus +8.

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

Eye of the Storm [Awareness, Combat, Defense]

Prerequisite: Base attack bonus +8.

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

Executioner [Combat, Reaction]

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

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

Legendary Awareness [Awareness, Combat]

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

Benefit: You cannot be overwhelmed, and never suffer overwhelm penalties. This ability can prevent rogues from sneak attacking you.

Legendary Finesse [Combat, Finesse]

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

Benefit: You can add half your Dexterity to damage with ranged and melee attacks. This is added in addition to half your Strength (if applicable).

Legendary Maneuver Master [Combat]

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

Benefit: You never provoke an attack of opportunity for failing a combat maneuver. In addition, if you succeed at a combat maneuver attack by 10 or more, you deal normal damage with the weapon used to perform the maneuver in addition to gaining the successful effects of the maneuver. If the maneuver was performed without a weapon, you deal damage equivalent to an unarmed attack.

Legendary Mobility [Combat, Mobility]

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

Benefit: You do not provoke attacks of opportunity when you move.

Legendary Mounted Warrior [Combat, Mounted]

Prerequisite: Base attack bonus +12, any three Mounted feats, Ride 10 ranks.

Benefit: When you take damage, you may choose to have your mount suffer half the damage instead of you (rounded down). Like-

wise, when your mount takes damage, you may choose to suffer half of that damage instead of your mount (rounded down).

Legendary Power [Combat, Power]

Prerequisites: Base attack bonus +12, any three Power feats.

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

Legendary Precision [Combat, Precision]

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

Benefit: When attacking, if you hit your opponent by 10 or more, you deal maximum damage with your weapon. If the attack is a critical threat, you automatically confirm the threat.

Legendary Reaction [Combat, Reaction]

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

Benefit: You cannot be caught flat-footed, and always retain your Dexterity, dodge, and shield modifiers to armor class. This ability can prevent rogues from sneak attacking you.

Legendary Style [Combat]

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

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

Master Tactician [Combat]

Prerequisite: Intelligence 3, base attack bonus +12.

Benefit: As a full-round action, you can ready a full-round action or a move action and a standard action. In addition, when you ready a full-round action, allies within 30 feet of you can also ready the same full-round action on their next turn, provided that you have not taken the action yet.

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.

Tactical Prediction [Combat]

Prerequisites: Intelligence 3, Base attack bonus +8

Benefit: You can attempt to predict what your opponent will do. As a swift action, you can make a special check with a bonus equal to your base attack bonus + your Intelligence + 2 per round you have seen the creature fight. The DC is equal to 15 + the creature's CR. If you succeed, you learn what the creature is planning to do during its next turn. Of course, it can change its plans, particularly if it hears you tell your allies what it will do.

Wall Slam [Combat, Maneuver, Power]

Prerequisite: Str 5, base attack bonus +8

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

Weapon Specialization [Combat]

Choose one weapon group for which you have already selected the Weapon Focus feat.

Prerequisites: Base attack bonus +8, proficiency with selected weapon group, Weapon Focus with selected weapon group.

Benefit: You gain a special ability based on the weapon group chosen. These special abilities only function when you are making attacks with weapons from your chosen weapon group.

- **Armor weapons:** If you attack with armor weapons during your turn, you gain a +2 circumstance bonus to AC against melee attacks for 1 round.
- **Axes:** You gain a +2 circumstance bonus to attack against foes with an armor bonus to AC.
- **Blades, heavy:** You gain a +2 circumstance bonus to attack foes without an armor bonus to AC.
- **Blades, light:** You gain a +2 circumstance bonus to attack flat-footed or overwhelmed foes.
- **Blunt weapons:** When you deal damage to a creature, it takes a –2 penalty to all saving throws for 1 round. This penalty replaces the penalty from Weapon Focus, and it is not cumulative with itself.
- **Bows:** You can ignore cover (but not total cover) provided by creatures and objects that are at least ten feet away from both you and your target.
- **Crossbows:** You can fire crossbows at targets adjacent to you without provoking attacks of opportunity.
- **Flexible weapons:** The first time you perform a combat maneuver with a flexible weapon in an encounter, your opponent is flat-footed against your attack.
- **Headed weapons:** You increase your critical threat range by 1. This is applied after any effects that multiply your threat range.
- **Monk weapons:** ??
- **Polearms:** When making melee attacks, you can ignore cover provided by creatures.
- **Spears:** If an opponent charges you, he provokes an attack of opportunity from you.
- **Thrown weapons:** When you attack, you can take a –4 penalty to attack in order to strike two adjacent targets with the same thrown weapon. You make one attack roll and apply the result to the AC of both targets. If you get a critical hit, only the primary target is suffers the critical hit.

2.0.7 Combat Style Feats

Heartseeker [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: You double your critical threat range with any weapon you wield. In exchange, you take a –2 penalty to attack rolls which are not critical threats or threat confirmations. This does not stack with any other effects which increase threat range.

Inescapable [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: Foes that attack you or take a withdraw action away from you still provoke attacks of opportunity when they move away from you. In exchange, you take a –2 penalty to AC.

Manyslot [Combat, Style]

Prerequisites: Dex 7, base attack bonus +12.

Benefit: When you attack with a light thrown weapon or 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.

Perfect Shot [Combat, Style]

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

Benefit: Your ranged attacks ignore cover and concealment, except total cover and total concealment. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

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.

Whirlwind Attack [Combat, Style]

Prerequisites: Dex 5, base attack bonus +12

Benefit: As a full-round action, you can make one melee attack at your full base attack bonus against each opponent you threaten. This is considered a full attack, and replaces any other attacks you would normally make, whether from base attack bonus or spells such as *haste*.

2.0.8 Strike Feats

Bewildering Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Will save to avoid being bewildered for 5 rounds. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Confusing Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Will save to avoid being confused for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Each turn, a confused creature has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A foe confused by this effect does not automatically attack you on its next turn, even though you attacked it.

Demolishing Strike [Combat, Strike]

Prerequisite: Base attack bonus +16.

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

Intimidating Strike [Combat, Strike]

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

Benefit: When you attack, you may take a penalty to hit of –4 or greater. If you deal damage, you may make an Intimidate check as an immediate action to demoralize the foe you struck if it is within 30 feet of you. You gain a circumstance bonus to your Intimidate equal to the penalty you took to hit. You cannot make more than one Strike each round.

Immobilizing Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack with a melee weapon, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its ability to move for 1 round. It can defend itself and act normally, but it cannot move from its current location. Flying creatures must immediately land, but do not crash. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Killing Blow [Combat, Strike]

Prerequisite: Base attack bonus +16.

Benefit: When you attack, you may take a –8 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Fortitude save or die. This is a death effect. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Nauseating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Fortitude save to avoid being nauseated for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Penetrating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its damage reduction for 5 rounds. The DC is equal to 10 + your base attack bonus + your Strength. You cannot make more than one Strike each round.

Pierce Wings [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack with a ranged weapon, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its ability to fly for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). This only affects creatures who use wings or other physical means to fly, and has no effect on creatures with magical or supernatural flight. You cannot make more than one Strike each

round.

Sickening Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save to avoid being sickened for 5 rounds. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

2.0.9 Metamagic Feats

Improved Imbued Spellstrike [Metamagic]

Prerequisite: Ability to cast 2nd level spells, Imbued Strike.

Benefit: This metamagic functions like Imbued Strike, except that the imbue lasts for 5 minutes if you have not struck a foe. If the weapon leaves your hands or if you cast another spell, the imbue fades away without effect.

An improved imbued spellstrike uses up a spell slot two levels higher than the spell's actual level.

Quickened Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. However, casting a quickened spell is mentally exhausting. In the turn after you cast it, you lose your standard action. You may cast only one quickened spell per round. A spell whose casting time is more than 1 standard action cannot be quickened. A quickened spell uses up a spell slot two levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

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

Reach Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

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

Shape Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

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

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

Widen Spell [Metamagic]

Prerequisite: Ability to cast 4th level spells.

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three

levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

2.0.10 Item Creation Feats

Imbuement Admixture [Item Creation]

Prerequisite: Magic level 6th

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.

2.0.11 Surge Feats

Alacritous Surge [Surge]

Prerequisite: 16th level, Dex 7

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

Deathless Surge [Surge]

Prerequisite: 12th level, Cha 5

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

Freeing Surge [Surge]

Prerequisite: 16th level, Dex 7

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

Healing Surge [Surge]

Prerequisite: 8th level, Con 3

Benefit: Three times per day, you may heal 4d6 points of damage as a standard action. This healing increases by 1d6 at 10th level and at every 2 levels thereafter.

Prescient Surge [Awareness, Surge]

Prerequisite: 12th level, Wis 5

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

Restorative Surge [Surge]

Prerequisite: 8th level, Con 3

Benefit: Three times per day, you may heal two points of ability damage as a swift action. This healing increases by 1 at 12th level and every 4 levels thereafter.

Shattering Surge [Power, Surge]

Prerequisite: 8th level, Str 3

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

Surge of Speed [Surge]

Prerequisite: 8th level, Dex 3

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

Chapter 3

Advanced Spells

Spellcasting characters gain access to new, more powerful spells as they increase in level.

3.1 Cleric Spells

3.1.1 1st-level Cleric Spells

- Bane:** Nearby enemies take -2 to attack.
- Cause Fear:** One creature is shaken, may flee.
- Command:** One subject obeys selected command for 1 round.
- Cure Light Wounds:** Cures 2d6 damage.
- Delay Poison:** Quickly stops poison from harming subject.
- Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- Detect Undead:** Reveals undead within large cone.
- Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
- Divine Favor:** You gain +2 on attack and damage rolls.
- Inflict Light Wounds:** Touch deals 2d6 damage.
- Light:** Object shines like a torch.
- Magic Vestment:** Armor or shield becomes +2.
- Obscuring Mist:** Fog surrounds you.
- Protection from Chaos/Evil/Good/Law:** +2 to saves and counter opposing mind control.
- Sanctuary:** Opponents can't attack subject until it attacks.
- Shield of Faith:** Grants +2 or higher shield bonus.
- Summon Monster I:** Calls extraplanar creature to fight for you.

3.1.2 2nd-level Cleric Spells

- Aid:** Ally gains +2 attack bonus, 10 temporary hp.
- Bless:** Nearby allies gain +2 to attack.
- Cure Moderate Wounds:** Cures 4d6 damage.
- Daylight:** Large radius of bright light.
- Entropic Shield:** Ranged attacks against you have 50% miss chance.
- Hold Person:** Paralyzes one humanoid for short duration.
- Inflict Moderate Wounds:** Touch deals 4d6 damage.
- Invisibility Purge:** Dispel invisibility within large radius.
- Locate Object:** Senses direction toward object (specific or type).
- Magic Weapon:** Weapon becomes +2.
- Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- Share Pain:** Split damage with willing subject.
- Silence:** 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.

3.1.3 3rd-level Cleric Spells

- Blindness/Deafness:** Touched creature is blinded or deafened.
- Contagion:** Infects subject with chosen disease.
- Cure Serious Wounds:** Cures 6d6 damage.
- Death Ward:** Grants immunity to death spells and negative energy effects.
- Dimensional Anchor:** Bars extradimensional movement.
- Discern Lies:** Reveals deliberate falsehoods.
- Dispel Magic:** Cancels spells and magical effects.
- Inflict Serious Wounds:** Touch deals 6d6 damage.
- 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:** Split damage with unwilling subject.
- Spell Immunity:** Subject has limited immunity to one school of magic.
- Summon Monster III:** Calls extraplanar creature to fight for you.

3.1.4 4th-level Cleric Spells

- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Cure Critical Wounds:** Cures 6d6 damage.
- Dismissal:** Forces a creature to return to native plane.
- Disrupting Weapon:** Melee weapon destroys undead.
- Divine Power:** You gain attack and damage bonus, +4 Str, and 2 hp/level.
- Freedom:** Subject moves normally despite impediments.
- Inflict Critical Wounds:** Touch deals 6d8 damage.
- Invest Magic:** All of subject's equipment is magical.
- Poison:** Touch deals 1d6 Con damage repeatedly.
- Resist Energy, Greater:** As *resist energy*, but all energy types.
- Spell Resistance:** Subject gains spell resistance.
- Summon Monster IV:** Calls extraplanar creature to fight for you.

3.1.5 5th-level Cleric Spells

- Bestow Curse:** -6 to an attribute score; -4 on attack rolls, saves, and checks; or 25% chance of losing each action.
- Command, Mass:** As *command*, but affects multiple creatures.
- Cure Light Wounds, Mass:** Cures 5d6 damage for many creatures.
- Flame Strike:** Smite foes with divine fire for 5d6 damage.
- Inflict Light Wounds, Mass:** Deals 5d6 damage to many creatures.
- Magic Circle against Chaos/Evil/Good/Law:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
- Righteous Might:** Your size increases, and you gain combat bonuses.
- Revivify:** Restores recently dead body to life.
- Summon Monster V:** Calls extraplanar creature to fight for you.

3.1.6 6th-level Cleric Spells

- Banishment:** Banish multiple extraplanar creatures.
- Blade Barrier:** Wall of blades deals 6d6 damage.
- Circle of Death:**^MKills 2/level HV of creatures.
- Cure Moderate Wounds, Mass:** Cures 6d6 damage for many crea-

tures.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Harm: Touch deals 12d8 damage.

Heal: Cures 12d8 damage, all diseases and mental conditions.

Inflict Moderate Wounds, Mass: Deals 6d6 damage to many creatures.

Protection from Energy, Greater: As *protection from energy*, but against all energy types.

Slay Living: Touch attack kills subject.

Summon Monster VI: Calls extraplanar creature to fight for you.

Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.

Totemic Power, Mass: As *Totemic power*, but affects multiple creatures.

True Seeing:^MLets you see all things as they really are.

Undeath to Death:^MDestroys 2 HV/level undead.

Word of Recall: Teleports you back to designated place.

3.1.7 7th-level Cleric Spells

Antilife Shell: Small, immobile emanation hedges out living creatures.

Blasphemy: Kills, paralyzes, nauseates, or sickens nonevil subjects in large radius.

Cure Serious Wounds, Mass: Cures 7d6 damage for many creatures.

Death Ward, Mass: As *death ward*, but affects multiple creatures.

Destruction:^FKills subject and destroys remains.

Dictum: Kills, paralyzes, stuns, or staggers nonlawful subjects in 40 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 7d6 damage to many creatures.

Summon Monster VII: Calls extraplanar creature to fight for you.

Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

3.1.8 8th-level Cleric Spells

Antimagic Field: Negates magic in small emanation from you.

Cloak of Chaos:^FProtect multiple creatures against lawful foes.

Cure Critical Wounds, Mass: Cures 8d6 damage for many creatures.

Earthquake: Intense tremor shakes large radius.

Energy Drain: Subject gains six negative levels.

Freedom, Mass: As *freedom*, but affects multiple creatures.

Holy Aura:^FProtect multiple creatures against evil foes.

Inflict Critical Wounds, Mass: Deals 8d6 damage to many creatures.

Regenerate: Touched creature heals 10 hit points/round.

Shield of Law:^FProtect multiple creatures against chaotic foes.

Spell Immunity, Greater: Subject is immune to two schools of magic.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Unholy Aura:^FProtect multiple creatures against good foes.

3.1.9 9th-level Cleric Spells

Implosion: Kills one creature/round.

Miracle:^MRequests a deity's intercession.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

3.2 Cleric Domains

3.2.1 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 **Gentle Descent:** Subject can glide.

- 2 **Windstrike:** Wind bludgeons target for 4d6 damage.
- 3 **Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.
- 3 **Zephyr Blade:** Melee weapon can strike from a short distance for half damage.
- 4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- 4 **Summon Monster V*:** Calls creature to fight.
- 5 **Call Lightning, Greater:** As *call lightning*, but 5d8 damage per bolt.
- 5 **Windstrike, Greater:** Wind moves and bludgeons target for 10d6 damage.
- 6 **Skysmite:** Unerring lightning deals 6d6 damage.
- 6 **Zephyr Blade, Greater:** Melee weapon can strike from a distance for full damage.
- 7 **Stormlord:** Air protects you from attacks.
- 7 **Summon Monster VIII*:** Calls creature to fight.
- 8 **Reverse Gravity:** Objects and creatures fall upward.
- 9 **Elemental Swarm*:** Summons multiple elementals.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

*Summons air elementals only

3.2.2 Chaos Domain

Chaos Domain Spells

- 1 :
- 1 **Protection from Law:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and chaotic.
- 2 **Entropic Shield:** Ranged attacks against you have 50% miss chance.
- 3 **Confusion:** Subject acts randomly.
- 3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
- 4 **Chaos Hammer:** Bewilders, deals 8d6 damage to nonchaotic creature.
- 5 **Animate Objects:** Objects attack your foes.
- 5 **Magic Circle against Law:** Protect allies in a Medium (20 ft.) radius.
- 6 **Insanity:** Subject indefinitely acts randomly.
- 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
- 7 **Prismatic Spray:** Rays hit subjects with a variety of effects.
- 7 **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.
- 8 **Cloak of Chaos:**^FProtect multiple creatures against lawful foes.
- 8 **Prismatic Wall:** Wall's colors have array of effects.
- 9 **Irresistible Dance:** Forces subject to dance.
- 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summon chaotic creatures only

3.2.3 Death Domain

Death Domain Spells

- 1 **Enfeeblement:** Target takes -4 to physical attribute.
- 1 **Crush Life:** Target takes 1d10 unavoidably.
- 2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
- 2 **Reveal Death:** Show creature vision of its death.
- 3 **Blindness/Deafness:** Touched creature is blinded or deafened.
- 3 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 4 **Crush Life, Greater:** Target unavoidably takes 4d10 damage and is sickened.
- 4 **Enervation:** Subject gains three negative levels.
- 5 **Bestow Curse:** -6 to an attribute; -4 on attack rolls, saves, checks, and AC; or 25% chance of losing each action.
- 5 **Waves of Fatigue:** Creatures in large cone become fatigued.
- 6 **Circle of Death:**^MKills 2/level HV of creatures.
- 6 **Harm:** Touch deals 12d8 damage.
- 7 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
- 7 **Finger of Death:** Kills one subject.
- 8 **Energy Drain:** Subject gains six negative levels.

- 8 **Waves of Exhaustion:** Creatures in medium cone become exhausted.
- 9 **Power Word Kill:** Kills bloodied creature.
- 9 **Wail of the Banshee:** Kills one creature/level.

3.2.4 Destruction Domain

Destruction Domain Spells

- 1 **Burning Hands:** 1d6 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 **Ice Storm:** Hail deals 4d4 damage in small cylinder.
- 4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.
- 5 **Chain Lightning:** 5d10 damage; secondary targets take half damage.
- 5 **Flame Strike:** Smite foes with divine fire for 5d6 damage.
- 6 **Disintegrate:** Deals 12d8 damage, leaving only dust.
- 6 **Skysmite:** Unerring lightning deals 6d6 damage.
- 7 **Destruction:**^FKills subject and destroys remains.
- 7 **Shout, Greater:** Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.
- 8 **Earthquake:** Intense tremor shakes 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:** Massive hail of meteors deals 9d8 damage.

3.2.5 Earth Domain

Earth Domain Spells

- 1 **Earth's Pull:** Subject feels gravity more strongly.
- 1 **Tremorsense:** "See" through the ground by concentrating.
- 2 **Earthen Blade:** Create magical weapon from the ground.
- 2 **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 **Stoneskin:** +5 AC, ignore 10 damage per round.
- 4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
- 5 **Earth Glide:** Creature glides through earth.
- 5 **Wall of Stone:** Creates a stone wall that can be shaped.
- 6 :
- 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.

3.2.6 Evil Domain

Evil Domain Spells

- 1 **Bane:** Nearby enemies take -2 to attack.
- 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 :
- 3 :
- 4 **Summon Monster III*:** Calls extraplanar creature to fight for you.
- 4 **Unholy Blight:** Sickens and deals 8d6 damage to good creature.
- 5 **Bestow Curse:** -6 to an attribute score; -4 on attack rolls, saves, and

checks; or 25% chance of losing each action.

- 5 **Magic Circle against Good:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
- 6 **Harm:** Touch deals 12d8 damage.
- 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
- 7 **Blasphemy:** Kills, paralyzes, nauseates, or sickens nonevil subjects in large radius.
- 7 :
- 8 **Energy Drain:** Subject gains six negative levels.
- 8 **Unholy Aura:**^FProtect multiple creatures against good foes.
- 9 **Assimilate:** Incorporate creature into your own body.
- 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons evil creatures only

3.2.7 Fire Domain

Fire Domain Spells

- 1 **Burning Hands:** 1d6 fire damage in medium cone.
- 1 :
- 2 **Flame Blade:** Wield fire as scimitar.
- 2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.
- 3 :
- 3 **Fireball:** Small radius of fire deals 3d6 damage.
- 4 **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.
- 4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
- 5 **Flame Strike:** Smite foes with divine fire for 5d6 damage.
- 5 **Wall of Fire:** Passing through wall deals 5d6 fire damage.
- 6 **Delayed Blast Fireball:** 6d6 fire damage in medium radius; you can postpone blast for 5 rounds.
- 6 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 7 :
- 7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.
- 8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
- 9 **Elemental Swarm**:** Summons multiple elementals.
- 9 **Meteor Swarm:** Massive hail of meteors deals 9d8 damage.

*Summons fire elementals only.

3.2.8 Good Domain

Good Domain Spells

- 1 :
- 1 **Protection from Evil:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and good.
- 2 **Bless:** Nearby allies gain +2 to attack.
- 3 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
- 4 :
- 4 **Holy Smite:** Blinds and deals 8d6 damage to nongood creature.
- 5 **Magic Circle against Evil:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Heal:** Cures 12d8 damage, all diseases and mental conditions.
- 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
- 7 **Holy Word:**^FKills, paralyzes, slows, or deafens nongood subjects in large radius.
- 7 :
- 8 :
- 8 **Holy Aura:** Protect multiple creatures against evil foes.
- 9 :
- 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons good creatures only.

3.2.9 Knowledge Domain

Knowledge Domain Spells

- 1 :
- 1 :
- 2 **Locate Object:** Senses direction toward object (specific or type).
- 2 :
- 3 **Detect Thoughts:** Allows “listening” to surface thoughts.
- 4 **Locate Creature:** Indicates direction to familiar creature.
- 4 **Moment of Prescience, Lesser:** Roll twice for single attack, save, or opposed check.
- 5 **True Seeing:**
- 6 **Analyze Dweomer:** Reveals all magical aspects of subjects.
- 6 **Locate Entity:** Locates creatures or objects within 1 mile.
- 7 **Arcane Sight, Greater:** You perceive spells and magical auras effortlessly.
- 7 **Moment of Prescience:** Roll twice with bonus for single attack, save, or opposed check.
- 8 **Detect Thoughts, Greater:** Allow “listening” to surface thoughts without concentration.
- 8 :
- 9 **Foresight:** “Sixth sense” warns of impending danger.
- 9 **Revelation:**

3.2.10 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:** Bewilders and deals 8d6 damage to nonlawful creature.
- 5 **Command, Mass:** As *command*, but affects multiple creatures.
- 5 **Magic Circle against Chaos:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
- 6 **True Seeing:**^MLets you see all things as they really are.
- 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
- 7 **Dictum:** Kills, paralyzes, stuns, or staggers nonlawful subjects in 40 ft. cube.
- 7 **Power Word Stun:** Stuns bloodied creature.
- 8 :
- 8 **Shield of Law:**^FProtect multiple creatures against lawful foes.
- 9 **Imprisonment:** Entombs subject beneath the earth.
- 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Summons lawful creatures only.

3.2.11 Magic Domain

Magic Domain Spells

- 1 **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
- 1 **Ablative Shield:** Immediately reduce damage from foes’ spells.
- 2 :
- 2 **Spellthrift:** Lesser As *lesser dispel magic*, but you gain the effects of dispelled spells.
- 3 **Dispel Magic:** Cancels magical spells and effects.
- 3 **Spell Immunity:** Subject has limited immunity to one school of magic.
- 4 **Ablative Fortress:** Immediately reduce damage from foes’ spells in area.

- 4 **Spell Resistance:** Subject gains spell resistance.
- 5 :
- 5 **Spellthrift:** As *dispel magic*, but you gain the effects of dispelled spells.
- 6 **Analyze Dweomer:**^FReveals all magical aspects of subjects.
- 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 spell resistance and +5 to saves vs spells.
- 8 **Spell Immunity, Greater:** Subject is immune to two schools of magic.
- 9 **Mage’s Disjunction:** Dispel all magic.
- 9 :

3.2.12 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 :
- 3 :
- 3 **Summon Nature’s Ally III:** Calls creature to fight.
- 4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- 4 **Entangling Growth:** New plants grow and entangle everyone in medium spread.
- 5 **Animate Plants:** Plants animate and fight for you.
- 5 **Wall of Thorns:** Thorns damage anyone who tries to pass.
- 6 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 6 **Summon Nature’s Ally VI:** Calls creature to fight.
- 7 **Antilife Shell:** Small stationary emanation hedges out living creatures.
- 7 **Animal Growth:** Enlarges multiple animals.
- 8 **Changestaff:** Your staff becomes a treant on command.
- 8 **Summon Nature’s Army:** Calls one creature/level to fight.
- 9 **Stampede:** Summon bison to trample foes.
- 9 **Summon Nature’s Ally IX:** Calls creature to fight.

3.2.13 Protection Domain

Protection Domain Spells

- 1 **Sanctuary:** Opponents can’t attack subject until it attacks.
- 1 **Shield of Faith:** Grants +2 or higher shield bonus.
- 2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 2 :
- 3 **Protection from Energy:** Absorb 10 points/level of damage from one kind of energy.
- 3 **Spell Immunity:** Subject has limited immunity to one school of magic.
- 4 **Spell Resistance:** Subject gains spell resistance.
- 4 **Stoneskin:** +5 AC, ignore 10 damage per round.
- 5 :
- 5 :
- 6 **Protection from Energy, Greater:** As *protection from energy*, but against all energy types.
- 6 **Repulsion:** Creatures can’t approach you.
- 7 **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.
- 7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 8 :
- 8 **Spell Immunity, Greater:** Subject is immune to two schools of magic.
- 9 **Foresight:** “Sixth sense” warns of impending danger.
- 9 :

3.2.14 Strength Domain

Strength Domain Spells

- 1 **Divine Favor:** You gain +2 on attack and damage rolls.
- 1 **Longstrider:** Increases your speed.
- 2 **Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
- 2 :
- 3 **Enlarge Person:** Humanoid creature doubles in size.
- 3 :
- 4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.
- 4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 5 :
- 6 :
- 6 **Totemic Power, Mass:** As *Totemic power*, but affects multiple creatures.
- 7 **Enlarge Person, Mass:** Enlarges several creatures.
- 7 **Shout, Greater:** Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.
- 8 **Iron Body:** Your body becomes living iron.
- 8 :
- 9 :
- 9 :

3.2.15 Travel Domain

Travel Domain Spells

- 1 **Feather Fall:** Objects or creatures fall slowly.
- 1 **Longstrider:** Increases your speed.
- 2 :
- 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 **Ethereal Jaunt:** You become ethereal for short duration.
- 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 :
- 7 **Phase Door:** Creates an invisible passage through wood or stone.
- 8 **Freedom, Mass:** As *freedom*, but affects multiple creatures.
- 8 **Dimension Door, Mass:** Teleport you and multiple allies within 1,000 feet.
- 9 **Etherealness:** Travel to Ethereal Plane with companions.
- 9 **Gate:** Connects two planes for travel.

3.2.16 Trickery Domain

Trickery Domain Spells

- 1 **Disguise Self:** Changes your appearance.
- 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.
- 3 **Invisibility:** Subject invisible 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, Mass:** As *invisibility*, but affects multiple creatures.
- 7 **Confusion, Mass:** Multiple subjects act randomly.
- 8 :
- 8 **Reverse Gravity:** Objects and creatures fall upward.
- 9 **Maze:** Traps subject in extradimensional maze.
- 9 **Weird:** As *phantasmal killer*, but affects multiple creatures

3.2.17 Vitality Domain

Vitality Domain Spells

- 1 **Cure Light Wounds:** Cures 2d6 damage.
- 1 **Inflict Light Wounds:** Touch deals 2d6 damage.
- 2 **Cure Moderate Wounds:** Cures 4d6 damage.
- 2 **Inflict Moderate Wounds:** Touch deals 4d6 damage.
- 3 **Cure Serious Wounds:** Cures 6d6 damage.
- 3 **Inflict Serious Wounds:** Touch deals 6d6 damage.
- 4 **Cure Critical Wounds:** Cures 6d6 damage.
- 4 **Inflict Critical Wounds:** Touch deals 6d6 damage.
- 5 **Cure Light Wounds, Mass:** Cures 5d6 damage for many creatures.
- 5 **Inflict Light Wounds, Mass:** Inflicts 5d6 damage to many creatures.
- 6 **Heal:** Cures 12d8 damage, all diseases and mental conditions.
- 6 **Harm:** Touch deals 12d8 damage.
- 7 **Cure Serious Wounds, Mass:** Cures 7d6 damage for many creatures.
- 7 **Inflict Serious Wounds, Mass:** Inflicts 7d6 damage to many creatures.
- 8 **Cure Critical Wounds, Mass:** Cures 8d6 damage for many creatures.
- 8 **Inflict Critical Wounds, Mass:** Inflicts 8d6 damage to many creatures.
- 9 :
- 9 :

3.2.18 War Domain

War Domain Spells

- 1 **Bane:** Nearby enemies take -2 to attack.
- 1 **Divine Favor:** You gain +2 on attack and damage rolls.
- 2 **Bless:** Nearby allies gain +2 to attack.
- 2 **Spiritual Weapon:** Magical weapon attacks on its own.
- 3 :
- 3 :
- 4 **Invest Magic:** All of subject's equipment is magical.
- 4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.
- 5 **Flame Strike:** Smite foes with divine fire for 5d6 damage.
- 5 **Waves of Fatigue:** Creatures in large cone become fatigued.
- 6 **Blade Barrier:** Wall of blades deals 6d6 damage.
- 6 :
- 7 :
- 7 :
- 8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
- 8 **Waves of Exhaustion:** Creatures in medium cone become exhausted.
- 9 :
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

3.2.19 Water Domain

Water Domain Spells

- 1 **Obscuring Mist:** Fog surrounds you.
- 1 :
- 2 **Aqueous Blade:** Weapon makes touch attacks.
- 2 **Control Water:** Raises or lowers bodies of water.
- 3 **Fog Cloud:** Medium cylinder of fog obscures vision.
- 3 **Water Walk:** Subject treads on water as if solid.
- 4 **Ice Storm:** Hail deals 4d4 damage in small cylinder.
- 4 **Summon Nature's Ally IV*:** Calls creature to fight.
- 5 :
- 5 **Wall of Ice:** Create plane of ice or hemisphere can trap creatures inside.

- 6 **Freezing Sphere:** Freezes water or deals cold damage.
 - 6 **Solid Fog:** Fog blocks vision and slows movement.
 - 7 :
 - 7 **Summon Nature's Ally VII*:** Calls creature to fight.
 - 8 **Horrid Wilting:** Deals 8d6 damage to many foes.
 - 8 **Polar Ray:** Ranged touch attack slows and deals 16d6 cold damage.
 - 9 **Elemental Swarm*:** Summons multiple elementals.
 - 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.
- *Summons water elementals or aquatic creatures only.

3.3 Druid Spells

3.3.1 1st-level Druid Spells

- Cure Light Wounds:** Cures 2d6 damage.
- Delay Poison:** Quickly stops poison from harming subject.
- 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.
- Faerie Fire:** Outlines subjects in small radius with light, canceling concealment, invisibility, and the like.
- Gust of Wind:** Blows away or knocks down smaller creatures in large line.
- Light:** Object shines like a torch.
- Longstrider:** Your speed increases by 10 ft.
- Obscuring Mist:** Fog surrounds you.
- Shillelagh:** Cudgel or quarterstaff becomes +2 weapon.
- Summon Nature's Ally I:** Calls creature to fight.
- Tremorsense:** "See" through the ground by concentrating.

3.3.2 2nd-level Druid Spells

- Aqueous Blade:** Weapon makes touch attacks.
- Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.
- Cone of Cold, Lesser:** 2d6 cold damage and brief fatigue in medium cone.
- Control Water:** Raises or lowers bodies of water.
- Cure Moderate Wounds:** Cures 4d6 damage.
- Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
- Earthen Blade:** Create magical weapon from the ground.
- Flame Blade:** Wield fire as scimitar.
- Gentle Descent:** Subject can glide.
- Heat Metal:** Make metal so hot it damages those who touch it.
- Magic Fang:** One natural weapon of subject creature becomes +2 weapon.
- Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 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.
- Spike Growth:** Creatures in area take 1d4 damage per 5 ft. moved, may be slowed.
- Summon Nature's Ally II:** Calls creature to fight.
- Summon Swarm:** Summons swarm of bats, rats, or spiders.
- Totemic Mind:** Subject gains +2 to Int, Wis, or Cha 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).

3.3.3 3rd-level Druid Spells

- Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.
- Contagion:** Infects subject with chosen disease.
- Cure Serious Wounds:** Cures 6d6 damage.
- Fog Cloud:** Medium cylinder of fog obscures vision.
- Lightning Bolt:** Large line of electricity deals 3d6 damage.
- Meld into Stone:** You and your gear merge with stone.
- Poison:** Touch deals 1d6 Con damage repeatedly.
- Protection from Energy:** 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.
- Zephyr Blade:** Melee weapon can strike from a short distance for half damage.

3.3.4 4th-level Druid Spells

- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Cure Critical Wounds:** Cures 6d8 damage.
- Dispel Magic:** Cancels spells and magical effects.
- Entangling Growth:** New plants grow and entangle everyone in medium spread.
- Freedom:** Subject moves normally despite impediments.
- Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- Ice Storm:** Hail deals 4d4 damage in small cylinder.
- Magic Fang, Greater:** All subject's natural weapons get +2 bonus.
- Resist Energy, Greater:** As *resist energy*, but all energy types.
- Spike Stones:** Creatures in area take 1d8 damage per 5 feet moved, may be slowed.
- Stoneskin:** +5 AC, ignore 10 damage per round.
- Summon Nature's Ally IV:** Calls creature to fight.
- Wall of Ice:** Create plane of ice or hemisphere can trap creatures inside.

3.3.5 5th-level Druid Spells

- Animate Plants:** Plants animate and fight for you.
- Call Lightning, Greater:** As call lightning, but 5d8 damage per bolt.
- Chain Lightning:** 5d10 damage; secondary targets take half damage.
- Cone of Cold:** 5d6 cold damage and fatigue in medium cone.
- Cure Light Wounds, Mass:** Cures 5d6 damage for many creatures.
- Earth Glide:** Creature glides through earth.
- Summon Nature's Ally V:** Calls creature to fight.
- Sunbeam:** Beam dazzles and deals 5d6 damage.
- 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.

3.3.6 6th-level Druid Spells

- Antilife Shell:** Small radius emanation hedges out living creatures.
- Baleful Polymorph:** Transforms subject into harmless animal.
- Cure Moderate Wounds, Mass:** Cures 5d6 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:** As *protection from energy*, but against all energy types.
- Skysmite:** Unerring lightning deals 6d6 damage.
- Solid Fog:** Fog blocks vision and slows movement.
- Summon Nature's Ally VI:** Calls creature to fight.
- Totemic Mind, Mass:** As *totemic mind*, but affects multiple creatures.

Totemic Power, Mass: As *totemic power*, but affects multiple creatures.

Zephyr Blade, Greater: Melee weapon can strike from a distance for full damage.

3.3.7 7th-level Druid Spells

Animal Growth: Enlarges multiple animals.

Changestaff: Your staff becomes a treant on command.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Serious Wounds, Mass: Cures 7d6 damage for many creatures.

Heal: Cures 12d8 damage, all diseases and mental conditions.

Oak Body: Your body becomes as hard as oak.

Stormlord: Air protects you from attacks.

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

3.3.8 8th-level Druid Spells

Cone of Cold, Greater: 8d6 cold damage and fatigue in large cone.

Cure Critical Wounds, Mass: Cures 8d6 damage for many creatures.

Earthquake: Intense tremor shakes large radius.

Fire Storm: Deals 8d6 fire damage to enemies in large spread.

Freedom, Mass: As *freedom*, but affects multiple creatures.

Regenerate: Touched creature heals 10 hit points/round.

Repel Metal or Stone: Pushes away metal and stone in large line.

Sea of Fog: 500 ft. cylinder of fog obscures vision.

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

Summon Nature's Army: Calls one creature/level to fight.

Sunburst: Blinds all within large radius, deals 8d8 damage.

3.3.9 9th-level Druid Spells

Elemental Swarm: Summons multiple elementals.

Stampede: Summon bison to trample foes.

Storm of Vengeance: Storm rains acid, lightning, and hail.

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

3.4 Paladin Spells

3.4.1 1st-level Paladin Spells

Command: One subject obeys selected command for 1 round.

Cure Light Wounds: Cures 2d6 damage.

Delay Poison: Quickly stops poison from harming subject.

Detect Chaos/Evil: Reveals creatures, spells, or objects of selected alignment.

Detect Undead: Reveals undead within large cone.

Divine Favor: You gain +2 on attack and damage rolls.

Light: Object shines like a torch.

Magic Vestment: Armor or shield becomes +2.

Protection from Chaos/Evil: +2 to saves and counter opposing mind control.

Sanctuary: Opponents can't attack subject until it attacks.

Shield of Faith: Grants +2 or higher shield bonus.

3.4.2 2nd-level Paladin Spells

Aid: Ally gains +2 attack bonus, 10 +1/level temporary hp.

Bless: Nearby allies gain +2 to attack.

Bless Weapon: Weapon becomes +2 and good.

Cure Moderate Wounds: Cures 4d6 damage.

Daylight: Large radius of bright light.

Hold Person: Paralyzes one humanoid for short duration.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Spiritual Weapon: Magic weapon attacks on its own.

Share Pain: Split damage with willing subject.

Zone of Truth: Subjects within small emanation cannot lie.

3.4.3 3rd-level Paladin Spells

Blindness/Deafness: Touched creature is blinded or deafened.

Cure Serious Wounds: Cures 6d6 damage.

Death Ward: Grants immunity to death spells and negative energy effects.

Discern Lies: Reveals deliberate falsehoods.

Disrupting Weapon: Melee weapon destroys undead.

Heal Mount: As *heal* on warhorse or other special mount.

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.

3.4.4 4th-level Paladin Spells

Command, Mass: As *command*, but affects multiple creatures.

Cure Critical Wounds: Cures 6d8 damage.

Divine Power: You gain attack and damage bonus, +4 Str, and 2 hp/level.

Holy Sword: Weapon becomes +5 and holy.

Invest Magic: All of subject's equipment is magical.

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.

Righteous Might: Your size increases, and you gain combat bonuses.

3.5 Sorcerer/Wizard Spells

3.5.1 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.

Mental Retribution: Subject protected by shield that bewilders attacker.

Protection from Chaos/Evil/Good/Law: +2 to saves and counter opposing mind control.

Shield: Invisible disc gives +2 to AC.

Ablative Shield: Immediately reduce damage from foes' spells.

Sanctuary: Opponents can't attack subject until it attacks.

Conj **Grease:** Makes 10 ft. square or one object slippery.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Retrieve: 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 and damage bonus.

Ench **Command:** One subject obeys selected command for 1 round.

Mental Retribution: Subject protected by shield that bewilders attacker.

Sleep: Tire a creature, possibly putting it to sleep.

Attraction: Subject has an attraction you specify.

Cause Fear: One creature is shaken, may flee.

Evoc **Burning Hands:** 1d6 fire damage in medium cone.

Mage Hand: 5-pound telekinesis.

Magic Missile: Force missiles unerringly deal 2d4 damage.

Shocking Grasp: Touch deals 2d6 electricity damage.

Feather Fall: Objects or creatures fall slowly.

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 **Enfeeblement:** Inflicts -4 physical attribute penalty.
False Life: Gain 10 temporary hp +1/level.
Inflict Light Wounds: Touch deals 2d6 damage.
Crush Life: Target takes 1d10 unavoidably.
Lifelink: Cast short range spells on distant subject.

Trans **Magic Vestment:** Armor or shield becomes +2.
Quiet Mind: Briefly gain bonus to Concentration checks.
Backbiter: Weapon attacks its wielder when used.
Expeditious Retreat: Your speed doubles.

3.5.2 2nd-level Sorcerer/wizard Spells

Abjur **Inertial Shield:** Subject gains damage reduction.
Invisibility Purge: Suppresses invisibility within large radius.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Share Pain: Split damage with willing subject.
Ablate Impact: Immediately reduce damage from physical attacks.
Spellthrift, Lesser: As *lesser dispel magic*, but you gain the effects of dispelled spells.

Conj **Acid Arrow:** Ranged touch attack deals 2d6 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.
Darkvision: See 60 ft. in total darkness.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.
Reveal Death: Show creature vision of its death.

Ench **Calm Emotions:** Calms creatures, negating emotion effects.
Hold Person: Paralyzes one humanoid for short duration.
Touch of Idiocy: Subject takes -4 penalty to Int, Wis, and Cha.
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 4d6 fire damage.
Shatter: Sonic vibration damages objects or crystalline creatures.
Interposing Hand: Hand provides cover against one opponent at a time.
Knock: Opens locked or magically sealed door.

Illus **Blur:** Attacks miss subject 20% of the time.
Darkness: Object sheds supernatural shadow in medium radius.
Veil: Conceals creature's actions.
Mirror Image: Creates decoy duplicates of you.
Silent Image: Creates minor illusion of your design.

Necro **Blindness/Deafness:** Touched creature is blinded or deafened.
Inflict Moderate Wounds: Touch deals 4d6 damage.
Share Pain: Split damage with willing subject.
Death Knell: Gain temporary HP when subject dies.
Unliving Eyes: Grants lifesight ability.

Trans **Magic Weapon:** Weapon becomes +2.
Spider Climb: Grants ability to walk on walls and ceilings.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.
Reduce Person: Humanoid creature halves in size.
Slow: Subject takes only one action/round.

3.5.3 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: Split damage with unwilling subject.
Spell Immunity: Subject has limited immunity to one school of magic.

Conj **Redirection:** Redirect attacks on you to other targets.
Dimensional Anchor: Bars extradimensional movement.
Fog Cloud: Medium 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.

Ench **Confusion:** Subject acts randomly.
Daze: Subject is bewildered and may lose an action.
Hypnotic Pattern: Fascinates creatures in small radius.
Crushing Despair: Subjects in medium cone are demoralized.
Heroism: Gives +2 on attacks, checks, and saves.

Evoc **Fireball:** Small radius of fire deals 3d6 damage.
Lifeseeking Missile: Homing missiles unerringly deal 3d10 damage.
Lightning Bolt: Large line of electricity deals 3d6 damage.
Levitate: Subject moves up and down at your direction.
Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Illus **Hypnotic Pattern:** Fascinates creatures in small radius.
Invisibility: Subject is invisible until it attacks.
Phantom Steed: Shadow horse appears for extended duration.
Rainbow Pattern: Lights fascinate 24 HV of creatures.
Disguise Self, Greater: Change your appearance at will.
Minor Image: As *silent image*, plus some sound.

Necro **Contagion:** Infects subject with chosen disease.
Inflict Serious Wounds: Touch deals 6d6 damage.
Lifeseeking Missile: Homing missiles deal 3d10 damage.
Share Pain, Forced: Split damage with unwilling subject.
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.

3.5.4 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 Resistance: Subject gains spell resistance.

Ablative Fortress: Immediately reduce damage from foes' spells in area.

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Conj **Blink:** You randomly vanish and reappear for short duration.

Dismissal: Forces a creature to return to native plane.

Ice Storm: Hail deals 4d4 damage in small cylinder.

Summon Monster IV: Calls extraplanar creature to fight for you.

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Dimension Door: Teleports you within 1,000 feet.

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.

Discern Vulnerability: Quickly find weaknesses in foe's defenses.

Precognition: See into the future to gain combat bonuses.

Ench **Hold Monster:** As hold person, but any creature.

Phantasmal Killer: Fearsome illusion can frighten target to death.

Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

:

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Evoc **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.

Ice Storm: Hail deals 4d4 damage in small cylinder.

Shout: Deafens all within medium cone and deals 4d6 sonic damage.

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Forceful Hand: Hand pushes creatures away.

Telekinetic Force: Move things with your your mind.

Illus **Displacement:** Attacks miss subject 50% of the time.

Phantasmal Killer: Fearsome illusion can frighten target to death.

Major Image: As silent image, plus sound, smell and thermal effects.

Shadow Conjuration: Mimics conjuration below 4th level, but only half real.

Necro **Agony:** Creature suffers penalties due to debilitating pain.

Enervation: Subject gains three negative levels.

Inflict Critical Wounds: Touch deals 6d8 damage.

Crush Life, Greater: Target unavoidably takes 4d10 damage and is sickened.

Transfer Suffering: Give 8d6 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.

Stoneskin: Grants natural armor and DR.

Haste: Subject moves faster, gets extra attack.

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3.5.5 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.

Retributive Shield: Grant DR 10 that reflects damage at foes.

Spellthrift: As *dispel magic*, but you gain the effects of dispelled spells.

:

Conj **Acid Arrow, Greater:** As acid arrow, but 5d6 damage initially

and more over time.

Ethereal Jaunt: You become ethereal for short duration.

Glitterdust, Greater: Dazzles and outlines concealed and invisible creatures in small radius.

Mind Fog: Fog imposes -5 penalty to Wisdom.

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.

Discern Vulnerability: Quickly find weaknesses in foe's defenses.

True Seeing:^MLets you see all things as they really are.

True Strike: +20 on your next attack roll.

Feeblemind: Subject's Intelligence drops to -9.

Mind Fog: Fog imposes -5 penalty to Wisdom.

Power Word Confuse: Bloodied subject acts randomly.

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.

Chain Lightning: 5d10 damage; secondary targets take half damage.

Cone of Cold: 5d6 cold damage and fatigue in medium cone.

Wall of Fire: Passing through wall deals 5d6 damage.

Wall of Force: Wall is immune to damage.

Resilient Sphere: Force globe protects but traps one creature or object.

Telekinetic Thrust: Hurl objects with the force of your mind.

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.

Retributive Shield: Grants DR 10 that reflects damage at foes.

Inflict Light Wounds, Mass: Deals 5d6 damage to many creatures.

Stinking Cloud: Fog nauseates creatures inside.

Waves of Fatigue: Creatures in large cone become fatigued.

Bestow Curse: -6 to an attribute; -4 on attack rolls, saves, checks, and AC; or 25% chance of losing each action.

:

Trans **Combat Transformation:**^MYou gain combat bonuses.

Earth Glide: Creature glides through earth.

Passwall: Creates passage through wood or stone wall.

Wall of Stone: Creates a stone wall that can be shaped.

Animate Objects: Objects attack your foes.

Baleful Polymorph: Transforms subject into harmless animal.

3.5.6 6th-level Sorcerer/wizard Spells

Abjur **Banishment:** Banish multiple extraplanar creatures.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Protection from Energy, Greater: As *protection from energy*, but against all energy types.

Repulsion: Creatures can't approach you.

Share Pain, Greater: Redirect all damage from or to willing subject.

Conj **Banishment:** Banish multiple extraplanar creatures.

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.

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:^MLets you see all things as they really are.

	<i>Analyze Dweomer</i> : ^F Reveals all magical aspects of subjects.		<i>Heroism, Greater</i> : Gives combat bonuses, temporary hit points.
	<i>Moment of Prescience</i> : Roll twice with bonus for single attack, save, or opposed check.		:
Ench	<i>Insanity</i> : Subject indefinitely acts randomly.	Evoc	<i>Energy Conversion</i> : As <i>greater resist energy</i> , plus you can fire rays of absorbed energy.
	<i>Power Word Fear</i> : Subject is unavoidably afraid.		<i>Missile Storm</i> : Swarm of missiles strike many creatures.
	<i>Charm Person, Mass</i> : As <i>charm person</i> , but affects multiple creatures.		<i>Prismatic Spray</i> : Rays hit subjects with variety of effects.
	<i>Dominate Person</i> : Controls humanoid telepathically.		<i>Shout, Greater</i> : Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects.
Evoc	<i>Delayed Blast Fireball</i> : 6d6 fire damage in medium radius; you can postpone blast for 5 rounds.		<i>Forcecage</i> : ^M Cube or cage of force imprisons all inside.
	<i>Freezing Sphere</i> : Freezes water or deals 6d6 cold damage in medium radius.	Illus	<i>Mage's Sword</i> : ^F Floating magic blade strikes opponents.
	<i>Grasping Hand</i> : Hand provides cover, pushes, or grapples.		<i>Invisibility, Mass</i> : As <i>invisibility</i> , but affects multiple creatures.
	<i>Telekinesis</i> : Moves object, attacks creature, or hurls object or creature.	:	<i>Shadow Conjunction, Greater</i> : As shadow conjunction, but up to 6th level.
Illus	<i>Mislead</i> : Turns you invisible and creates illusory double.	Necro	<i>Inflict Serious Wounds, Mass</i> : Deals 7d6 damage to many creatures.
	<i>Invisibility, Greater</i> : As <i>invisibility</i> , but subject can attack and stay invisible.		<i>Strip the Flesh</i> : Rend foe's skin from its body.
	<i>Persistent Image</i> : As <i>major image</i> , but no concentration required.		<i>Finger of Death</i> : Kills one subject.
	<i>Project Image</i> : Illusory double can talk and cast spells.	Trans	<i>Link Vitality, Mass</i> : As <i>link vitality</i> , but affects one creature/level.
Necro	<i>Cripple</i> : Subject cannot use its limbs.		<i>Black Tentacles</i> : Tentacles grapple all within small spread.
	<i>Harm</i> : Touch deals 12d8 damage.		<i>Oak Body</i> : Your body becomes as hard as oak.
	<i>Power Word Blind</i> : Blinds bloodied creature.		<i>Enlarge Person, Mass</i> : Multiple humanoid creatures double in size.
	<i>Inflict Moderate Wounds, Mass</i> : Deals 6d6 damage to many creatures.	Univ	<i>Slow, Mass</i> : Many subjects take only one action/round.
	<i>Soulrend</i> : Target takes Charisma damage.		<i>Limited Wish</i> : ^M Alters reality – within spell limits.
:			
Trans	<i>Disintegrate</i> : Deals 12d8 damage, leaving only dust.	3.5.8	8th-level Sorcerer/wizard Spells
	<i>Overland Flight</i> : You fly at a speed of 40 ft. and can hustle over long distances.	Abjur	<i>Protection from Spells</i> : ^{MF} Subject gains spell resistance and +5 to saves vs spells.
	<i>Telepathic Bond, Mass</i> : Mental link lets allies communicate.		<i>Spell Immunity, Greater</i> : Subject is immune to two schools of magic.
	<i>Totemic Mind, Mass</i> : As <i>totemic mind</i> , but affects multiple creatures.		<i>Spellthrift, Greater</i> : As <i>greater dispel magic</i> , but you gain the effects of dispelled spells.
	<i>Totemic Power, Mass</i> : As <i>Totemic power</i> , but affects multiple creatures.	Conj	<i>Acid Fog</i> : Acidic solid fog deals damage each round.
	<i>Reduce Person, Mass</i> : Reduces several creatures.		<i>Sea of Fog</i> : 200 ft. radius of fog obscures vision.
	<i>Transmute Flesh and Stone</i> : Turns subject creature into statue, or restores petrified creature.		<i>Summon Monster VIII</i> : Calls extraplanar creature to fight for you.
			<i>Maze</i> : Traps subject in extradimensional maze.
3.5.7	7th-level Sorcerer/wizard Spells		<i>Summon Monster IV</i> : Calls extraplanar creature to fight for you.
Abjur	<i>Energy Conversion</i> : As <i>greater resist energy</i> , plus you can fire rays of absorbed energy.	Div	<i>Detect Thoughts, Greater</i> : Allow “listening” to surface thoughts without concentration.
:			<i>Revelation</i> : Grant target vision of one of three futures.
	<i>Antimagic Field</i> : Negates magic in small emanation from you.	Ench	<i>Daze, Mass</i> : As <i>daze</i> , but affects multiple creatures.
	<i>Spell Turning</i> : Reflect 1d4+6 spell levels back at caster.		<i>Scintillating Pattern</i> : Twisting colors confuse, stun, or render unconscious.
Conj	<i>Black Tentacles</i> : Tentacles grapple all within small spread.		<i>Suggestion, Mass</i> : As <i>suggestion</i> , but shorter and affects multiple creatures.
	<i>Cloudkill</i> : Fog deals Con damage each round.		<i>Dominate Monster</i> : As dominate person, but any creature.
	<i>Summon Monster VII</i> : Calls extraplanar creature to fight for you.	Evoc	<i>Cone of Cold, Greater</i> : 8d6 cold damage and fatigue in large cone.
	<i>Dimension Door, Mass</i> : Teleport you and multiple allies within 1,000 feet.		<i>Polar Ray</i> : Ranged touch attack slows and deals 16d6 cold damage.
	<i>Summon Monster VIII</i> : Calls extraplanar creature to fight for you.		<i>Prismatic Wall</i> : Wall's colors have array of effects.
Div	<i>Arcane Sight, Greater</i> : You perceive spells and magical auras effortlessly.		<i>Crushing Hand</i> : Large hand provides cover or crushes your foes.
	<i>Moment of Prescience</i> : Roll twice with bonus for single attack, save, or opposed check.	Illus	<i>Scintillating Pattern</i> : Twisting colors confuse, stun, or render unconscious.
:			<i>Shadow Body</i> : You become a living shadow.
	<i>Precognition, Greater</i> : See into the future to gain combat bonuses and extra attack.		<i>Shadow Evocation, Greater</i> : As shadow evocation, but up to 7th level.
Ench	<i>Confusion, Mass</i> : Multiple creatures act randomly.	Necro	<i>Energy Drain</i> : Subject gains six negative levels.
	<i>Deep Slumber</i> : Subject falls asleep for a long time.		<i>Inflict Critical Wounds, Mass</i> : Deals 8d6 damage to many creatures.
	<i>Hold Person, Mass</i> : As <i>hold person</i> , but affects multiple creatures.		<i>Waves of Exhaustion</i> : Creatures in medium cone become ex-
	<i>Power Word Stun</i> : Stuns a creature.		

hausted.

Horrid Wilting: Deals 8d6 damage 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:^MPuts subject into suspended animation.

Haste, Mass: Many subjects move faster, get extra attack.

3.5.9 9th-level Sorcerer/wizard Spells

Abjur :

Mage's Disjunction: Dispel all magic.

Conj **Etherealness:** Travel to Ethereal Plane with companions.

Imprisonment: Entombs subject beneath the earth.

Summon Monster IX: Calls extraplanar creature to fight for you.

Div :

Foresight: "Sixth sense" warns of impending danger.

Revelation: Grant target vision of one of three futures.

Moment of Prescience, Greater: Roll twice with large bonus for single attack, save, or opposed check.

Ench **Hold Monster, Mass:** As *hold monster*, but affects multiple creatures.

Weird: As *phantasmal killer*, but affects multiple creatures.

Irresistible Dance: Forces subject to dance.

Evoc **Meteor Swarm:** Massive hail of meteors deals 9d8 damage.

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 **Transmute 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 1d3+1 rounds.

Univ **Wish:**^MAs *limited wish*, but with fewer limits.

3.6 Arcane Invocation List

Abjur **Ablative Aura:** Damage foes who attack a shielded ally.

Bestow Protection: Protect ally from physical or magical attacks.

Conj **Acid Orb:** Propel a small orb of acid at a foe for d6 damage.

Conjure Projectile: Summon projectiles that hit a foe for d6 damage.

Div **Premonition:** Grant ally temporary attack bonus.

Twist Fate: Know foe's future action and apply penalty of choice.

Ench **Confusion, Lesser:** Subject briefly acts randomly.

Distract: Foe is bewildered.

Evoc **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.

3.7 Arcane Ritual List

3.7.1 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 **Mending:** Makes minor repairs on an object.

Engineering

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.

None **Arcane Mark:** Inscribe a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

3.7.2 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.

Linguistics

Comprehend Languages: You understand all spoken and written languages.

Nature **Whispering Wind:** Sends a short message 1 mile/level.

Spell **Undetectable Alignment:** Conceals alignment for 24 hours.

Survival

Create Food and Water: Conjure sustenance from thin air.

3.7.3 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 **Mending, Greater:** Repairs an object.

Forgery

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.

3.7.4 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.

Tongues: Speak and understand any language.

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).

3.7.5 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:**^FLets you learn tales about a person, place, or thing.

Nature **Scrying:**^FSpies 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:**^FSpies on subject from a distance.

Secret Chest:^FHides 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.

3.7.6 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, ghosts, 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.

3.7.7 7th-level Arcane Rituals

Arcana **Clone:**^FDuplicate 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 Fear: Trap frightens triggering creature.

Teleport Object: As teleport, but affects a touched object.

Eng **Mordenkainen's Magnificent Mansion:**^FDoor 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:**^FDoor leads to extradimensional mansion.

Plane Shift:^FAs 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.

3.7.8 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:^FObject or location attracts certain creatures.

Illus **Screen:** Illusion hides area from vision, scrying.

Relig **Create Greater Undead:**^MCreates shadows, wraiths, spectres, or devourers.

3.7.9 9th-level Arcane Rituals

Arcana **Emancipation:** Releases creature from imprisonment, many other impediments.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Teleportation Circle: Circle teleports any creature inside to designated spot.

Religion

Soul Bind:^FTraps newly dead soul to prevent resurrection.

3.8 Divine Ritual List

3.8.1 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.

3.8.2 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: Disperses 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.

Linguistics

Comprehend Languages: You understand all spoken and written languages.

Survival

Create Food and Water: Conjures sustenance from thin air.

3.8.3 3rd-level Divine Rituals

Arcana **Fire Trap:** Opened object deals 1d4/level fire damage.

Remove Curse: Frees object or person from curse.

Craft **Mending, Greater:** Repairs an object.

Engineering

Mending, Greater: Repairs an object.

Heal **Remove Disease:** Cures all diseases affecting subject.

Remove Blindness/Deafness: Cures normal or magical conditions.

Nature **Ironwood:** Magic wood is strong as steel.

Religion

Animate Dead: Creates undead skeletons and zombies.

Glyph of Warding:^MInscription harms those who pass it.

Speak with Dead: Corpse answers one question/two levels.

Spellcraft

Obscure Object: Masks object against scrying.

Remove Curse: Frees object or person from curse.

3.8.4 4th-level Divine Rituals

Arcana **Sending:** Delivers short message anywhere, instantly.

Heal **Restoration:** Restores level and attribute score drains.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Linguistics

Tongues: Speak and understand any language.

Nature **Reincarnate:** Brings dead subject back in a random body.

Planes **Planar Ally, Lesser:** Exchange services with a 6 HV extraplanar creature.

Religion

Divination: Provides useful advice for specific proposed actions.

Sending: Delivers short message anywhere, instantly.

3.8.5 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:^FSpies on subject from a distance.

Tree Stride: Step from one tree to another far away.

Unhallow: Designates location as unholy.

3.8.6 6th-level Divine Rituals

Create Undead: Create ghouls, ghosts, 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:^FAs 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.

3.8.7 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.

3.8.8 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.

3.8.9 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:^FTraps newly dead soul to prevent resurrection.

Sympathy: Object or location attracts certain creatures.

True Resurrection: As resurrection, plus remains aren't needed.

3.9 Advanced Spell Descriptions

Ablate Impact

Abjuration (Shielding)

Level: Abjur 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain physical damage reduction 10/force. This damage reduction increases by 1 per caster level above 4th.

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

You can cast this spell instantaneously, quickly enough react to an opponent attacking you (but before the attack is rolled).

Ablative Fortress

You instantly create a simmering field of magical energy, protecting you and your allies from hostile magic.

Abjuration (Negation) [Magic]

Level: Abjur 4, Magic 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: Abjur 1, Magic 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain spell damage reduction 5/force. This damage reduction increases by 1 per caster level above 2nd.

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

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

Acid Arrow

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.

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

Acid Arrow, Greater

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 + 2d6 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. If the target becomes submerged in liquid or takes at least twenty points of fire or cold damage, this spell's effect ends.

Acid Fog

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: 4d6 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.

Agony

You inflict debilitating pain on your foe, crippling its ability to act.

Necromancy (Flesh)

Level: Sor/Wiz 4

Range: Close (30 ft.)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: The subject suffers a -4 penalty to attack rolls, saving throws, checks, DCs, and AC.

Aid

You fill the target with confidence, improving its resilience and stamina in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 2, Pal 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to attack rolls and temporary hit points equal 10 + 1 per caster level above 4th. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

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, Evil 2, Good 2, Law 2

Range: Touch

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: Div 6, Knowledge 6, Magic 6

Components: V, S, F

Range: Close (30 ft.)

Target: One object or creature per round

Duration: Medium (5 minutes) (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 7, Nature 7

Range: Medium (100 ft.)

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 7

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

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.

Aqueous Blade

You transform the active part of your ally's weapon into water, weakening its blows but allowing it penetrate your foe's defenses more easily.

Transmutation (Alteration) [Water]

Level: Drd 2, Water 2

Range: Close (30 ft.)

Target: One weapon

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

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Attacks with the affected weapon are made as touch attacks. However, damage with the weapon is halved, including any bonuses to weapon damage.

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 (100 ft.) 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

Duration: Extreme (12 hours) (D)

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, and you can concentrate on specific creatures to learn about their spellcasting abilities as a swift action. In addition, you automatically recognize any spells being cast within the area.

Note:

Greater arcane sight doesn't let you identify magic items. 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.

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

Attraction

You cause the subject to feel attracted to something.

Enchantment (Emotion) [Mind-Affecting]

Level: Ench 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: Ench 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.

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 6, 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 attributes.
- If the target has the shapechanger subtype, it retains that subtype.
- The target retains its own hit points.
- The target is treated as 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 attributes 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. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype (such as a lycanrope 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, War 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, Nature 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 or fire. This damage reduction increases by 1 for every four levels above 4th.

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

Bestow Curse

You place a curse on your foe, crippling its ability to act.

Necromancy (Life) [Curse]

Level: Clr 5, Death 5, Evil 5, Necro 5

Range: Close (30 ft.)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject suffers one of the following three effects, chosen by you:

- -6 penalty to an attribute.
- -4 penalty on attack rolls, saving throws, checks, DCs, and AC.
- Each turn, the target has a 25% chance to take no action; otherwise, it acts normally.

You may also invent your own curse, but it should be no more powerful than those described above.

Note: Curses cannot be dispelled. *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 7

Range: Medium (100 ft.)

Area: Small (10 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: Cleric 7, 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 *blasphemy*.

Bless

You fill your allies with confidence, improving their prowess in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 2, Good 2, Pal 2, War 2

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 2

Components: V

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, Death 3, Pal 3, Sor/Wiz 2

Range: Touch

Target: 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. 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. A blinded character has a 50% miss chance on all attacks. 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.

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 4

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: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains concealment, granting it a +4 circumstance bonus to AC. This concealment allows the subject to use Stealth without other cover or concealment, though other restrictions apply as normal.

Note: A *see invisibility* spell does not counteract the blurring 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, Sor/Wiz 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 2nd

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: 3d8 electricity damage + d8 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

Saving Throw: Reflex half/Reflex negates

Damage: 5d8 electricity damage + d8 per four caster levels above 10th

Bloodied Effect: A creature struck by a bolt is also staggered for 1 round. It can take a move action or a standard action each round, but not both. 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.

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Calm Emotions

You calm a group of creatures, preventing the situation from getting out of hand.

Enchantment (Emotion) [Mind-Affecting]

Level: Sor/Wiz 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: Clr 1, Ench 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: Destruction 5, Drd 5, 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: Full-round action

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

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous/5 rounds

Saving Throw: None/Will half

Spell Resistance: Yes (Will)

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

Effect: If the target is not chaotic, it takes damage and is bewildered for 5 rounds. A successful Will save halves the damage.

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: Ench 5

Target: One 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: 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: Ench 6

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.

Circle of Death

You snuff out the life force of your weakened foes by flooding them with negative energy.

Necromancy (Vitalism) [Death, Negative]

Level: Clr 6, Death 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 are reduced to 0 hit points and take 9 critical damage, causing them to begin dying.

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: Evoc 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, Clr 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: Will negates (harmless)

Spell Resistance: Yes (Will)

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 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: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures in the area are dazzled and bewildered.

Note: A dazzled creature has a 20% miss chance on all attack rolls and takes a -4 penalty to Spot checks. He is also unable to see with darkvision. A bewildered creature is mentally affected in a way that detracts from its ability to act, causing it to be vulnerable. It takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

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 (Augment)

Level: Sor/Wiz 5

Components: V, S, M

Range: Personal

Target: You

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

Effect: You gain a +3 bonus to Strength, Dexterity, Constitution, natural armor, and Fortitude saves. This bonus increases to +4 at 14th level and to +5 at 20th level. In addition, you gain proficiency with any weapons you hold (except exotic weapons).

Note: If you cast a spell or use a spell activation or spell completion magic item, the spell immediately ends.

Material Components: A potion of *totemic power* (which costs 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, Pal 1, Sor/Wiz 1

Components: V

Range: Medium (100 ft.)

Target: One 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. 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, Law 5, Pal 4

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

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

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: None/Reflex half

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.

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

Saving Throw: Reflex half/None

Damage: 5d6 cold damage + d6 per four caster levels above 10th.

Effect: This spell functions as *lesser cone of cold*, except that affected creatures are fatigued for 5 rounds.

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.

Confusion

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

Enchantment (Compulsion) [Mind-Affecting]

Level: Chaos 3, Sor/Wiz 3, Trickery 3

Range: Medium (100 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, a confused creature has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Note: A 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: Sor/Wiz 7, Trickery 7

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

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

Contagion

You infect your foe with a contagious disease.

Necromancy (Flesh) [Disease]

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 3

Range: Medium (100 ft.)

Target: One living creature

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	1d6 Int
Red ache	1d6 Str
Shakes	1d6 Dex
Slimy doom	1d6 Con

¹ Each time a victim takes 3 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Control Water

You manipulate elemental forces to control water around you.

Evocation (Control) [Water]

Level: Drd 2, Water 2

Range: Far (300 ft.)

Area: Water in one volume/level of 10 ft. by 10 ft. by 2 ft. (S)

Duration: Medium (5 minutes) (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: Illus 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 to at least one other swarm. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 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).

Cripple

You render your foe's limbs useless.

Necromancy (Flesh)

Level: Sor/Wiz 6

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is staggered. It can take a move action or a standard action each round, but not both.

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

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on 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: Death 1, Necro 1

Range: Medium (100 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fort)

Damage: 1d10 life damage + d10 per four caster levels above 2nd

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 4

Damage: 4d10 life damage + d10 per four caster levels above 8th

Effect: This spell functions like *crush life*, except that the target is also sickened for 5 rounds.

Crushing Despair

You fill a number of creatures with sadness and gloom.

Enchantment (Emotion) [Mind-Affecting]

Level: 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 is vulnerable, causing it to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC. *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: Evoc 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 (Vitalism) [Healing, Positive]

Level: Clr 4, Drd 4, Life 4, Pal 4

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

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

Cure Critical Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even their most grievous injuries.

Necromancy (Vitalism) [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 (Vitalism) [Healing, Positive]

Level: Clr 1, Drd 1, Pal 1

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half (harmless) or Fortitude half; see text

Spell Resistance: Yes (Fortitude)

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

Effect: You heal the target. Since undead are powered by negative energy, this spell deals positive damage to them instead of curing their wounds.

Cure Light Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing some of their wounds.

Necromancy (Vitalism) [Healing, Positive]

Level: 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: Fortitude half (harmless) or Fortitude half; see text

Spell Resistance: Yes (Fortitude)

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

Effect: You heal the targets. Like other *cure* spells, this spell deals positive 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: Clr 2, Drd 2, Life 2, Pal 2

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

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

Cure Moderate Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing their wounds.

Necromancy (Vitalism) [Healing, Positive]

Level: 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 (Vitalism) [Healing, Positive]

Level: Clr 3, Drd 3, Life 3, Pal 3

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

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

Cure Serious Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even serious injuries.

Necromancy (Vitalism) [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: 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'-wisp), 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: 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 darkness.

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: Sor/Wiz 3

Range: Medium (100 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 8

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 (Life) [Death]

Level: Death 2, Evil 2, Necro 2

Range: Medium (100 ft.)

Target: Living creature

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

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Bloodied Effect: The subject becomes vulnerable. If it drops to 0 hit points, it dies immediately, and you gain 20 temporary hit points + 2 per caster level above 4th. These temporary hit points last for 1 round per HV the subject had.

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

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Death Ward

Abjuration/Necromancy (Shielding, Vitalism) [Positive]

Level: Clr 3, Death 3, Good 3, Pal 3, Protection 3

Range: Close (30 ft.)

Target: One living creature

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 (Shielding, Vitalism) [Positive]

Level: Clr 7, Death 7

Range: Medium (100 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: Medium (100 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

Casting Time: 1 swift action

Range: Close (30 ft.)

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject becomes temporarily immune to the effects of poison. It does not make any saving throws against poison during this spell's duration. This effect does not prevent the subject from becoming poisoned, and any poisons in the subject's system when the spell ends will continue their effects normally.

Note: This spell does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation (Energy) [Fire]

Level: Fire 6, Sor/Wiz 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. It can take a move action or a standard action each round, but not both.

Bloodied Effect: The target is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying.

Note: The remains of a creature killed by this spell are consumed utterly (but not its equipment or possessions). The only way to restore life such a creature is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 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, Pal 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 is 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 Secret Doors

You can detect secret doors, compartments, caches, and so forth.

Divination (Awareness) [Detection]

Level: 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: 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, Pal 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: Clr 7, 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, stunned, staggered
Up to caster level –15	Killed ¹

¹ Living creatures die. Nonliving creatures are destroyed.

Staggered: The creature is staggered for 5 rounds. It can take a move action or a standard action each round, but not both.

Stunned: The creature is stunned for 1 round.

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

Killed: Living creatures die. Nonliving creatures are destroyed.

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: Extreme (1,000 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.

Note:

If you arrive in a place that is already occupied by a solid body, you take 2d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location that is within the range of the spell.

If there is no free space within 100 feet, you take an additional 4d6 damage and the spell simply fails.

Dimension Door, Mass

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

You surround your foe in a shimmering emerald field that completely blocks extradimensional travel, preventing it from escaping you.

Abjuration (Negation)

Level: Clr 3, Magic 3, Sor/Wiz 3

Range: Medium (100 ft.)

Target: One creature

Duration: Long (1 hour) /5 rounds

Saving Throw: Will partial

Spell Resistance: Yes (Will)

Effect: The subject cannot travel extradimensionally for an hour. A successful Will save reduces the duration to 5 rounds. Effects barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *dissipating touch*, *ethereal jaunt*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like, psionic, or supernatural abilities.

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, such as summoning monsters. 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: Illus 1, Trickery 1

Range: Personal

Target: You

Duration: Long (1 hour) (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 Perception check, the creature must make a Perception check that beats your saving throw DC with this spell or your Disguise check (if used as part of a disguise), whichever is higher. You cannot change your disguise once the spell is cast.

Disguise Self, Greater

Illusion (Glamer) [Unreal]

Level: Illus 3

Duration: Extreme (12 hours) (D)

Effect: This spell functions like *disguise self*, except that it lasts longer and you can change the disguise at will. By concentrating on the spell as a standard action, you can take on an entirely new appearance, just as if you has cast *disguise self*.

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: 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: 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: 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 (Glamour)

Level: Sor/Wiz 4

Range: Close (30 ft.)

Target: One creature

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. Attacks against the subject have a 50% miss chance as if it were invisible. However, unlike invisibility, this spell does not prevent enemies from targeting the creature normally, and it does not allow the creature to hide.

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

Disrupting Weapon

Necromancy/Transmutation (Imbuement, Positive)

Level: Clr 4, Pal 3

Range: Close (30 ft.)

Target: One melee weapon

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (object)/Fortitude negates

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

Effect: This spell infuses a melee weapon with positive energy, making it deadly to undead. Each round, the first bloodied undead creature struck by this weapon must succeed on a Fortitude save or be destroyed utterly. Healthy undead creatures suffer no ill effect.

Dissipating Touch

Your mere touch can disperse the surface material of your foe, sending a tiny portion of it far away.

Conjuration (Translocation) [Teleportation]

Level: Conj 2

Range: Touch

Target: Creature or object touched

Duration: Instantaneous/1 round

Saving Throw: Will half (object)

Spell Resistance: Yes (Will)

Damage: 4d8 physical damage + d8 per two caster levels above 4th

Effect: The touched target takes damage and is sickened for 1 round. This damage ignores the hardness and damage reduction.

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, Strength 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 4, Strength 4, War 4

Effect: This spell functions like *divine favor*, except that you also gain temporary hit points equal to 20 + 1 per caster level above 8th, and a +3 bonus to Strength. This bonus increases to +4 at 14th level and to +5 at 20th level.

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

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: 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 armor class. If it is flying within 10 feet of the ground, the subject falls to the ground.

Note: If the subject gets farther than 10 feet from the ground, the spell's effect is broken. As a result, the spell cannot affect creatures flying high above the ground.

Earthen Blade

Transmutation (Alteration, Augment) [Earth]

Level: Drd 2, Earth 2

Range: 0 ft.

Manifestation: Earthen weapon

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: This spell creates a weapon from the ground. The weapon can be of any type you are proficient with. In addition, the weapon is magical, as the *magic weapon* spell.

Earth Glide

Transmutation (Imbuement) [Earth]

Level: Earth 5, Drd 5, Sor/Wiz 5

Range: Touch

Target: Touched creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains the earth glide ability, as an earth elemental. This allows it to glide through stone, dirt, or almost any other sort of earth except metal as if it were air. The subject can walk, run, or climb at any angle in the earth. However, the subject generally cannot breathe, speak, or hear while gliding. While gliding, a creature can remain partially within the earth, granting it cover.

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

Earthquake

Evocation (Control) [Earth]

Level: Destruction 8, Drd 8, Clr 8, Earth 7

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.

Energy Conversion

Abjuration/Evocation (Energy, Shielding) [see text]

Level: Protection 7, 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 descriptor is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the spell's duration.

Energy Drain

Necromancy (Vitalism) [Negative]

Level: Clr 8, Death 8, Evil 8, Sor/Wiz 8

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

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

Note: The damage reduction allows an undead subject to ignore the first 16 physical damage it takes each round. If it is hit by an attack that deals positive damage, such as *cure light wounds*, it cannot use its damage reduction for 1 round.

Enervation

Your foe's body loses its color momentarily as you drain its life force away.

Necromancy (Vitalism) [Negative]

Level: Death 4, Sor/Wiz 4

Range: Close (30 ft.)

Target: One creature

Duration: Long (1 hour)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The target gains three negative levels.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, checks, and effective level (for determining the power, 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. If the subject has at least as many negative levels as HV, it dies.

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

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

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

Enfeeblement

Necromancy (Flesh)

Level: Death 1, Sor/Wiz 1

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

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

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

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. This has several effects.

- +10 ft. inherent bonus to movement speed.
- -1 penalty to attack rolls and AC due to its increased size.
- -2 penalty to Dexterity.
- +2 bonus to Strength. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it – the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

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: Strength 7, Trans 7

Range: Medium (100 ft.)

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 grapple attack 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 randomly swerve away from their intended target.

Abjuration (Shielding)

Level: Chaos 2,Clr 2

Range: Close (30 ft.)

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 50% miss chance (similar to the effects of active cover). Other attacks that simply work at a distance are not affected.

Ethereal Jaunt

Conjuration (Translocation) [Planar]

Level: Sor/Wiz 5, Travel 5

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

Saving Throw: None

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: Trans 1

Range: Close (30 ft.)

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: Your base land speed doubles, to a maximum of a +30 foot increase. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement.

Note: As with any effect that increases your speed, this spell affects your jumping distance.

Faerie Fire

Illusion (Figment) [Light, Unreal]

Level: Drd 1

Range: Medium (100 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. Illusionary figments such as *silent image* are not outlined, which may reveal them for what they are.

The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable 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 + 2 per caster level above 2nd. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

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. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Fear

You project an invisible cone that drives creatures away from you in abject fear.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Ench 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

Evocation (Control) [Air]

Level: Air 1, Evoc 1, Travel 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100 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 has 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: 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 rounds.

Bloodied Effect: The target's Intelligence drops to –9, giving it roughly the intellect of a lizard. It is unable to use Intelligence-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. 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.

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. It can take a move action or a standard action each round, but not both.

Bloodied Effect: The target is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying.

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. If you miss, the acorn detonates in a random corner of the intended target square. Together, the acorns are capable of dealing 6d6 fire damage + d6 per four caster levels above 12th, divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface, 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 6d6 fire damage + d6 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

You appear to immolate yourself in a wreath of flame that lashes out at anyone who tries to harm you.

Abjuration/Evocation (Energy, Shielding) [Fire or Cold]

Level: Fire 4, Sor/Wiz 4

Range: Personal

Target: You

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

Saving Throw: None/Reflex half

Spell Resistance: No/Yes (Reflex)

Damage: 4d6 fire or cold damage + d6 per four levels above 8th

Effect: Any creature that hits you with its body or a melee weapon takes damage. Each individual creature can take this damage only once per round. The damage type and other effects depend on which kind of *fire shield* is used. This decision must be made at the time the spell is cast.

Warm Shield: The flames are warm to the touch and deal fire damage. You gain cold damage reduction 20 + 1 per caster level above 8th.

Chill Shield: The flames are cool to the touch and deal cold damage. You gain fire damage reduction 20 + 1 per caster level above 8th.

Regardless of the version, the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet).

Note: The damage reduction allows the subject to ignore the first 20 energy damage it takes each round of the appropriate type. Creatures wielding weapons with exceptional reach are not subject to this spell's damage if they attack you.

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

Range: Medium (100 ft.)

Area: Large (50 ft.) spread

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: Fire 3, Sor/Wiz 3

Range: Medium (100 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 Blade

Evocation (Energy) [Fire]

Level: Drd 2, Fire 2

Range: 0 ft.

Manifestation: Sword-like beam

Duration: Long (1 hour) (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 a weapon. It is treated like a scimitar, except that all damage dealt with it is fire damage, you add half your casting attribute to damage in place of half your Strength, and it is treated as a light weapon,

so you can use Dexterity to attack with it. Alternately, you can hurl flames from the weapon up to Medium (100 ft.) range as if it were a thrown weapon.

Note: Fire spells do not function underwater. A *flame weapon* can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Spell resistance applies when a foe is struck by the weapon, but not when the blade is created.

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: Close (30 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. Your allies in the area take half damage.

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.

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.)

Area: Medium (20 ft.) radius cylinder-shaped spread

Manifestation: Fog in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: Everything within the spell's area has concealment (+4 AC). The cloud is stationary once created.

Note: Fog spells do not function underwater and can be dispersed by wind. A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away the fog in the area into which it deals damage.

Forcecage

Evocation (Control) [Force]

Level: Evoc 7

Range: Medium (100 ft.)

Manifestation: Barred cage (20 ft. cube) or windowless cell (10 ft. cube)

Duration: Long (1 hour) (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.

Forceful Hand

Evocation (Control) [Force]

Level: Evoc 4

Effect: This spell functions like *interposing hand*, except that it can also pursue and bull rush one opponent you select. You must direct the hand to bull rush an opponent as a swift action. If you do, the *forceful hand* may make a bull rush attack that does not provoke an attack of opportunity. Its maneuver modifier equals your caster level + your casting attribute, +4 for being Large. Its Maneuver Class is equal to 10 + its maneuver modifier.

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.

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

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.

Foresight

You bestow a powerful sixth sense to your ally, giving them clear visions of any imminent danger.

Divination (Knowledge)

Level: Knowledge 9, Protection 9, Div 9

Range: Touch

Target: Touched creature

Duration: Long (1 hour) (D)

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (Will)

Effect: The subject receives instantaneous warnings of impending danger or harm that would befall them. She is never surprised or flat-footed, and gains a +20 bonus on initiative checks. In addition, the spell gives the subject a general idea of what action she might take to best protect herself and bestows a +5 bonus to Reflex saves and dodge modifier.

Note: *Foresight* is a difficult spell to cast, since it requires maintaining a constant channel into the future. You may only have one *foresight* spell

active at once. If you cast the spell again before the duration wears off, the old spell is dismissed and only the new casting is active.

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 Maneuver Class against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack 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: Medium (100 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 6, Water 6

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: 6d6 cold damage + d6 per four levels above 12th

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, Trans 3, Travel 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 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.

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

Gentle Descent

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

Transmutation (Imbuement) [Air]

Level: Air 2, Drd 2

Range: Medium (100 ft.)

Target: One creature

Duration: Long (1 hour)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a 30 foot glide speed. It must spend a move action each round to glide.

Note: A creature with a glide speed can glide while in the air. Each round, a gliding creature moves forward at a rate equal to its glide speed and moves five feet down. It may choose to move slower, to a minimum of half its normal glide speed. It may alternately choose to dive, allowing it to move forward at a rate equal to twice its glide speed but also moving twenty feet down. A gliding creature cannot run.

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 illusory figments such as *silent image* for what they are. All within the area at the time that the spell is cast are covered by the dust, which continues to sparkle until it fades.

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

Effect: Water and similar substances can remove the dust.

Glitterdust, Greater

Conjuration (Creation)

Level: Sor/Wiz 5

Saving Throw: None

Effect: This spell functions like *glitterdust*, except that creatures in the area are also dazzled for the duration of the spell.

Note: A dazzled creature has a 20% miss chance on all attack rolls, and takes a -4 penalty to Spot checks. He is also unable to see with darkvision.

Globe of Invulnerability

Abjuration (Negation) [Magic]

Level: Sor/Wiz 5

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 nearby allies.

Enchantment (Compulsion) [Mind-Affecting, Morale]

Level: Brd 3

Area: Small (10 ft.) radius limit centered on you

Target: Five creatures within the area

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subjects gain a +2 bonus on attack rolls and temporary hit points equal to 15 + 1 per caster level above 6th for 5 rounds. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

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

Note: *Good hope* counters and dispels *crushing despair*.

Grasping Hand

Evocation (Control) [Force]

Level: Evoc 6

Effect: This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. You must direct the hand to grapple an opponent as a swift action. If you do, the *grasping hand* may make a grapple attack as a swift action. Its maneuver modifier equals your caster level + your casting attribute, +4 for being Large. Its Maneuver Class is equal to 10 + its maneuver modifier.

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

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

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: 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, Evoc 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 body.

Necromancy (Vitalism) [Negative]

Level: Clr 6, Death 6, Evil 6, Vitality 6, Sor/Wiz 6

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half/None

Spell Resistance: Yes (Fortitude)

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

Effect: The touched creature takes damage. In addition, it takes four points of Constitution damage. A successful Fortitude save halves the negative energy damage but does not mitigate the Constitution damage.

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: Touch

Targets: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject is hasted. This has two effects. First, when making a full attack action, a hasted creature may make one extra attack at a -5 penalty.

Second, 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: Trans 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 body to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 6, Drd 7, Good 6, Vitality 6

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless) or Fortitude negates; see text

Spell Resistance: Yes (Fortitude)

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 points.

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

Heal Mount

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

Necromancy (Vitalism) [Healing, Positive]

Level: Pal 3

Components: V

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

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: Medium (100 ft.)

Target: Metal equipment of one creature within the area

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

Saving Throw: See text

Spell Resistance: Yes (Will)

Damage: 2d6 fire damage per round + 1d6 per four levels above 4th; see text

Effect: This spell makes metal burning hot, causing it to deal damage each round. A creature not touching metal takes no damage from this spell. A creature wielding metal equipment can attempt a Fortitude save for half damage each round. A creature wearing metal armor receives no saving throw, and is also vulnerable for the duration of the spell.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

If the subject is underwater, this spell deals half damage, boiling the surrounding water, and the subject is not vulnerable. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

Heroism

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

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Ench 3

Range: Close (30 ft.)

Target: One creature

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, checks, 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: Ench 7

Effect: This spell functions like *heroism*, except the subject also gains temporary hit points equal to 60 + 2 per caster level above 12th. In addition, the subject is immune to fear and hostile morale 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

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is bewildered, making it vulnerable.

Bloodied Effect: In addition, the subject is flat-footed and must spend a standard action each round to do nothing but laugh uncontrollably. After each time it laughs, the affected creature can attempt a new saving throw. If it succeeds, it can stop laughing, though it is still bewildered.

Note: A creature with an Intelligence score of –8 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: 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

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: Clr 2, Pal 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: As the healthy effect, and the subject is paralyzed and unable to act. Each round on its turn, the subject may attempt a new saving throw to end the paralysis. If it succeeds, it is no longer paralyzed, though it is still bewildered and 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: Clr 7, Sor/Wiz 7

Range: Medium (100 ft.)

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 (Will)

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
Range: Medium (100 ft.)
Target: One creature
Duration: Instantaneous/5 rounds
Saving Throw: None/Will half
Spell Resistance: Yes (Will)
Damage: 8d6 divine damage + d6 per two caster levels above 8th
Effect: If the target is not good, it takes damage and is bewildered for 5 rounds. A successful Will save halves the damage.

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: Clr 7, 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, blinded, deafened
Up to caster level –15	Killed ¹

1 Living creatures die. Nonliving creatures are destroyed.

Deafened: The creature is deafened for 5 rounds.
Blinded: The creature is blinded for 2 rounds.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.
Note: Creatures whose Hit Values exceed your caster level are unaffected by *holy word*.

Horrid Wilting

You dessicate your foes from a great distance, shriveling their bodies.

Necromancy (Flesh)
Level: Necro 8, Water 8
Range: Far (300 ft.)
Area: Large (50 ft.) radius limit
Targets: Ten living creatures within the area
Saving Throw: Fortitude half
Spell Resistance: Yes (Fortitude)
Damage: 8d6 physical damage + d6 per four caster levels above 16th
Effect: Each target takes damage. Plants and creature with the water subtype take a –5 penalty on their saving throw.

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: Sor/Wiz 3
Range: Medium (100 ft.)
Area: Small (10 ft.) radius spread
Manifestation: Colorful lights in the area
Duration: Short (Concentration + 5 rounds)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: Creatures within the spell’s area are fascinated. Each fascinated creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect for the duration of the spell. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw. Any obvious threat, such as noticing someone draw a weapon, cast a spell, or aim a ranged weapon at the fascinated creature automatically breaks the effect. A fascinated creature’s ally may shake it free of the spell as a standard action.
Note: Creatures who cannot see the lights are not affected by this spell.

Ice Storm

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.
Conjuration/Evocation (Creation, Energy) [Cold]
Level: Destruction 4, Drd 4, Sor/Wiz 4, Water 4
Range: Medium (100 ft.)
Area: Small (10 ft.) radius cylinder, 20 ft. high
Duration: Instantaneous/1 round
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 is difficult terrain for 1 round.

Implosion

You create a destructive resonnance in your foe’s body that destroys it from the inside out.
Evocation (Control)
Level: Clr 9, Destruction 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 creature you concentrate on is staggered for 5 rounds. It can take a move action or a standard action each round, but not both.
Bloodied Effect: The target is instantly slain.
Note: You can concentrate on one creature per round. You can target a

particular creature only once with each casting of the spell.

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

Imprisonment

Conjuration/Transmutation (Time, Translocation) [Teleportation]

Level: Earth 9, Law 9, Sor/Wiz 9

Range: Close (30 ft.)

Target: One creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes (Will)

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

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

Bloodied Effect: If the creature is touching the ground, it becomes permanently entombed in a state of suspended animation (as the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. It remains there unless an *emancipation* spell is cast at the locale where the imprisonment took place.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. 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

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

Abjuration (Shielding)

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

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

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

Inflict Critical Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 4, Sor/Wiz 4

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

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

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

Inflict Critical Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 8, Sor/Wiz 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, Sor/Wiz 1

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

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

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, Sor/Wiz 5

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

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, Sor/Wiz 2

Damage: 4d6 negative energy damage + d6 per two caster levels above 4th

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

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

Inflict Moderate Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 6, Sor/Wiz 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, Sor/Wiz 3

Damage: 6d6 negative energy damage + d6 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

Necromancy (Vitalism) [Negative]

Level: Clr 7, Sor/Wiz 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: Evoc 2

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.

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

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has half as many hit points as you do when you're undamaged, and its AC is 15 (-1 size, +6 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

Note:

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand without a saving throw. Directing the hand to a new target is a swift action.

Invest Magic

Transmutation (Augment)

Level: Clr 4, Pal 4, Sor/Wiz 4, War 4

Range: Close (30 ft.)

Target: One creature

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: Sor/Wiz 3, Trickery 3

Range: Close (30 ft.)

Target: 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.

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

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

Note: *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, Mass

Illusion (Glamer)

Level: Sor/Wiz 7, Trickery 7

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

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

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

Invisibility Purge

Abjuration (Negation)

Level: Clr 2, Sor/Wiz 2

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 suppresses all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamour)

Level: Sor/Wiz 5

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 damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds.

You gain a +5 bonus to your Strength score, but you take a –5 penalty to Dexterity as well, and your speed is reduced to half normal. You have a –8 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a warhammer sized for you (1d6 for Small characters or 1d8 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean – at least until the spell duration expires.

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

Irresistible Dance

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: Ench 9

Range: Close (30 ft.)

Target: One creature

Duration: 1d4 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.

Knock

Evocation (Control)

Level: Evoc 2

Components: V

Range: Close (30 ft.)

Target: One Medium or smaller object

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

Effect: The knock spell telekinetically opens stuck, barred, locked, held, or arcane locked objects. If the object is stuck or held, you can immediately make an Strength check to break it open, using your caster level instead of your Strength. Others can aid you on this check as normal. In addition, if the object is locked, you can immediately make a Disable Device check to open the lock as if you had rolled a 20 on the check. You get 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, gas, globe of invulnerability, planar ally, planar binding, and restoration.

Levitate

Evocation (Control)

Level: Evoc 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).

Lifeline

You bind your foe's life force to yours, leaving them vulnerable to your magic.

Necromancy (Life)

Level: Necro 1

Range: Far (300 ft.)

Target: One living creature

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

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is considered to be within Close (30 ft.) range of you for determining the range of your spells and spell-like abilities.

Lifeseeking Missile

Evocation/Necromancy (Control, Life) [Force]

Level: Sor/Wiz 3

Range: Medium (100 ft.)

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

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

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

Light

Illusion (Figment) [Light]

Level: Clr 1, Drd 1, Pal 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.

As a swift action, you can suppress or intensify the light, preventing the object from shedding light or causing it to shed light in up to a Large (50 ft.) radius (and dim light for an additional 50 feet). Either effect lasts for 1 round.

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. *Light* taken into an area of magical darkness does not function.

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: 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

Range: Extreme (1,000 ft.)

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 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

Range: Far (300 ft.)

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: Long (1 hour) (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 (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.

Note: This armor is treated as a separate piece of armor from any other armor the creature is wearing, so it does not stack with any existing armor modifier. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

If you become subject to the *shield* spell during the duration of this spell, the *shield* spell lasts until this spell's duration ends.

Mage Hand

Evocation (Control)

Level: Sor/Wiz 1

Range: Close (30 ft.)

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

Duration: Short (Concentration + 5 rounds)

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. By directing the spell as a swift action, you can propel the object as far as 15 feet in any direction each round, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Note: Fine manipulation, including any motion other than simply moving the object in a particular direction, is not possible with this spell.

Mage's Disjunction

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: Evoc 7

Range: Medium (100 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. It deals 4d6 points of force damage + half your casting attribute + 1d6 per four caster levels above 14th, 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.

As a force effect, the sword can strike ethereal and incorporeal creatures. It 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 nonlawful 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: Short (Concentration + 5 rounds) (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 nonchaotic summoned creatures.

Magic Fang

Transmutation (Augment)

Level: Drd 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell makes one of the subject's natural weapons a +2 magic weapon, granting a +2 bonus to attack and damage 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 4

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: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Creatures in the area

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

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

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

Magic Vestment

Transmutation (Augment)

Level: Clr 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One suit of armor or shield

Duration: Medium (5 minutes)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: You imbue body armor or a shield with a +2 enhancement bonus, giving its bearer a +2 bonus to AC. 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 2, Sor/Wiz 2

Range: Close (30 ft.)

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, giving its wielder a +2 bonus to attack and damage. 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: 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.

Mental Retribution

Abjuration/Enchantment (Inhibition, Shielding) [Mind-Affecting]

Level: Sor/Wiz 1

Range: Close (30 ft.)

Target: One creature; see text

Area: Medium (100 ft.) radius limit centered on the subject; see text

Duration: Short (Concentration + 5 rounds) or until discharged/5 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a faintly shimmering aura. The first time it is attacked by a creature within the area, the spell is discharged, and the attacking creature is bewildered for 5 rounds. A successful Will save can prevent the subject from gaining the aura, but there is no saving throw against the bewildering effect.

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: 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 half/Reflex negates

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: 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: 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

Range: See text

Target 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.

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

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

Note: If you request a miracle, your deity (or the power you pray to) will expect something of you in return. You must cast commune to learn what this is within 24 hours, or you will lose the ability to cast any cleric spells other than commune. For more moderate miracles, you may be required to offer 25,000gp worth of incense and gems. For especially powerful miracles, or multiple moderate miracles, you may be geased with a task to complete.

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

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

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

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

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

Mislead

Illusion (Figment, Glamer) [Unreal]

Level: Sor/Wiz 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.

Missile Storm

You unleash an immense swarm of missiles which seek out and destroy all of your foes.

Evocation (Control) [Force]

Level: Sor/Wiz 7

Area: Large (50 ft.) radius limit centered on you

Targets: Any number of creatures in the area

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

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

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

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 muddled 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 15/fire or adamantine 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 -9), 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.

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

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

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

Order's Wrath

Evocation (Channeling) [Lawful]

Level: Law 4

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous/5 rounds

Saving Throw: None/Will half

Spell Resistance: Yes (Will)

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

Effect: If the target is not lawful, it takes damage and is bewildered for 5 rounds. A successful Will save halves the damage.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Overland Flight

Transmutation (Imbuement)

Level: Sor/Wiz 6

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: Sor/Wiz 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: 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, Trickery 4

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: Will disbelief and Fortitude negates; see text

Spell Resistance: Yes (Will)

Effect: The subject is shaken, causing it to be vulnerable for 5 rounds.

Bloodied Effect: The subject must also make a Fortitude save. If it fails, it is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying.

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: Sor/Wiz 5, Trickery 5

Range: Close (30 ft.)

Target: One creature

Duration: Medium (5 minutes)

Saving Throw: Will disbelief

Spell Resistance: Yes (Will)

Effect: The subject perceives itself to be banished to an extradimensional labyrinth of force planes, as the *maze* spell. It cannot see or hear anything to the contrary, causing it to be treated as if blinded and deafened for most purposes. Typically, this means the subject moves in a random direction each round to escape the maze. If it encounters any physical resistance in its movements or takes any damage, 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 two 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/5 rounds

Saving Throw: None

Spell Resistance: Yes (Fortitude)

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

Healthy Effect: The struck target takes damage and is slowed for 5 rounds.

Bloodied Effect: The struck target takes damage and is frozen solid, causing it to be paralyzed for 5 rounds.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a -2 penalty to attack

rolls, Strength and Dexterity-based skill checks, and armor class.

A paralyzed creature cannot take any action that requires motion. It has effective Dexterity and Strength scores of -10 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Power Word Blind

Necromancy (Flesh)

Level: Sor/Wiz 6

Components: V

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous/5 rounds

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. 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 for 5 rounds, making it vulnerable.

Bloodied Effect: If the target's HV does not exceed your caster level, it is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying. Otherwise, it is sickened for 5 rounds.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

The target must be bloodied when the spell is cast to suffer the bloodied effect.

Power Word Confuse

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

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, a confused creature has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it

is still confused when its turn comes.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC. 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 7

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. The target must be bloodied when the spell is cast to suffer the bloodied effect.

Precognition, Lesser

You extend your mind a fraction of a second into the future, allowing you to strike at your foes more effectively.

Divination (Knowledge)

Level: Div 1

Range: Personal

Target: You

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

Effect: You gain a +2 bonus to your 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.

Precognition

You extend your mind a fraction of a second into the future, allowing you to strike at your foes more effectively and avoid hostile attacks more easily.

Divination (Knowledge)

Level: Div 4

Effect: This spell functions like *lesser precognition*, except that it also affects your saving throws and dodge modifier to AC.

Precognition, Greater

You extend your mind a short time into the future, allowing you to strike at your foes more effectively and avoid hostile attacks more easily.

Divination (Knowledge)

Level: Div 7

Effect: This spell functions like *lesser precognition*, except that it also affects your saving throws and dodge modifier to AC. In addition, when making a full attack, you may make an additional attack at a –5 penalty.

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 <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane, as <i>plane shift</i> 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, multi-colored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 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

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

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

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: Illus 6

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: Clr 1, Law 1, Pal 1, Sor/Wiz 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, Protection 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 in total, regardless of its 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: Clr 1, Good 1, Pal 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: No; See text

Effect: The subject gains a +2 bonus on saving throws. 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: Clr 1, Evil 1, Sor/Wiz 1

Effect: This spell functions like *protection from evil*, except that it protects against good effects.

Protection from Law

Abjuration (Interdiction) [Chaotic]

Level: Chaos 1, Clr 1, Sor/Wiz 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).

Quiet Mind

Transmutation (Augment)

Level: Sor/Wiz 1

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or until discharged

Effect: You gain a +10 bonus to Concentration checks. After you cast a spell, this spell ends.

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: Sor/Wiz 4

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 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.

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.

Redirection

Abjuration (Shielding)

Level: Abjur 3

Range: Personal

Target: You

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

Effect: 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 active cover. 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 simply misses.

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. This has several effects.

- -10 ft. inherent bonus to movement speed.
- +1 inherent bonus to attack rolls and AC due to its decreased size.
- -2 penalty to Strength.
- +2 bonus to Dexterity. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Note: Multiple magical effects that reduce size do not stack.

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

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: Evoc 5

Range: Medium (100 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: 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 energy damage reduction 10 against whichever of the five energy types that you select: acid, cold, electricity, fire, or sonic. This damage reduction increases by 1 per caster level above 4th.

The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.

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

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

Resist energy overlaps (and does not stack with) *protection from energy*. If a character is shielded by both spells, the *protection* spell absorbs damage until its power is exhausted. A character can only be affected by one *resist energy* spell at once.

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.

Retributive Shield

Abjuration/Necromancy (Life, Shielding)

Level: Sor/Wiz 4

Range: Close (30 ft.) /Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: A subject within Close (30 ft.) range gains physical damage reduction 8/life. This damage reduction increases by 1 per two caster levels above 8th. In addition, the spell reflects the damage back at the creature's attackers. Any creature within Medium (100 ft.) range of the subject that attacks it takes life damage equal to the amount of damage resisted by this spell.

Note: This spell's damage reduction allows the subject to ignore the first 8 physical damage it takes each round. If it is hit by an attack that deals life damage, such as *crush life*, it cannot use its damage reduction for 1 round.

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.

Reveal Death

You grant a creature a vision of its death - whether immediate or far in the future.

Divination (Knowledge)

Level: Death 2, Div 2

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell has different effects depending on the version chosen.
Distant Demise: The subject gains a +2 bonus to saving throws. In addition, it is not staggered while at 0 hit points. Further damage is still critical damage and can cause the creature to begin dying as normal.

Imminent Demise: The subject becomes vulnerable.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Revelation

Divination (Awareness, Knowledge)

Level: Div 8, Knowledge 9, Sor/Wiz 9

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

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.

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, DCs, 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 (Augment, Polymorph) [Size-Affecting]

Level: Clr 5, Good 5, Pal 4, 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 overcome by evil attacks if you are good or neutral, and by good attacks if you are evil.

Note: This spell's damage reduction allows the subject to ignore the first 10 physical damage it takes each round. If it is hit by an attack that deals appropriately aligned damage, such as a weapon affected by *align weapon* or a spell with the appropriate descriptor, it cannot use its damage reduction for 1 round. Multiple magical effects that increase size do not stack.

Sanctuary

Abjuration/Enchantment (Compulsion, Shielding)

Level: Abjur 1, Clr 1, Pal 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, Pal 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.

Note: A dazzled creature has a 20% miss chance on all attack rolls and takes a -4 penalty to Spot checks. He is also unable to see with darkvision.

See Invisibility

Divination (Revelation)

Level: 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: Illus 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 15/solar and darkvision out to 60 feet. You are immune to ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this spell, you can be detected by spells that read thoughts, life, or presences (including true seeing), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your spells normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Note: This spell's damage reduction allows the subject to ignore the first 15 physical damage it takes each round. If it is hit by an attack that deals solar damage, such as *sunbeam*, it cannot use its damage reduction for 1 round.

Shadow 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: 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 non-restricted 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 non-restricted 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: 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 non-restricted 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 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.

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 non-restricted sorcerer or wizard evocation spells of 7th level or lower.

Shadow Puppet

Conjuration/Illusion (Shadow, Translocation) [Planar, Unreal]

Level: Illus 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, Pal 2, Protection 2, Sor/Wiz 2

Range: Medium (100 ft.)

Targets: You and one willing creature

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell creates a connection between you and a willing subject. As you cast the spell, you decide whether you will take half of the subject's damage, or whether the subject will take half of your damage. All attacks that deal hit point damage are redirected in this way, but no other forms of attack, including critical damage and ability damage, are redirected.

If the subject is out of range of you, the spell is suppressed until the subject returns within the spell's range.

Note: When this spell ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

Share Pain, Forced

Abjuration/Necromancy (Life, Shielding)

Level: Clr 3, Sor/Wiz 3

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: Abjur 6

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

Effect: This spell functions like *share pain*, except that it redirects all damage that one creature would take instead of redirecting half of the damage.

Shatter

You create a loud, ringing noise that sunders solid objects.

Evocation (Energy) [Sonic]

Level: 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. It hovers in front of your ally, automatically moving to ward off enemy blows.

Abjuration (Shielding) [Force]

Level: Sor/Wiz 1

Range: Touch

Target: Creature touched

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains 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 subject is not encumbered or hindered in any way by the shield.

Note: This shield is considered to be separate from any other shields the creature is using, so it never stacks with existing shield modifiers. Since the *shield* is made of force, incorporeal creatures can't bypass it the way they do normal shields.

If you cast this spell on a creature subject to the *mage armor* spell, its duration lasts until the *mage armor* spell expires.

Shield of Faith

You create a shimmering, magical shield that protects your ally as long as you maintain faith.

Abjuration (Shielding)

Level: Clr 1, Pal 1, Protection 1

Effect: This spell functions like *shield*, except that it is not a force effect, so it does not protect against incorporeal touch attacks. It has no special effect when cast on a creature with *mage armor*.

Effect: You can maintain concentration on this spell as a swift action.

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.

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/Fortitude negates

Spell Resistance: Yes (Fortitude)

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

Effect: If you hit with a touch attack, the target takes damage. If it fails a Fortitude save, it is also staggered for 1 round. When delivering the jolt, you gain a +2 circumstance bonus to attack if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Shout

You emit an ear-splitting yell that deafens and damages creatures in its path.

Evocation (Energy) [Sonic]

Level: 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: 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: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 heard 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: 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.

Skysmite

You call down lightning from the heavens, unerringly striking your foes, even if you cannot see them.

Evocation (Energy) [Electricity]

Level: Air 6, Destruction 6, Drd 6, Sor/Wiz 6

Range: Extreme (1,000 ft.)

Area: Large (50 ft.) vertical line of lightning, 5 ft. wide, and Medium (20 ft.) radius limit

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 12d6 electricity damage + d6 per two caster levels above 12th

Effect: Lightning strikes where you direct, dealing damage to all creatures and objects in its path. If no creatures or objects lie in its path, the lightning will instead strike the closest occupied square within a Medium (20 ft.) radius limit.

Note: *Invisibility* and other forms of concealment do not protect creatures from the lightning, but it does not differentiate between friend, foe, and inanimate object.

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 6, Death 6

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. It can take a move action or a standard action each round, but not both.

Bloodied Effect: The target is reduced to 0 hit points and takes 9 critical damage, causing it to begin dying.

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Sleep

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: 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. Awakenings a creature put to sleep by this spell is difficult, and requires a standard action.

Sleep, Mass

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: 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: 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.

Soulrend

You attack your foe's soul directly.

Necromancy (Soul)

Level: Necro 6

Range: Far (300 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes (Will)

Healthy Effect: The target takes 1 Charisma damage per three caster levels.

Bloodied Effect: The target takes 1 Charisma damage per two caster levels.

Note: A creature with a Charisma of -10 is unable to act. Undead can take Charisma damage from this spell despite being immune to ability damage.

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 3, Magic 3, Protection 3, Sor/Wiz 3

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject is immune to the effects of one school of magic. Any spell from the chosen school which allows spell resistance simply fails to affect the subject. This applies to spells of 4th level or lower. At 8th

level, and every four levels thereafter, the maximum spell level affected increases by one.

Note: This spell 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, nor against spells which do not allow spell resistance.

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 that it protects the subject from two schools, and the immunity applies to spells of any level.

Note: A creature can have only one *spell immunity* effect on it at a time.

Spell Resistance

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 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, Magic 5

Target: One spellcaster, creature, or object

Effect: This spell functions like a targeted *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

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 or counterspell as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spelltheft, Lesser

Abjuration (Negation) [Magic]

Level:Abjur 2, Magic 2

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, Abjur 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: Medium (5 minutes)

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 2

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)

Level: Drd 4

Area: Medium (20 ft.) radius

Effect: This spell functions like *spike growth*, except that it deals 1d8 physical piercing damage to creatures moving through it and it can also be cast on rocky ground, stone floors, and similar surfaces.

Spiritual Weapon

You bring into being a weapon made of pure force which attacks your foes of its own volition.

Evocation (Energy) [Force]

Level: Clr 2, Pal 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: Far (300 ft.)

Area: Large (50 ft.) radius limit

Manifestation: Nine or more Large summoned creatures 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 nine bison to trample your foes. Creatures trampled by the herd of bison take 1d6 damage per bison in the herd. You can summon one additional bison per four levels above 18th.

The bison are summoned in a place that you designate within the spell's area, with each creature being summoned in the closest free space to the point of origin. If there is insufficient room for all of the bison to appear while standing on stable ground, the spell will summon fewer bison than the maximum. The herd of bison always moves directly away from you, trampling anything of Large size or smaller that gets in their way. If the herd is thinned to fewer than 5 bison, they stop stampeding and scatter in random directions.

The bison do not attack, even if cornered; they will only stampede. At the end of the spell's duration, the bison disappear.

Note: Under normal circumstances, the bison can travel 800 feet over the duration of the spell.

Stinking Cloud

Conjuration/Necromancy (Creation, Flesh)

Level: Sor/Wiz 5

Saving Throw: None/Fortitude negates

Spell Resistance: None/Yes (Fortitude)

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. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

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 4, Earth 4, Protection 4, Trans 4

Effect: This spell functions like *barkskin*, except that it grants physical damage reduction 8/adamantine. This damage reduction increases by 1 per two caster levels above 8th.

Note: This spell's damage reduction allows the subject to ignore the first 8 physical damage it takes each round. If it is hit by an adamantine weapon, it cannot use its damage reduction for 1 round.

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 (+4 AC). 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 strike 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).

Stormlord

You surround yourself in a whirlwind which deflects ranged attacks and batters your foes.

Abjuration/Evocation (Control, Shielding)

Level: Air 7, Drd 7

Range: Personal

Target: You

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

Saving Throw: None/Fortitude half

Spell Resistance: None/Yes (Fortitude)

Damage: 7d6 bludgeoning damage + d6 per four levels above 14th

Effect: You gain physical damage reduction 35 against ranged attacks such as projectile weapons and thrown weapons. This damage reduction increases by 1 per caster level above 14th. In addition, any creature that hits you with its body or a melee weapon takes damage. Each individual creature can take this damage only once per round.

Note: This spell's damage reduction allows the subject to ignore the first 35 physical damage it takes each round from ranged attacks. The saving throw and spell resistance apply against the damage dealt, but not against this spell's other effects.

Strip the Flesh

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/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 5 rounds all damage it takes is doubled. This does not double the initial damage dealt by this spell.

Note: A successful Heal check with a DC equal to this spell's save DC negates the doubling of damage.

Suggestion

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

Level: 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: 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: 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: 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: 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: 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, 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: 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 that 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, Nature 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

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, Nature 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

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 3.1: Summon Monster List

1st Level		4th Level		Fiendish monstrous spider, Huge	CE
Celestial dog	LG	Archon, lantern	LG	Fiendish snake, giant constrictor	CE
Celestial owl	LG	Celestial giant owl	LG		
Celestial giant fire beetle	NG	Celestial giant eagle	CG	7th Level	
Celestial porpoise ¹	NG	Celestial lion	CG	Celestial elephant	LG
Celestial badger	CG	Mephit (any)	N	Avoral (guardinal)	NG
Celestial monkey	CG	Fiendish dire wolf	LE	Celestial baleen whale ¹	NG
Fiendish dire rat	LE	Fiendish giant wasp	LE	Djinni (genie)	CG
Fiendish raven	LE	Fiendish giant praying mantis	NE	Elemental, Huge (any)	N
Fiendish monstrous centipede, Medium	NE	Fiendish shark, Large ¹	NE	Invisible stalker	N
Fiendish monstrous scorpion, Small	NE	Yeth hound	NE	Devil, bone	LE
Fiendish hawk	CE	Fiendish monstrous spider, Large	CE	Fiendish megaraptor	LE
Fiendish monstrous spider, Small	CE	Fiendish snake, Huge viper	CE	Fiendish monstrous scorpion, Huge	
NE Fiendish octopus ¹	CE	Howler	CE	Babau (demon)	CE
Fiendish snake, Small viper	CE			Fiendish giant octopus ¹	CE
		5th Level		Fiendish girallon	CE
2nd Level		Archon, hound	K		
Celestial giant bee	LG	Celestial brown bear	LG		
Celestial giant bombardier beetle	NG	Celestial giant stag beetle	LG	8th Level	
Celestial riding dog	NG	Celestial sea cat ¹	NG	Celestial dire bear	LG
Celestial eagle	CG	Celestial griffon	NG	Celestial cachalot whale ¹	NG
Lemure (devil)	LE	Elemental, Medium (any)	CG	Celestial triceratops	NG
Fiendish squid ¹	LE	Achaierai	N	Lillend	CG
Fiendish wolf	LE	Devil, bearded	LE	Elemental, greater (any)	N
Fiendish monstrous centipede, Large	NE	Fiendish deinonychus	LE	Fiendish giant squid ¹	LE
Fiendish monstrous scorpion, Medium	NE	Fiendish dire ape	LE	Hellcat	LE
Fiendish shark, Medium ¹	NE	Fiendish dire boar	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous spider, Medium	CE	Fiendish shark, Huge	NE	Fiendish dire tiger	CE
Fiendish snake, Medium viper	CE	Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Gargantuan	CE
		Shadow mastiff	NE	Fiendish tyrannosaurus	CE
3rd Level		Fiendish dire wolverine	NE	Vrock (demon)	CE
Celestial black bear	LG	Fiendish giant crocodile	CE		
Celestial bison	NG	Fiendish tiger	CE		
Celestial dire badger	CG			9th Level	
Celestial hippogriff	CG	6th Level		Couatl	LG
Elemental, Small (any)	N	Celestial polar bear	LG	Leonal (guardinal)	NG
Fiendish ape	LE	Celestial orca whale ¹	NG	Celestial roc	CG
Fiendish dire weasel	LE	Bralani (eladrin)	CG	Elemental, elder (any)	N
Hell hound	LE	Celestial dire lion	CG	Devil, barbed	LE
Fiendish snake, constrictor	LE	Elemental, Large (any)	N	Fiendish dire shark ¹	NE
Fiendish boar	NE	Janni (genie)	N	Fiendish monstrous scorpion, Gargantuan	NE
Fiendish dire bat	NE	Chaos beast	CN	Night hag	NE
Fiendish monstrous centipede, Huge	NE	Devil, chain	LE	Bebilith (demon)	CE
Fiendish crocodile	CE	Xill	LE	Fiendish monstrous spider, Colossal	CE
Dretch (demon)	CE	Fiendish monstrous centipede, Gargantuan	NE	Hezrou (demon)	CE
Fiendish snake, Large viper	CE	Fiendish rhinoceros	NE		
Fiendish wolverine	CE	Fiendish elasmosaurus ¹	CE		

¹ May be summoned only into an aquatic or watery environment.

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/5 rounds

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 5 rounds. 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 5 rounds. A successful Reflex save negates the dazzling (or blindness) and reduces the damage by half.

Note: A dazzled creature has a 20% miss chance on all attack rolls and takes a -4 penalty to Spot checks. He is also unable to see with 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 6

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 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: Evoc 4

Range: Medium (100 ft.)

Target: One object or creature at a time

Duration: Concentration, up to 5 minutes

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (Will)

Effect: You may manipulate objects or creatures at a distance as if you were holding the object in your hands. When doing so, your effective Strength is equal to half your casting attribute, and your effective Dexterity is equal to half your Intelligence. You can move objects at a speed of up to 20 feet per round in any direction.

A creature can negate the effect on itself or an object it possesses with a successful Will save. Each round, the subject can attempt a new saving throw to negate the effect. If you are prevented from affecting a target in this way, it and any of its possessions are immune to your attempts for the duration of the spell, though you can still attempt to affect other creatures or objects.

Note: This spell generally moves objects too slowly for them to be used as weapons. However, some indirect weapons, such as crossbows, may be used to attack with this spell.

Telekinetic Maneuver

Evocation (Control)

Level: Evoc 3

Range: Medium (100 ft.)

Target: One creature

Duration: Concentration, up to Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: Once per round, you can telekinetically attack a foe of your choice. You can perform a bull rush, a disarm, a dirty trick, a grapple (including a pin, if you have already grappled a foe), 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. In addition, you get a +2 bonus to maneuvers with this spell. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Telekinetic Thrust

Evocation (Control)

Level: Evoc 5

Range: Medium (100 ft.)

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)

Table 3.2: Summon Nature's Ally List

1st Level	Eagle, giant [NG]	5th Level	7th Level
Dire rat	Lion	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Owl, giant [NG]	Bear, polar (animal)	Dire tiger
Monkey (animal)	Satyr [CN; without pipes]	Dire lion	Elemental, greater (any)
Octopus ¹ (animal)	Shark, Large ¹ (animal)	Elasmosaurus ¹ (dinosaur)	Djinni (genie) [NG]
Owl (animal)	Snake, constrictor (animal)	Elemental, Large (any)	Invisible stalker
Porpoise ¹ (animal)	Snake, Large viper (animal)	Griffon	Pixie ² (sprite) [NG; with sleep arrows]
Snake, Small viper (animal)	Thoqqua	Janni (genie)	Squid, giant ¹ (animal)
Wolf (animal)		Rhinoceros (animal)	Triceratops (dinosaur)
2nd Level	4th Level		
	Arrowhawk, juvenile	Satyr [CN; with pipes]	Tyrannosaurus (dinosaur)
Bear, black (animal)	Bear, brown (animal)	Snake, giant constrictor (animal)	Whale, cachalot ¹ (animal)
Crocodile (animal)	Crocodile, giant (animal)	Nixie (sprite)	Xorn, elder
Dire badger	Deinonychus (dinosaur)	Tojanida, adult ¹	
Dire bat	Dire ape	Whale, orca ¹ (animal)	8th Level
Elemental, Small (any)	Dire boar		Dire shark ¹
Hippogriff	Dire wolverine	6th Level	Roc
Shark, Medium ¹ (animal)	Elemental, Medium (any)	Dire bear	Salamander, noble [NE]
Snake, Medium viper (animal)	Salamander, flamebrother [NE]	Elemental, Huge (any)	Tojanida, elder
Squid ¹ (animal)	Sea cat ¹	Elephant (animal)	
Wolverine (animal)	Shark, Huge ¹ (animal)	Girallon	9th Level
	Snake, Huge viper (animalo)	Megaraptor (dinosaur)	Elemental, elder
3rd Level	Tiger (animal)	Octopus, giant ¹ (animal)	Grig [NG; with fiddle] (sprite)
Ape (animal)	Tojanida, juvenile ¹	Pixie ² (sprite) [NG; no special arrows]	Pixie ³ (sprite) [NG; with sleep and memory loss arrows]
Dire weasel	Unicorn [CG]	Salamander, average [NE]	Unicorn, celestial charger
Dire wolf	Xorn, minor	Whale, baleen ¹	
		Xorn, average	

1 May be summoned only into an aquatic or watery environment.

2 Can't cast irresistible dance

3 Can cast irresistible dance

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. Hurling 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 damage).

Telepathic Bond

You forge a mental link binding two allies together.

Divination/Transmutation (Communication, 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 up to five willing creatures in a Medium (20 ft.) radius

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. If you cast this spell multiple times, you may link each casting of the spell together such that all subjects may telepathically communicate with each other.

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: In addition, the subject is placed 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).

Power Word Fear

You fill your foe with an inescapable fear, forcing it to flee from your presence.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Sor/Wiz 6

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*.

Totemic Mind

Transmutation (Augment)

Level: Clr 2, Drd 2, Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

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. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

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 (Augment)

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

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.

Totemic Power

Transmutation (Augment)

Level: Clr 2, Drd 2, Sor/Wiz 2, Strength 2

Range: Close (30 ft.)

Target: One creature

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. 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 (Augment)

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

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

Touch of Idiocy

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

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 –9.

Note: This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite attribute drops below the minimum required to cast spells of that level.

Transfer Suffering

Necromancy (Life) [Healing]

Level: Necro 4

Range: Touch

Target: One creature

Damage: 8d6 life damage + d8 per two caster levels above 8th

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: Earth 6, Trans 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)

Damage: 3d8 damage per round; see text

Effect: This spell has different effects depending on the version chosen.

Flesh to Stone: The subject is slowed for the duration of the spell, and takes 3d8 physical damage each round as its body gradually turns to stone. 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 (Imbuelement)

Level: Drd 1, Earth 1

Range: Personal/Large (50 ft.) limit

Target: You

Duration: Concentration

Effect: You gain the tremorsense ability. 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, Law 6, 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

Area: Medium (20 ft.) radius limit

Targets: Several undead creatures within the area

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

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous/5 rounds

Saving Throw: Will half/Will negates

Spell Resistance: Yes (Will)

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

Effect: If the target is not evil, it takes damage and is sickened for 5 rounds, making it vulnerable. A successful Will save halves the damage.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Unliving Eyes

Divination/Necromancy (Awareness, Life)

Level: Necro 2

Range: Touch

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains the ability to “see” any living creatures and their equipment within 60 feet perfectly, regardless of lighting conditions, physical barriers, invisibility, or any other means of concealment.

Vampiric Touch

Necromancy (Life)

Level: Necro 3

Range: Touch

Target: Living creature touched

Duration: Instantaneous/Medium (5 minutes)

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

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.

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

Veil

Illusion (Glamour) [Unreal]

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject’s arms and torso are masked in illusion, causing onlookers to perceive whatever movements you project instead of the creature’s true actions. For example, the subject might draw a dagger and attack another creature, but anyone watching would only see the subject folding its arms, even as the dagger strikes true.

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 Perception check, the creature must make a Perception check that beats your saving throw DC with this spell. Anyone witnessing the subject perform an impossible action, such as attacking or climbing without the use of its hands, receives a Will save with a +10 bonus.

Ventriloquism

Illusion (Figment)

Level: 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).

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 are reduced to 0 hit points and take 9 critical damage, causing them to begin dying.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. 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. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

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 (Control) [Force, Wall]

Level: Sor/Wiz 5

Range: Medium (100 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 grapple attack or Escape Artist check as a full-round action. The creature moves 5 feet for each full 5 points by which the check result exceeds 20, up to a maximum distance equal to its normal land speed. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

If you have at least 5 feet of thorns between you and an opponent, it provides cover. If you have at least 20 feet of thorns between you, it provides total cover.

Any creature 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 through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

Note: A *wall of thorn* can be breached by slow work with edged weapons or fire. It has hardness 8 and 30 hit points per square foot of thickness.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

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 imposes 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 unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

Note: You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Water Walk

Transmutation (Imbuement) [Water]

Level: Druid 3, Water 3

Range: Touch

Targets: Five touched creatures

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: Death 8, Sor/Wiz 8, War 8

Area: Large (50 ft.) cone-shaped burst

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude partial

Spell Resistance: Yes (Fortitude)

Effect: Living creatures in the area are exhausted. A successful Fortitude save causes a creature to be fatigued instead. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Necromancy (Flesh)

Level: Death 5, 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, sending it flying.

Evocation (Control) [Air]

Level: Air 2, Drd 2

Range: Medium (100 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 successful Fortitude save halves the damage. In addition, you may make a bull rush attack with a bonus equal to your caster level + your casting attribute. 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.

Windstrike, Greater

You command the air to bludgeon the target with tremendous force, sending it flying.

Evocation (Control) [Air]

Level: Air 5, Drd 5

Damage: 10d6 bludgeoning damage + d6 per two levels after 10th

Effect: This spell functions like *windstrike*, except that the bull rush is much more powerful. You make a bull rush attack with a bonus equal to your caster level + your casting attribute + 12, treating the wind as a Gargantuan creature.

If you succeed, you knock the target prone and may have the wind bull rush the target in any direction – even vertically. Moving the target up does not require more movement than 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. Two to five wish spells cast in immediate succession can grant a creature a +2

to +5 inherent bonus to an attribute (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, and inherent bonuses to a particular attribute 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 20 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a wish to turn a foe to stone would normally mimic the flesh to stone effect of the *transmute flesh and stone* spell. However, if the Wisdom check failed, your foe might gain the benefit of a *stoneskin* spell instead.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. The DC of the Wisdom check increases to 25, and the negative consequences for failing the check increase in proportion to the potency of the effect you try to create.

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.

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.

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.

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. 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 (Augment, Control) [Air]

Level: Air 3, Drd 3

Range: Touch

Target: Touched melee weapon

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell functions as *magic weapon*, except that the affected weapon also gains an additional five feet of reach, extending the wielder's threatened area. Attacks outside the weapon's normal range deal half damage, but are otherwise treated exactly as if the wielder was attacking with the weapon normally.

Note: Despite the name of the spell, it can affect melee weapons of any type, even reach weapons. The weapon's extended reach is visible, and opponents can defend themselves normally against the attacks.

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.

Evocation/Transmutation (Augment, Control) [Air]

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: Medium (100 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.

Chapter 4

Wealth

4.1 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 4.1: 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

4.2 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.

4.2.1 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.

Table 4.2: 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

Chapter 5

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.

5.1 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.

5.2 Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

5.2.1 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.

5.3 Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

5.3.1 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.

5.3.2 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.

5.4 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).

5.5 Arms and Armor

5.5.1 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 5.1: 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 5.2: 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 (as armor) 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 (as armor) 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 (as armor) 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 (as armor) 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 (as armor) 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 thereafter. 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 (as armor) 14

5.5.2 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 weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the weapon.

Table 5.3: 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 5.4: 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
Lifebonder	8,000 gp	9th
Lifedrinker	9,000 gp	9th
Heartseeker	12,500 gp	11th
Soulreaver	32,000 gp	15th
Vorpal	40,500 gp	18th

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 to receive a brief glimpse of the future, showing you how to wound your foe deeply. If you do, you may roll the threat confirmation twice and take whichever roll you prefer.

Creation Requirements: Divination (Knowledge) 2; caster level 4th or (as weapon) 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 (as weapon) 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 (as weapon) 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 (as weapon) 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 (as weapon) 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 (as weapon) 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 (as weapon) 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 (as weapon) 22

5.6 Apparel

5.6.1 Arms

5.6.2 Head

5.6.3 Legs

5.6.4 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 5.5: 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

5.6.5 Torso

5.7 Implements

5.7.1 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 and sorcerers) 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.

5.7.2 Staffs

A staff is a long shaft, usually made of wood, that enhances a spellcaster's power. Staffs function exactly like wands (see below), except that they enhance all schools of magic at once.

Staff Prices: Enhancement bonuses on staffs are three times as expensive as wands, but staffs otherwise use the same pricing rules as wands.

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

Table 5.6: 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
Paladin/Ranger Scrolls	Market Price²
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.

Table 5.7: Staff Prices

Minimum Enhancement Bonus	Base Price	Item Level
+1 wand	1,500 gp	4th
+2 wand	6,000 gp	8th
+3 wand	13,500 gp	11th
+4 wand	24,000 gp	14th
+5 wand	37,500 gp	16th

both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the same activation method as wands.

5.7.3 Wands

A wand is a thin baton that enhances a spellcaster's power. Wands always provide a scaling enhancement bonus to caster level with a particular school of magic; see Scaling Bonuses, page ?? for details. In addition to an enhancement bonus, wands may have special abilities or be made of an unusual material.

Wand Prices: The prices of enhancement bonuses on wands are listed on Table ??: Wands. If a wand has a special ability, the price of the special ability is added to the price of the base enhancement bonus. The number of special abilities on the wand cannot exceed the base enhancement bonus of the wand. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the wand.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: All wands provide a constant increase to caster level that requires no activation. Some wands also have special abilities. Unless

Table 5.8: Wand Prices

Minimum Enhancement Bonus	Base Price	Item Level
+1 wand	500 gp	3rd
+2 wand	2,000 gp	5th
+3 wand	4,500 gp	7th
+4 wand	8,000 gp	9th
+5 wand	12,500 gp	11th

otherwise noted, these special abilities are activated as an immediate action while casting a spell.

School Restrictions: Most wand special abilities have an associated school. Special abilities from a particular school can only be used with wands that provide bonuses to that school.

Table 5.9: Wand Special Abilities

Special Ability	Cost	Item Level
Flaming	2,000 gp	5th
Freezing	2,000 gp	5th
Shocking	4,500 gp	7th

Enlarging

Price (Level): 500 gp (3rd)

Aura, Caster Level: Faint Universal, 2nd

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to double the range of the spell.

Creation Requirements: No school () 1; caster level 2nd or (as wand) 6

Flaming

Price (Level): 4,500 gp (7th)

Aura, Caster Level: Faint Evocation (Energy) [Fire], 6th

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to ignite a single creature affected by the spell for 5 rounds.

An ignited creature is vulnerable, causing it to take a –2 penalty to 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.

Creation Requirements: Evocation (Energy) 3; caster level 6th or (as wand) 10

Freezing

Price (Level): 4,500 gp (7th)

Aura, Caster Level: Faint Evocation (Energy) [Cold], 6th

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to fatigue a single creature affected by the spell for 5 rounds. A fatigued creature cannot run or charge and is vulnerable, causing it to take a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 3; caster level 6th or (as wand) 10

Shocking

Price (Level): 8,000 gp (9th)

Aura, Caster Level: Faint Evocation (Energy) [Cold], 8th

Activation: Immediate (specific action) 1/day

Saving Throw: 16

As you cast a spell, you can activate this wand to stagger a single creature

affected by the spell for 5 rounds. The target receives a Fortitude save to avoid being 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.

Creation Requirements: Evocation (Energy) 4; caster level 8th or (as wand) 12

5.8 Tools

5.8.1 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 5.10: 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

5.9 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.

5.9.1 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 items are more complex, requiring multiple schools and subschools or even multiple Craft skills. You must know all of those schools and subschools with each Craft skill you use for the item.

5.9.2 Creation Process

Chapter 6

Monsters

6.1 Monster Attributes

6.1.1 Archetypes

Monsters come in many shapes and sizes. However, their roles in combat can be described through the use of archetypes – descriptive keywords which provide guidance as to a monster’s abilities. An individual monster can have any number of these descriptive keywords.

Ambush

This kind of creature typically makes surprise attacks from a hidden position. Ambush creatures usually have a form of stealth.

Artillery

This kind of creature can attack readily from afar.

Brute

This kind of creature can take a lot of physical punishment, such as by having a high armor class, special abilities, or a lot of hit points

Conditional

Not an archetype, but a type of archetype. Always used in combination with another archetype, this means that the creature’s role in combat can be countered by some specific strategy or item. For example, incorporeal creatures are conditional brutes; they are invulnerable to nonmagical weapons, but generally very weak against ghost touch weapons.

Disabler

This kind of creature can hinder opponents, such as by grappling or through the use of debilitating special abilities.

Leader

This kind of creature benefits from working in concert with other creatures.

Mobile

This kind of creature can move around the battlefield easily, such as by having a high movement speed or through special abilities related to movement.

Nondamaging

This kind of creature does not usually deal damage to creatures’ hit points. Such creatures often affect their opponents in other ways, such as with ability damage or drain.

Preparation

This kind of creature has special abilities which it is likely to use before combat. Most preparation monsters have spells or spell-like abilities which they cast on themselves or their local environment.

Striker

This kind of creature can deal a lot of damage, whether through physical combat or special abilities.

Utility

This kind of creature has significant noncombat special abilities which it is likely to use as appropriate for the situation.

6.1.2 Modifiers

Sometimes, it is thematically appropriate for monsters to be a little different, depending on the situation. Any monster can have one of these modifiers applied. Each modifier changes something about a monster’s statistics.

Minion

A minion has half the hit points of a normal monster of its type. In addition, a minion always deals average damage when it hits.

Challenge Rating

A typical encounter involves the same number of monsters as PCs. Each monster in a typical encounter has a CR equal to the level of the PCs.

6.2 Monsters

6.2.1 Human Bandit

Usually evil Medium humanoid **CR 2** [Archetypes]

Init +1; **Perception** +1

Space 5 ft. ft.; **Reach** 5 ft. ft.; **Speed** 30 ft.

Languages Common

AC 17, touch 14, flat-footed 13; **CMD** 17

(+3 studded leather, +1 Dexterity, +1 dodge, +2 heavy wooden shield)

HP 10 (2 HV)

Fort +6, **Ref** +1, **Will** +1

Melee Longsword +4 (d8+1)

BAB ++2; **CMB** ++4

Attributes Str 2, Dex 1, Con 2, Int 0, Wis -1, Cha 0

Skills Perception +1

Description

Combat

6.2.2 Human Militia

Varies Medium humanoid

CR 1 []

Init 0; **Perception** +0

Space 5 ft.; **Reach** 5 ft.; **Speed** 30 ft.

Languages Common

AC 15, touch 13, flat-footed 12; **CMD** 14

(+2 armor, +2 shield, +1 Dexterity)

HP 5 (1 HV)

Fort +3, **Ref** +1, **Will** +0

Melee Longsword +2 (d8)
BAB +1; **CMB** +1

Attributes Str 1, Dex 1, Con 1, Int 0, Wis 0, Cha 0
Items Leather armor, longsword, heavy wooden shield

Description

Combat

6.2.3 Kobold Warrior

LE Small humanoid (reptilian) **CR** 1 [Ambush]
Init 3; **Perception** +1; **Senses** Low-light vision
Space 5 ft.; **Reach** 5 ft.; **Speed** 30 ft.
Languages Draconic

AC 16, touch 14, flat-footed 14; **CMD** 10; +4 vs attacks of opportunity from Dodge target
(+1 size, +3 Dex, +2 armor, +1 natural)
HP 4 (1 HV)
Fort +0, **Ref** +3, **Will** +−3

Melee Shortspear +4 (d4-1)
Ranged Shortspear (20 ft.) +4 (d4-1)
BAB +1; **CMB** +−5

Attributes Str −2, Dex 3, Con −1, Int −1, Wis 1, Cha −2
Feats Dodge
Skills Jump +0, Escape Artist +3, Craft (trapmaking) −1
Items Leather, shortspear

Description

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak with a voice that sounds like that of a yapping dog.

Combat

Kobolds like to attack with overwhelming odds – at least two to one – or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

6.2.4 Bear, Black

TN Medium animal **CR** 4 [Brute]
Init +1; **Perception** +Perception; scent
Space 5 ft. ft.; **Reach** 5 ft. ft.; **Speed** 30 ft.

AC Normal, touch Touch, flat-footed Flat; **CMD** CMD
(modifiers)
HP 32 (4 HV)
Fort +Fort, **Ref** +Ref, **Will** +Will

Melee Claws +7 (d10+2/d10)
BAB ++3; **CMB** ++7

Attributes Str 4, Dex 1, Con 4, Int −5, Wis 0, Cha 0
Feats Feats
Skills Climb +16, Stealth +5, Perception +8

Name Effect

Description

Combat

6.3 Monster Feats

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

6.3.1 Ability Focus [Monstrous]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: The creature gains a +2 competence bonus to the DC for all saving throws against the special attack chosen.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

6.3.2 Awesome Blow [Combat, Monstrous]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose make a single attack to deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, it may make a bull rush attack as a swift action, adding the damage dealt on the attack as a circumstance bonus. An affected creature is sent flying a number of feet based on the check result in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 5 feet of movement remaining, and the opponent stops in the space adjacent to the obstacle.

6.3.3 Craft Construct [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

6.3.4 Empower Spell-Like Ability [Monstrous]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) −2. For a summary, see the table in the description of the Quicken Spell-Like Ability

feat.

Special:: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

6.3.5 Flyby Attack [General]

Prerequisite:: Fly speed.

Benefit:: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal:: Without this feat, the creature takes a standard action either before or after its move.

6.3.6 Hover [Monstrous]

Prerequisite:: Fly speed.

Benefit:: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + creature's special size modifier + double spell level) to cast a spell.

Normal:: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

6.3.7 Improved Natural Armor [Monstrous]

Prerequisites:: Natural armor, Con 13.

Benefit:: The creature gains a +1 competence bonus to natural armor class.

Special:: A creature can gain this feat multiple times. Each time the creature takes the feat its bonus to natural armor increases by another point and the Con requirement increases by 2.

6.3.8 Improved Natural Attack [Monstrous]

Prerequisite:: Natural weapon, base attack bonus +4.

Benefit:: Choose one of the creature's natural attack forms. The damage for all of its natural weapons of that type increases by one step: 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 2d6, 2d8, 2d10, 4d6, 4d8, 4d10, 8d6, 8d8, 8d10.

Special:: A creature can gain this feat multiple times. Each time the creature takes the feat, it applies to a different natural weapon.

6.3.9 Multiattack [Combat, Monstrous]

Prerequisite:: Two or more natural weapons of the same type.

Benefit:: The creature gains a +2 circumstance bonus to attack when making flurry attacks with natural weapons.

Normal:: Without this feat, the creature's flurry attacks with natural weapons take a -2 penalty, or no penalty if the natural weapons are light.

6.3.10 Multiweapon Fighting [Combat, Monstrous]

Prerequisites:: Dex 15, three or more hands.

Benefit:: The creature can make flurry attacks when wielding two or more manufactured weapons of the same type as if they were natural weapons.

Normal:: A creature without this feat can only make flurry attacks with natural weapons of the same type.

Special:: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

6.3.11 Quicken Spell-Like Ability [Monstrous]

Prerequisite:: Spell-like ability at caster level 10th or higher.

Benefit:: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal:: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special:: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Table 6.1: Empower and Quicken Spell-Like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

6.3.12 Snatch [General]

Prerequisite:: Size Huge or larger.

Benefits:: The creature can choose to start a grapple as a swift action when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

6.3.13 Versatile Multiweapon Fighting [Combat, Monstrous]

Prerequisite:: Dex 17, Multiweapon Fighting

Benefits:: The creature can make flurry attacks with any combination of manufactured weapons as if they were natural weapons of the same type. All of the weapons used must be light to gain the benefits of using light weapons when flurrying.

6.3.14 Wingover [Monstrous]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

6.4 Types, Subtypes, and Abilities

6.4.1 Monster Types

Aberration Type

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves.
- 4 skill points. The following are class skills for aberrations: Climb, Jump, Swim, Hide, Move Silently, Knowledge (any one), Spellcraft, Listen, Spot, Survival, Intimidate

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon group it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Animal Type

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- Hit Value 5
- Base attack bonus equal to Hit Values (good progression).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- 2 skill points. The following are class skills for animals: Climb, Jump, Swim, Balance, Hide, Move Silently, Listen, Spot, Survival

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore is not proficient with its natural weapons.
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Construct Type

A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- No good saving throws.
- 2 skill points. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points Per HV
Fine	—	Large	4
Diminutive	—	Huge	6
Tiny	—	Gargantuan	8
Small	1	Colossal	10
Medium	2		

Dragon Type

A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

- Hit Value 7
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude and Will saves.
- 8 skill points. The following are class skills for dragons: Climb, Jump, Swim, Hide, Move Silently, Concentration, Appraise, Craft, Knowledge (all), Speak Language, Heal, Listen, Sense Motive, Spot, Survival, Bluff, Diplomacy, Intimidate, Use Magic Device

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

- Hit Value 5
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Reflex and Will saves.
- 8 skill points. The following are class skills for fey: Climb, Jump, Swim, Escape Artist, Hide, Move Silently, Sleight of Hand, Concentration, Craft, Knowledge (geography, local, nature), Listen, Sense Motive, Spot, Bluff, Diplomacy, Perform, Use Magic Device

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Giant Type

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

- Hit Value 6
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude saves.
- 2 skill points. The following are class skills for giants: Climb, Jump, Swim, Listen, Spot, Intimidate

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple and martial weapons, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Humanoid Type

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are

presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

- Hit Value 5, or by character class.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves (usually; a humanoid's good save varies).
- 4 skill points. The following are class skills for humanoids without a character class: Climb, Swim, Ride, Craft, Heal, Survival, Handle Animal

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Magical Beast Type

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

- Hit Value 6
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude and Reflex saves.
- 2 skill points. The following are class skills for magical beasts: Climb, Jump, Swim, Balance, Hide, Move Silently, Listen, Spot

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

- Hit Value 5.
- Base attack bonus equal to total Hit Values (as fighter).
- Usually good Fortitude and sometimes Will saves.
- 4 skill points.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields (except tower shields) if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

Ooze Type

An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

- 10-sided Hit Values.
- Base attack bonus equal to 3/4 total Hit Values (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

- Hit Value 6.
- Base attack bonus equal to total Hit Values (as fighter).
- Two good saving throws, usually Fortitude and Will.
- 8 skill points.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature
- its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with simple weapons and any weapon groups mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields (but not tower shields, unless mentioned in its entry) if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant Type

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Fortitude saves.
- 2 skill points.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

- Hit Value 7.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves.
- 2 skill points. Undead have Intimidate as a class skill.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical attribute scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

- Undead do not breathe, eat, or sleep.

Vermin Type

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Fortitude saves.
- Skill points equal to (2 + Int, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

6.4.2 Monster Subtypes

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Values). This ability is always active.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.

- Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Values). (The defensive benefits from the circle are not included in an archon's statistics block.)
- Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Chaotic Subtype

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Subtype

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

- Immunity to paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Evil Subtype

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Incorporeal Subtype

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot

pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Incorporeal creatures have Hide as a class skill.

Lawful Subtype

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Reptilian Subtype

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Values and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multi-

ples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Values, as shown below.

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + double spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

6.4.3 Monster Abilities

Attribute Score Loss (Su)

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's attribute score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's attribute score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points per ability point drained. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Alternate Form (Su)

A creature with this special quality has the ability to assume one or more specific alternate forms. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template.

Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical attribute scores (Str, Dex, Con) of its new form. It retains the mental attribute scores (Int, Wis, Cha) of its original form. Apply any changed physical attribute score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 enhancement bonus on Disguise checks if it uses this ability to create a disguise.

- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus and dodge modifier to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su)

A breath weapon attack usually deals damage and is often based on some type of energy.

Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A *true seeing* spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the attribute scores of its original form.

- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 enhancement bonus on Disguise checks if it uses this ability to create a disguise.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Ex or Su)

A creature with this special quality mitigates damage from weapons and natural attacks. Some of the damage taken is nonlethal instead of lethal. The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

The entry indicates the amount of damage mitigated (usually 5 to 15 points).

Damage Resistance (Ex or Su)

A creature with this special quality takes only nonlethal damage from most weapons and natural attacks. The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can always damage the creature normally, as noted below.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold-forged iron.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage resistance of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage resistance.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage resistance.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Energy Drain (Su)

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain

bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. An affected opponent takes a –1 penalty on all checks, attack rolls, and saving throws, loses 5 hit points, and loses one effective level or Hit Value (whenever level is used in a die roll or calculation) for each negative level. The hit points lost decrease the creature's maximum hit points for as long as the negative level persists. In addition, a spellcaster loses one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed. A creature recovers from negative levels at a rate of one per day.

Extraplanar Subtype

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Fear (Su or Sp)

Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Values or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10

+ 1/2 frightful creature's racial HD + frightful creature's Cha; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Flurry Attack

If a creature has more than one natural weapon of the same type, it can make a special attack called a flurry attack to attack with all of its natural weapons of the same type at once.

To make a flurry attack, a creature makes a single attack roll with a –2 penalty. If the natural weapon is light, the attack is made with no penalty. For every weapon used with the flurry attack beyond the second, the attack also gets a +2 circumstance bonus.

If the flurry attack hits, the creature deals damage with the main weapon used for the flurry. This damage includes the creature's full Strength. For every 5 points that the attack succeeds by, the creature can deal damage with an additional weapon used for the flurry, to a limit of the number of weapons that the creature has of that type. Each hit after the main hit includes half the creature's Strength.

If a creature normally makes a flurry attack, it will specify the number of weapons used to make the attack, and two damage values will be listed; one for the damage with the first hit, and a second value for each hit after the first.

Gaze (Su)

A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Improved Grab (Ex)

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple

as a swift action that never provokes an attack of opportunity. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. If the creature succeeds by 10 or more, it can simply use the part of its body it used in the improved grab to hold the opponent. If it does so, it takes a –10 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus or dodge modifier to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature’s descriptive text).

Low-Light Vision (Ex)

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes “found items,” such as rocks and logs, that a creature wields in combat – in essence, any weapon that is not intrinsic to the creature.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: 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 of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- **Perfect:** The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- **Good:** The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- **Average:** The creature can fly as adroitly as a small bird.
- **Poor:** The creature flies as well as a very large bird.
- **Clumsy:** The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Natural weapons are used just like manufactured weapons. Creatures get a number of attacks determined by their base attack bonus, and they can use natural weapons to take attacks interchangeably with manufactured weapons, other natural weapons, or with the same natural weapon.

If a creature has more than one weapon of the same type, it can make a flurry attack. Some natural weapons are considered light weapons, as noted in their descriptions. This makes them easier to flurry attack with. See page ??.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities

Some creatures lack certain attribute scores. These creatures do not have an attribute score of 0 – they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can’t exert force, usually because it has no physical body or because it doesn’t move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity to its base attack bonus instead of a Strength.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can’t move. If it can perform actions (such as casting spells), it applies its Intelligence to initiative checks instead of a Dexterity. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature’s description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least

1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or free skill points, although they may have skill points from attributes, bonus feats, or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Paralysis (Ex or Su)

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison (Ex)

Poison attacks deal initial damage, such as ability damage (see page 305) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details. A creature with a poison attack is immune to its own poison and the poison of others of its kind. The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con (the exact DC is given in the creature's descriptive text). A successful save avoids (negates) the damage.

Pounce (Ex)

When a creature with this special attack makes a charge, it can follow with a full attack – including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex)

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics (Sp)

These are spell-like abilities that a creature generates with the power of its mind. Psionic abilities are usually usable at will.

Rake (Ex)

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual 4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn.

Ray (Su or Sp)

This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray

attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Regeneration (Ex)

A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage. Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. A creature must have a Constitution score to have the regeneration ability.

Resistance to Energy (Ex)

A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Sonic Attacks (Su)

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack.

Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, or focus). They go away in an antimagic field and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Creatures with spell-like abilities have a specific mental attribute score which they use to determine the saving throw DC and the number of times per day they can use those abilities. The attribute score used is specified in the creature's description. Creatures are limited in the number of times per day they can use their spell-like abilities. Most creatures can use any combination of their spell-like abilities a number of times per day equal to half the creature's HV + the creature's relevant attribute. Some spell-like abilities can be used without limit, or require additional effort to use. This is noted in the creature's description.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Values. The saving throw (if any) against a spell-like ability is 10 + half the creature's HV + the creature's attribute.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Supernatural: Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Values. The saving throw (if any) against a supernatural ability is 10 + 1/2 the creature's HD + the creature's attribute (usually Charisma).

Spell Immunity (Ex)

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional

or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon (Sp)

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usu-

ally 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a 4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Treasure

This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items.

Turn Resistance (Ex)

A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Values total.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.