##### Table 8–5: Attack Roll Modifiers

**Attacker is . . . Melee Ranged**

Dazzled –1 1

Entangled –21 21

Flanking defender +2 —

Invisible +22 +22

On higher ground +1 +0

Prone –4 3

Shaken or frightened –2 2

Squeezing through a space –4 4

1. An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
2. The defender loses any Dexterity bonus to AC. This bonus doesn’t apply if the target is blinded.
3. M ost ranged weapons can’t be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target’s square goes through a wall (including a low wall). When making a melee attack against a target that isn’t adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

**Low Obstacles and Cover:** A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he’s closer to the obstacle than his target.

**Cover and Attacks of Opportunity:** You can’t execute an attack of opportunity against an opponent with cover relative to you.

**Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you, such as a red dragon’s breath weapon or a *lightning bolt*. Note that spread effects (see page 175), such as a *fireball*, can extend around corners and thus negate this cover bonus.

**Cover and Hide Checks:** You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

##### Table 8–6: Armor Class Modifiers

**Defender is . . . Melee Ranged**

Behind cover +4 +4

Blinded –21 21

Concealed or invisible — See Concealment —

Cowering –21 21

Entangled +02 +02

Flat-footed +01 +01

(such as surprised, balancing, climbing)

Grappling (but attacker is not) +01 +01, 3

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H elpless –44 +04

(such as paralyzed, sleeping, or bound)

Kneeling or sitting –2 +2

Pinned –44 +04

Prone –4 +4

Squeezing through a space –4 4

Stunned –21 21

1. The defender loses any Dexterity bonus to AC.
2. An entangled character takes a –4 penalty to Dexterity.
3. Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
4. Treat the defender’s Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders. See also Helpless Defenders, page 153.

**Soft Cover:** Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

**Big Creatures and Cover:** Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.



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**Total Cover:** If you don’t have line of effect to your target (for instance, if he is completely behind a high wall), he is considered to have total cover from you. You can’t make an attack against a target that has total cover.

**Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to AC and Reflex saves. For instance, a character peering around a corner or through an arrow slit has even better cover than a character standing behind a low wall or an obstacle. In such situations, the DM can double the normal cover bonuses to AC and Reflex saves (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies (see the improved evasion ability in the rogue class description, page 51). Furthermore, improved cover provides a +10 bonus on Hide checks.

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The DM may impose other penalties or restrictions to attacks depending on the details of the cover. For example, to strike effec- tively through a narrow opening, you need to use a long piercing weapon, such as an arrow or a spear. A battleaxe or a pick just isn’t going to get through an arrow slit.

### CONCEALMENT

Besides cover, another way to avoid attacks is to make it hard for opponents to know where you are. Concealment encompasses all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker’s accuracy. Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment.

Typically, concealment is provided by fog, smoke, a shadowy area, darkness, tall grass, foliage, or magical effects that make it difficult to pinpoint a target’s location.

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target’s square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your

target has concealment if his space is entirely within an effect that grants concealment (such as a cloud of smoke). When making a melee attack against a target that isn’t adjacent to you (for instance, with a reach weapon), use the rules for determining concealment from ranged attacks.

In addition, some magical effects (such as the *blur* and *displace- ment* spells) provide concealment against all attacks, regardless of whether any intervening concealment exists.

**Concealment Miss Chance:** Concealment gives the subject of a

successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (To expedite play, make both rolls at the same time). Multiple concealment conditions (such as a defender in a dog and under the effect of a *blur* spell) do not stack.

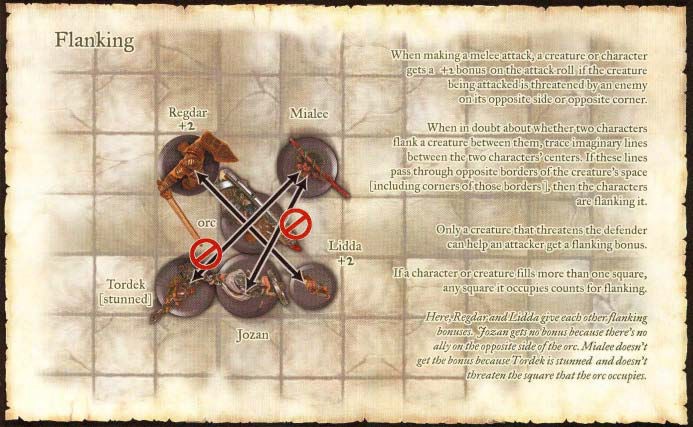
**Concealment and Hide Checks:** You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

**Total Concealment:** If you have line of effect to a target but not line of sight (for instance, if he is in total darkness or invisible, or if you’re blinded), he is considered to have total concealment from you. You can’t attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can’t execute an attack of opportunity against an opponent

with total concealment, even if you know what square or squares the opponent occupies.

**Ignoring Concealment:** Concealment isn’t always effective. For instance, a shadowy area or darkness doesn’t provide any conceal- ment against an opponent with darkvision. Remember also that characters with low-light vision can see clearly for a greater distance with the same light source than other characters. A torch, for example, lets an elf see clearly for 40 feet in all directions from the torch, while a human can see clearly for only 20 feet with the same



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light. (Fog, smoke, foliage, and other visual obstructions work nor- mally against characters with darkvision or low-light vision.)



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Although invisibility provides total concealment, sighted oppo- nents may still make Spot checks to notice the location of an invis- ible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can’t see you, they might be able to figure out where you are from other visual clues).

**Varying Degrees of Concealment:** As with cover, it’s usually not worth differentiating between more degrees of concealment than described above. However, the DM may rule that certain situ- ations provide more or less than typical concealment, and modify the miss chance accordingly. For instance, a light fog might only provide a 10% miss chance, while near-total darkness could provide a 40% miss chance (and a +10 circumstance bonus on Hide checks).

### FLANKING

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent’s opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters’ centers. If the line passes through opposite borders of the opponent’s space (including corners of those bor- ders), then the opponent is flanked.

*Exception:* If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can’t flank an opponent.

### HELPLESS DEFENDERS

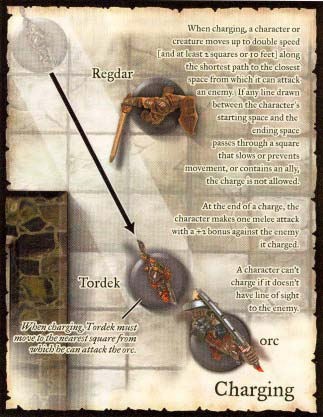
A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

**Regular Attack:** A helpless character takes a –4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A

helpless defender can’t use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were –5 (and a rogue can sneak attack him).

**Coup de Grace:** As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can

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also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender sur- vives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents because it involves focused concentration and methodical action on the part of the attacker.

You can’t deliver a coup de grace against a creature that is im- mune to critical hits, such as a golem. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to “find” the crea- ture once you’ve determined what square it’s in, and one to deliver the coup de grace).

## SPECIAL ATTACKS

This section covers grappling, throwing splash weapons (such as acid or holy water), attacking objects (such as trying to hack apart a locked chest), turning or rebuking undead (for clerics and paladins), and an assortment of other special attacks.

##### Table 8–7: Special Attacks

**Special Attack Brief Description**

Aid another Grant an ally a +2 bonus on attacks or AC

Bull rush Push an opponent back 5 feet or more

Charge M ove up to twice your speed and attack with

+2 bonus

Disarm Knock a weapon from your opponent’s hands

Feint Negate your opponent’s Dex bonus to AC

Grapple Wrestle with an opponent

Overrun Plow past or over an opponent as you move

Sunder Strike an opponent’s weapon or shield Throw splash weapon Throw container of dangerous liquid at target Trip Trip an opponent

Turn (rebuke) undead Channel positive (or negative) energy to turn away (or awe) undead

Two-weapon fighting Fight with a weapon in each hand

AID ANOTHER

In melee combat, you can help a friend attack or defend by distract- ing or interfering with an opponent. If you’re in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a

+2 bonus to AC against that opponent’s next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a *hypnotism* spell or a *sleep* spell, or to assist another character’s skill check (see page 65).

### BULL RUSH

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

**Initiating a Bull Rush:** First, you move into the defender’s space. Doing this provokes an attack of opportunity from each oppo- nent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don’t provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25%

chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender like- wise has a 25% chance of accidentally targeting you. (When some- one makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a

+4 bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf).

**Bull Rush Results:** If you beat the defender’s Strength check result, you push him back 5 feet. If you wish to move with the de- fender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender’s check result. You can’t, however, exceed your normal movement limit. (*Note:* The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender’s Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

### CHARGE

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

**Movement During a Charge:** You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated oppo- nent. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

Here’s what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can’t charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement (such as a wall), slows movement



(such as difficult terrain), or contains a creature (even an ally), you can’t charge. (Helpless creatures don’t stop a charge.)

If you don’t have line of sight to the opponent at the start of your turn, you can’t charge that opponent.

You can’t take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can’t use this option unless you are restricted to taking only a standard action or move action on your turn (such as during a surprise round).

**Attacking on a Charge:** After moving, you may make a single melee attack. Since you can use the momentum of the charge in your favor, you get a +2 bonus on the attack roll. Since a charge is a bit reckless, you also take a –2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

**Lances and Charge Attacks:** A lance deals double damage if employed by a mounted character in a charge.

**Weapons Readied against a Charge:** Spears, tridents, and cer- tain other piercing weapons deal double damage when readied (set) and used against a charging character (see Table 7–5: Weapons, page 116, and Ready, page 160).

### DISARM

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent’s weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you’re attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn’t a melee weapon (for instance, a bow or a wand), the defender may still

oppose you with an attack roll, but takes a penalty and can’t attempt to disarm you in return if your attempt fails.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don’t incur an attack of opportunity for making a disarm attempt.) If the defender’s attack of opportunity deals any damage, your disarm attempt fails.

**Step 2: Opposed Rolls.** You and the defender make opposed at- tack rolls with your respective weapons. The wielder of a two- handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when try- ing to disarm an opponent by using an unarmed strike.) If the com- batants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn’t a melee weapon, the defender takes a –4 penalty on the roll.

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**Step Three: Consequences.** If you beat the defender, the de- fender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender’s weapon is on the ground in the defender’s square.

If you fail on the disarm attempt, the defender may immediately

react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

*Note:* A defender wearing spiked gauntlets (page 118) can’t be disarmed. A defender using a weapon attached to a locked gauntlet (page 124) gets a +10 bonus to resist being disarmed.

#### Grabbing Items

You can use a disarm action to snatch an item worn by the target (such as a necklace or a pair of goggles). If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away (such as a loose cloak or a brooch pinned to the front of a tunic), the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn’t allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can’t snatch an item that is well secured, such as a ring or bracelet, unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

### FEINT

As a standard action, you can try to mislead an opponent in melee combat so that he can’t dodge your next attack effectively. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target’s Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because it’s harder to read a strange creature’s body language; you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a

–8 penalty. Against a nonintelligent creature, it’s impossible. Feinting in combat does not provoke attacks of opportunity.

**Feinting as a Move Action:** With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

### GRAPPLE

Grappling means wrestling and struggling hand-to-hand. It’s tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter. For monsters, grappling can mean trapping you in a toothy maw (the purple worm’s favorite tactic) or holding you down so it can claw you to pieces (the dire lion’s trick).

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#### Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**Base attack bonus + Strength modifier + special size modifier Special Size Modifier:** The special size modifier for a grapple

check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4,

Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

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#### Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

**Step 1: Attack of Opportunity.** You provoke an attack of oppor- tunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain mon- sters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

**Step 2: Grab.** You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

**Step 3: Hold.** Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check

modifier wins. If this is a tie, roll again to break the tie.

**Step 4: Maintain Grapple.** To maintain the grapple for later rounds, you must move into the target’s space. (This movement is free and doesn’t count as part of your movement in the round.) Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can’t move into your target’s space, you can’t maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

#### Grappling Consequences

While you’re grappling, your ability to attack others and defend yourself is limited.

**No Threatened Squares:** You don’t threaten any squares while grappling.

**No Dexterity Bonus:** You lose your Dexterity bonus to AC (if you have one) against opponents you aren’t grappling. (You can still use it against opponents you are grappling.)

**No Movement:** You can’t move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

#### If You’re Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

**Activate a Magic Item:** You can activate a magic item, as long as the item doesn’t require a spell completion trigger. You don’t need to make a grapple check to activate the item.

**Attack Your Opponent:** You can make an attack with an

unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks. You can’t attack with two weapons while grappling, even if both are light weapons.

**Cast a Spell:** You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action, such as drawing a circle with powdered silver for *protection from evil*, is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20

+ spell level) or lose the spell. You don’t have to make a successful grapple check to cast the spell.

**Damage Your Opponent:** While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a –4 penalty on your grapple check.

*Exception:* Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual –4 penalty for changing lethal damage to nonlethal damage (see Dealing Nonlethal Damage, page 146).

**Draw a Light Weapon:** You can draw a light weapon as a move action with a successful grapple check.

**Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one oppo- nent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don’t have to try to hold you if they don’t want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

**Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

*Note:* You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

**Retrieve a Spell Component:** You can produce a spell compo-

nent from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

**Pin Your Opponent:** You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

**Break Another’s Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

**Use Opponent’s Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a –4 penalty (doing this doesn’t require another action). You don’t gain possession of the weapon by performing this action.

#### If You’re Pinning an Opponent

Once you’ve pinned your opponent, he’s at your mercy. However, you don’t have quite the freedom of action that you did while grap- pling. You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent’s weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm, page 155).



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You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that char- acter (and vice versa).

You can’t draw or use a weapon (against the pinned character or any other character), escape another’s grapple, retrieve a spell component, pin another character, or break another’s pin while you are pinning an opponent.

#### If You’re Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you’re pinned, you take a –4 penalty to your AC against opponents other than the one pinning you. At your opponent’s option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you’re still grappling.

#### Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn’t get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

#### Multiple Grapplers

Several combatants can be in a single grapple. Up to four combat- ants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose

one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

### MOUNTED COMBAT

Riding a mount into battle gives you several advantages (see the Ride skill, page 80, and the Mounted Combat feat, page 98).

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

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

A horse (not a pony) is a Large creature (see Big and Little Crea- tures in Combat, page 149), and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount’s space during combat.

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

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can’t make a full attack. Even at your mount’s full speed, you don’t take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horse- back, you deal double damage with a lance (see Charge, page 154).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally, so that, for instance, you can load and fire a light crossbow in a round while your mount is moving.

**Casting Spells while Mounted:** You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you’re casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

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

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

### OVERRUN

You can attempt an overrun as a standard action taken during your move, but not a charge. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you’re attempting to overrun an opponent, follow these steps.

**Step 1: Attack of Opportunity.** Since you begin the overrun by moving into the defender’s space, you provoke an attack of opportunity from the defender.

**Step 2: Opponent Avoids?** The defender has the option to simply avoid you. If he avoids you, he doesn’t suffer any ill effect. If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt doesn’t count against your actions this round (except for any movement required to enter the opponent’s square). If your oppo- nent doesn’t avoid you, move to Step 3.

**Step 3: Opponent Blocks?** If your opponent blocks you, make a Strength check opposed by the defender’s Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium.

The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf). If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

**Step 4: Consequences.** If you succeed in knocking your oppo- nent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way

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you came, ending your movement there. If that square is occupied, you fall prone in that square.

**Improved Overrun:** If you have the Improved Overrun feat, your target may not choose to avoid you.

**Mounted Overrun (Trample):** If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

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### SUNDER

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you’re attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

##### Table 8–8: Common Armor, Weapon, and Shield Hardness and Hit Points

**Weapon or Shield Example Hardness HP1**

Light blade Short sword 10 2

One-handed blade Longsword 10 5

Two-handed blade Greatsword 10 10

Light metal-hafted weapon Light mace 10 10

One-handed metal-hafted weapon H eavy mace 10 20

Light hafted weapon H andaxe 5 2

One-handed hafted weapon Battleaxe 5 5

Two-handed hafted weapon Greataxe 5 10

Projectile weapon Crossbow 5 5

Armor — special2 armor bonus × 5

Buckler — 10 5

Light wooden shield — 5 7

H eavy wooden shield — 5 15

Light steel shield — 10 10

Heavy steel shield — 10 20

Tower shield — 5 20

1. The hp value given is for M edium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than M edium, or multiply it by 2 for each size category larger than M edium.
2. Varies by material; see Table 9–9, page 166.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don’t incur an attack of opportunity for making the attempt.)

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two- handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

**Step 3: Consequences.** If you beat the defender, you have landed a good blow. Roll damage and deal it to the weapon or shield. See Table 8–8: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

If you fail the sunder attempt, you don’t deal any damage.

*Sundering a Carried or Worn Object:* You don’t use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object’s AC. A carried or worn object’s AC is equal to 10 + its size modifier + the Dexterity modifier of the carry- ing or wearing character. Attacking a carried or worn object provo- kes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender (such as a cloak

or a pair of goggles) rather than damage it, see Disarm, page 155. You can’t sunder armor worn by another character.

### THROW SPLASH WEAPON

A splash weapon is a ranged weapon that breaks on impact, splash- ing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids, such as acid or holy water, in breakable vials such as glass flasks. (See Special Substances and Items, page 128, for particulars about several different splash weapons.)

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don’t take the –4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersec- tion, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can’t target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you’re aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw. So, if you miss on a throw out to two range increments and roll a 1 to determine the misdirection of the throw, the splash weapon lands on the intersection that is 2 squares away from the target in the direction toward you. See the accompanying diagram.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

### TRIP

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

**Making a Trip Attack:** Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender’s Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf). If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

*Avoiding Attacks of Opportunity:* If you have the Improved Trip feat,

or if you are tripping with a weapon (see below), you don’t provoke an attack of opportunity for making a trip attack.



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**Being Tripped (Prone):** A tripped character is prone (see Table 8–6: Armor Class Modifiers). Standing up is a move action.

**Tripping a Mounted Opponent:** You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

**Tripping with a Weapon:** Some weapons, including the spiked chain, dire flail, heavy flail, light flail, guisarme, halberd, and whip,

can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don’t provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

### TURN OR REBUKE UNDEAD

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead. Evil clerics and some neutral clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead. Regardless of the effect, the general term for the activity is “turning.” When attempting to exercise their divine control over these crea- tures, characters make turning checks.

#### Turning Checks

Turning undead is a supernatural ability that a character can per- form as a standard action. It does not provoke attacks of opportunity. You must present your holy symbol to turn undead. Turning is considered an attack.

**Times per Day:** You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. You can increase this number by taking the Extra Turning feat (page 94).

**Range:** You turn the closest turnable undead first, and you can’t turn undead that are more than 60 feet away or that have total cover relative to you. You don’t need line of sight to a target, but you do need line of effect (see page 176).

**Turning Check:** The first thing you do is roll a turning check to

see how powerful an undead creature you can turn. This is a Charis- ma check (1d20 + your Charisma modifier). Table 8–9: Turning Undead gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

**Turning Damage:** If your roll on Table 8–9: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your cleric level + your Charisma modifier for turn- ing damage. That’s how many total Hit Dice of undead you can turn. If your Charisma score is average or low, it’s possible (but unusual) to roll fewer Hit Dice of undead turned than indicated on Table: 8–9 Turning Undead. For instance, 1 1st-level cleric with an average Charisma score could get a turning check result of 19 (cleric’s level +3, or 4 HD), which is enough to turn a wight, but then roll only 3 on his turning damage roll—not enough to turn that

wight after all.

You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

**Effect and Duration of Turning:** Turned undead flee from you

by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can’t approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

**Destroying Undead:** If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

##### Table 8–9: Turning Undead

**Turning Check Most Powerful Undead Result Affected (Maximum Hit Dice)**

0 or lower Cleric’s level – 4 1–3 Cleric’s level – 3

4–6 Cleric’s level – 2

7–9 Cleric’s level – 1

10–12 Cleric’s level

13–15 Cleric’s level + 1

16–18 Cleric’s level + 2

19–21 Cleric’s level + 3

22 or higher Cleric’s level + 4

### How Turning Works

Jozan, the cleric, and his friends confront seven human zombies led by a wight. Calling on the power of Pelor, Jozan raises his sun disk and attempts to drive the undead away.

First, he makes a turning check (1d20 + Cha modifier) to see what

the most powerful undead creature is that he can turn in this action. His result is 9, so he can only turn undead that have fewer Hit Dice than he has levels. Jozan is 3rd level, so on this attempt, he can turn creatures with 2 Hit Dice (such as human zombies) or 1 Hit Die (such as human skeletons) but nothing with more than 2 Hit Dice (such as the wight, which has 4 HD). He does not have twice as many levels as either the zombies or wight, so he will not destroy any of them.

Next, he rolls his turning damage (2d6 + Jozan’s level + Cha mod- ifier) to see how many total Hit Dice of creatures he can turn. His result is 11, enough to turn the five closest zombies (accounting for 10 HD out of the maximum of 11). The remaining two zombies and the wight are unaffected.

On Jozan’s next turn, he attempts to turn undead again. This time,

his turning check result is 21—enough to turn undead creatures of up to 6 HD (his level + 3). His turning damage roll is only 7, though, so he can only turn 7 HD worth of creatures. He turns the two nearest undead (the remaining 2 HD zombies), but the remaining 3 HD worth of turning isn’t enough to turn the 4-HD wight.

#### Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

**Rebuked:** A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.

**Commanded:** A commanded undead creature is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.

**Dispelling Turning:** An evil cleric may channel negative energy to dispel a good cleric’s turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage of 2d6 + cleric level + Charisma modifier to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

**Bolstering Undead:** An evil cleric may also bolster undead creatures against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table 8–9: Turning Undead becomes the undead creatures’ effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures’ actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.

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#### Neutral Clerics and Undead

A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. See Turn or Rebuke Undead, page 33, for more information.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

#### Paladins and Undead

Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.

#### Turning Other Creatures

Some clerics have the ability to turn creatures other than undead. For example, a cleric with the Fire domain can turn or destroy water creatures (as if he were a good cleric turning undead) and rebuke or command fire creatures (as if he were an evil cleric rebuking undead). The turning check result is determined as normal.

#### Other Uses for Positive or Negative Energy

Positive or negative energy may have uses other than affecting undead. For example, a holy site might be guarded by a magic door that opens for any good cleric who can make a turning check high enough to affect a 3-HD undead and that shatters for an evil cleric who can make a similar check.

TWO-WEAPON FIGHTING

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. You can reduce these penalties in two ways:

* If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
* The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 8–10: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

##### Table 8–10: Two-Weapon Fighting Penalties

|  |  |  |
| --- | --- | --- |
| **Circumstances** | **Primary Hand** | **Off Hand** |
| Normal penalties | –6 | –10 |
| Off-hand weapon is light | –4 | –8 |
| Two-Weapon Fighting feat | –4 | –4 |
| Off-hand weapon is light and  Two-Weapon Fighting feat | –2 | –2 |

**Double Weapons:** You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

**Thrown Weapons:** The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

### DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new

initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

Delaying is useful if you need to see what your friends or oppo- nents are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what’s going to happen. You can’t, however, interrupt anyone else’s action (as you can with a readied action).

**Initiative Consequences of Delaying:** Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don’t get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

### READY

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

**Readying an Action:** You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. For example, you might specify that you will shoot an arrow at anyone coming through a nearby doorway. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character’s activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action.

Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only

if you don’t otherwise move any distance during the round. For instance, if you move up to an open door and then ready an action to swing your sword at whatever comes near, you can’t take a 5-foot step along with the readied action (since you’ve already moved in this round).

**Initiative Consequences of Readying:** Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don’t get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

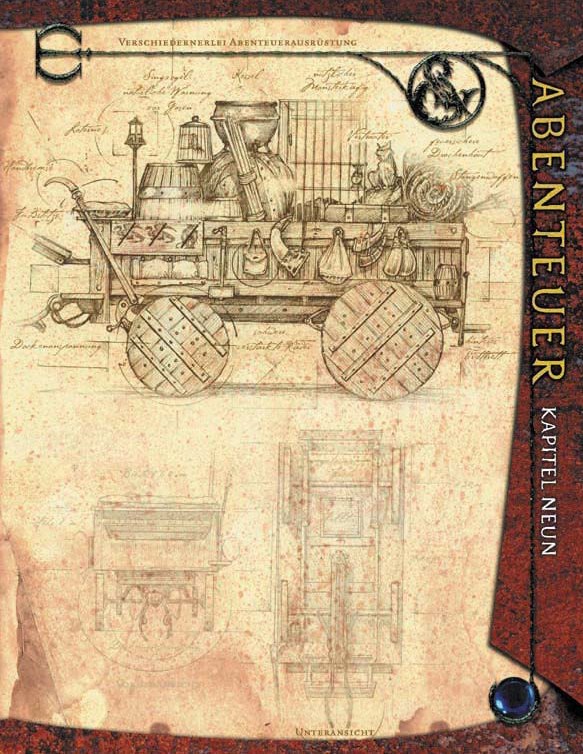
**Distracting Spellcasters:** You can ready an attack against a spell- caster with the trigger “if she starts casting a spell.” If you damage the spellcaster, she may lose the spell she was trying to cast (as deter- mined by her Concentration check result).

**Readying to Counterspell:** You may ready a counterspell against a spellcaster (often with the trigger “if she starts casting a spell”). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster’s spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* (page 223) to counterspell another spellcaster, but it doesn’t always work.

**Readying a Weapon against a Charge:** You can ready certain piercing weapons, setting them to receive charges (see Table 7–5: Weapons, page 116). A readied weapon of this type deals double damage if you score a hit with it against a charging character.

ourneying from place to place is as much a part of the game as combat or magic. This chapter covers carrying capacity and encumbrance, movement overland and through adventure sites, exploration, and treasure.



## CARRYING CAPACITY

Encumbrance rules determine how much a character’s armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

**Encumbrance by Armor:** A character’s armor (as described on Table 7–6: Armor and Shields, page 123) defines his or her maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that’s all you need to know. The extra gear your character carries won’t slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you’ll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

**Weight:** If you want to determine whether your character’s gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character’s items, including armor, weapons, and gear. Compare this total to the character’s Strength on Table 9–1: Carrying Capacity. Depending on how the weight compares to the character’s carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character’s load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character’s speed, and affects how fast the character can run, as

shown on Table 9–2: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

For example, Tordek is wearing scale mail. As shown on Table 7–6: Armor and Shields, this armor cuts his maximum Dex bonus to AC to +3, and gives him a –4 armor check penalty (and cuts his speed to 15 feet, were he not a dwarf and thus able to move normally even when encumbered by armor or a load). The total weight of his gear, including armor, is 71- 1/2 pounds. Since Tordek has a Strength of 15, his maximum carrying capacity, or maximum load, is 200 pounds. A medium load for him is 67 pounds or more, and a heavy load

is 134 pounds or more, so he is carrying a medium load. Looking at the medium load line on Table 9–2: Carrying Loads, his player sees that these figures are all equal to or less than the penalties that Tordek is already incurring for wearing scale mail, so he incurs no extra penalties.

Mialee has a Strength of 10, and she’s carrying 28 pounds of gear. Her light load limit is 33 pounds, so she’s carrying a light load (no penalties). She finds 500 gold pieces (weighing 10 pounds) and adds them to her load, so now she’s carrying a medium load. Doing so reduces her speed from 30 feet to 20 feet, gives her a –3 check penalty, and sets her maximum Dexterity bonus to AC at +3 (which

is okay with her, since that’s her Dexterity bonus anyway).

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##### Table 9–1: Carrying Capacity

**Strength Score Light Load Medium Load Heavy Load**

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##### Table 9–2: Carrying Loads

**Max Check –—— Speed —–—**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 3 lb. or less | 4–6 lb. | 7–10 lb. | **Load** | **Dex** | **Penalty** | **(30 ft.)** | **(20 ft.)** | **Run** |
| 2 | 6 lb. or less | 7–13 lb. | 14–20 lb. | M edium | +3 | –3 | 20 ft. | 15 ft. | x4 |
| 3 | 10 lb. or less | 11–20 lb. | 21–30 lb. | H eavy | +1 | –6 | 20 ft. | 15 ft. | x3 |
| 4 | 13 lb. or less | 14–26 lb. | 27–40 lb. |  |  |  |  |  |  |
| 5 | 16 lb. or less | 17–33 lb. | 34–50 lb. | Quadrupeds, such as horses, can carry heavier loads than char-  acters can. Instead of the multipliers given above, multiply the value corresponding to the creature’s Strength score from Table 9–1 by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan  ×12, Colossal ×24.  For example, Mialee, an elf with 10 Strength, can carry as much as 100 pounds. Lidda, a halfling with 10 Strength, can carry only 75 pounds. A donkey, a Medium animal with 10 Strength, can carry as much as 150 pounds. | | | | | |
| 6 | 20 lb. or less | 21–40 lb. | 41–60 lb. |
| 7 | 23 lb. or less | 24–46 lb. | 47–70 lb. |
| 8 | 26 lb. or less | 27–53 lb. | 54–80 lb. |
| 9 | 30 lb. or less | 31–60 lb. | 61–90 lb. |
| 10 | 33 lb. or less | 34–66 lb. | 67–100 lb. |
| 11 | 38 lb. or less | 39–76 lb. | 77–115 lb. |
| 12 | 43 lb. or less | 44–86 lb. | 87–130 lb. |
| 13 | 50 lb. or less | 51–100 lb. | 101–150 lb. |
| 14  15 | 58 lb. or less  66 lb. or less | 59–116 lb.  67–133 lb. | 117–175 lb.  134–200 lb. |



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16 76 lb. or less 77–153 lb. 154–230 lb.

17 86 lb. or less 87–173 lb. 174–260 lb.

18 100 lb. or less 101–200 lb. 201–300 lb.

19 116 lb. or less 117–233 lb. 234–350 lb.

20 133 lb. or less 134–266 lb. 267–400 lb.

21 153 lb. or less 154–306 lb. 307–460 lb.

22 173 lb. or less 174–346 lb. 347–520 lb.

23 200 lb. or less 201–400 lb. 401–600 lb.

24 233 lb. or less 234–466 lb. 467–700 lb.

|  |  |  |  |
| --- | --- | --- | --- |
| 25 | 266 lb. or less | 267–533 lb. | 534–800 lb. |
| 26 | 306 lb. or less | 307–613 lb. | 614–920 lb. |
| 27 | 346 lb. or less | 347–693 lb. | 694–1,040 lb. |
| 28 | 400 lb. or less | 401–800 lb. | 801–1,200 lb. |
| 29 | 466 lb. or less | 467–933 lb. | 934–1,400 lb. |
| +10 | ×4 | ×4 | ×4 |

Then Mialee is knocked unconscious in a fight, and Tordek wants to carry her out of the dungeon. She weighs 104 pounds, and her gear weighs 28 pounds (or 38 pounds with the gold), so Tordek can’t quite manage to carry her and her gear, because doing so would put him over his 200-pound maximum load. Fortunately, their companion Jozan is able to carry her gear and the gold, so all Tordek has to worry about is Mialee herself. Tordek hoists Mialee onto his shoulders, and now the dwarf is carrying 175-1/2 pounds. He can manage it, but it’s a heavy load. His maximum Dexterity bonus to AC drops to +1, his check penalty worsens from –4 (the armor check penalty for scale mail) to –6 (the check penalty for a heavy load), and now he runs at ×3 speed instead of ×4.

**Lifting and Dragging:** A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions (such as being on smooth ground or dragging a slick object) can double these numbers, and bad circumstances (such as being on broken ground or pushing an object that snags) can reduce them to one-half or less.

**Bigger and Smaller Creatures:** The figures on Table 9–1: Car- rying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16. A smaller creature can carry less weight depending on its size category, as follows: Small ×3/4, Tiny ×1/2, Diminutive ×1/4, Fine ×1/8. Thus, a human with a Strength score magically boosted to equal that of a giant would still have a harder time lifting, say, a horse or a boulder than a giant would.

**Tremendous Strength:** For Strength scores not shown on Table 9–1, find the Strength score between 20 and 29 that has the same number in the “ones” digit as the creature’s Strength score does. Multiply the figures by 4 if the creature’s Strength is in the 30s, 16 if it’s in the 40s, 64 if it’s in the 50s, and so on. For example, a cloud giant with a 35 Strength can carry four times what a creature with a 25 Strength can carry, or 3,200 pounds × 4 because the cloud giant is Huge, for a total of 12,800 pounds.

## MOVEMENT

Characters spend a lot of time getting from one place to another. A character who needs to reach the evil tower might choose to walk along the road, hire a boat to row him along the river, or cut cross- country on horseback. In addition, a character can climb trees to get a better look at his surroundings, scale mountains, or ford streams.

The DM moderates the pace of a game session, so he or she determines when movement is so important that it’s worth meas- uring. During casual scenes, you usually won’t have to worry about movement rates. If your character has come to a new city and takes a stroll to get a feel for the place, no one needs to know exactly how many rounds or minutes the circuit takes.

There are three movement scales in the game, as follows.

\* Tactical, for combat, measured in feet (or squares) per round.

##### Table 9–3: Movement and Distance

**——————— Speed ——–————**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **15 feet** | **20 feet** | **30 feet** | **40 feet** |
| **One Round (Tactical)1** |  |  |  |  |
| Walk | 15 ft. | 20 ft. | 30 ft. | 40 ft. |
| H ustle | 30 ft. | 40 ft. | 60 ft. | 80 ft. |
| Run (×3) | 45 ft. | 60 ft. | 90 ft. | 120 ft. |
| Run (×4) | 60 ft. | 80 ft. | 120 ft. | 160 ft. |
| **One Minute (Local)** |  |  |  |  |
| Walk | 150 ft. | 200 ft. | 300 ft. | 400 ft. |
| H ustle | 300 ft. | 400 ft. | 600 ft. | 800 ft. |
| Run (×3) | 450 ft. | 600 ft. | 900 ft. | 1,200 ft. |
| Run (×4) | 600 ft. | 800 ft. | 1,200 ft. | 1,600 ft. |
| **One Hour (Overland)** |  |  |  |  |
| Walk | 1-1/ 2 miles | 2 miles | 3 miles | 4 miles |
| H ustle | 3 miles | 4 miles | 6 miles | 8 miles |
| Run | — | — | — | — |
| **One Day (Overland)** |  |  |  |  |
| Walk | 12 miles | 16 miles | 24 miles | 32 miles |
| H ustle | — | — | — | — |
| Run | — | — | — | — |

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet. See page 147 for more information on tactical movement in combat.

##### Table 9–4: Hampered Movement

**Additional**

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feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even

**Condition Example Movement Cost**



Difficult terrain Rubble, undergrowth, steep ×2 slope, ice, cracked and pitted surface, uneven floor

Obstacle1 Low wall, deadfall, broken pillar ×2 Poor visibility Darkness or fog ×2 Impassable Floor-to-ceiling wall, closed door, —

blocked passage 1 M ay require a skill check

* Local, for exploring an area, measured in feet per minute.
* Overland, for getting from place to place, measured in miles per hour or miles per day.

**Modes of Movement:** While moving at the different move- ment scales, creatures generally walk, hustle, or run.

*Walk:* A walk represents unhurried but purposeful move- ment at 3 miles per hour for an unencumbered human.

*Hustle:* A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

*Run (×3):* Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

Run (*×*4): Moving four times speed is a running pace for a character in light, medium, or no armor. It repre- sents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

TACTICAL MOVEMENT

Use tactical movement for combat, as detailed on page 147. Characters generally don’t walk during combat—they hustle or run. A character who moves his or her speed and takes some action, such as attacking or casting a spell, is hustling for about half the round and doing something

else the other half.

**Hampered Movement:** Difficult ter- rain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usu- ally counts as two squares, effectively reducing the distance that a character can cover in a move. For example, a character moving through difficult terrain (such as undergrowth) pays 2 squares of movement per square moved into (double the normal cost).

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling;

see page 304.) For instance, a character moving through diffi- cult terrain in darkness would pay 4 squares of movement per square moved into (double cost times double cost is quadruple cost).

In some situations, your movement may be so hampered that you don’t have sufficient speed even to move 5

though this looks like a 5-foot step, it’s not, and thus it provokes

attacks of opportunity normally. (You can’t take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

You can’t run or charge through any square that would hamper your movement.

### LOCAL MOVEMENT

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

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

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

**Run:** A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute (see Run, page 144).

*Adventurers prepare for their*

*next challenge.*

*Illus. by J. Jarvis*

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**Table 9–5: Terrain and Overland Movement Terrain Highway Road or Trail Trackless** Desert, sandy ×1 ×1/ 2 ×1/ 2

Forest ×1 ×1 ×1/ 2

H ills ×1 ×3/ 4 ×1/ 2

Jungle ×1 ×3/ 4 ×1/ 4

M oor ×1 ×1 ×3/ 4

M ountains ×3/ 4 ×3/ 4 ×1/ 2

Plains ×1 ×1 ×3/ 4

Swamp ×1 ×3/ 4 ×1/ 2

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Tundra, frozen ×1 ×3/ 4 ×3/ 4

##### Table 9–6: Mounts and Vehicles

**Mount/Vehicle Per Hour Per Day**

M ount (carrying load)

Light horse or light warhorse 6 miles 48 miles Light horse (151–450 lb.)1 4 miles 32 miles

Light warhorse (231–690 lb.)1 4 miles 32 miles H eavy horse or heavy warhorse 5 miles 40 miles H eavy horse (201–600 lb.)1 3-1/ 2 miles 28 miles

H eavy warhorse (301–900 lb.)1 3-1/ 2 miles 28 miles Pony or warpony 4 miles 32 miles

Pony (76–225 lb.)1 3 miles 24 miles

Warpony (101–300 lb.)1 3 miles 24 miles

Donkey or mule 3 miles 24 miles

Donkey (51–150 lb.)1 2 miles 16 miles

M ule (231–690 lb.)1 2 miles 16 miles

Dog, riding 4 miles 32 miles Dog, riding (101–300 lb.)1 3 miles 24 miles Cart or wagon 2 miles 16 miles

Ship

Raft or barge (poled or towed)2 1/ 2 mile 5 miles Keelboat (rowed)2 1 mile 10 miles

Rowboat (rowed)2 1-1/ 2 miles 15 miles

Sailing ship (sailed) 2 miles 48 miles Warship (sailed and rowed) 2-1/ 2 miles 60 miles Longship (sailed and rowed) 3 miles 72 miles Galley (rowed and sailed) 4 miles 96 miles

1. Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.
2. Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can’t be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

### OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

**Walk:** A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

**Hustle:** A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can’t run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

**Run:** A character can’t run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

**Terrain:** The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 9–5: Terrain and Overland Movement). Travel is quickest on a highway, not quite as fast on a road or trail, and slowest through trackless terrain. A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

**Forced March:** In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Con- stitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It’s possible for a character to march into unconsciousness by pushing himself too hard.

**Mounted Movement:** A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 9–6: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

**Waterborne Movement:** See Table 9–6: Mounts and Vehicles for speeds for water vehicles.

EXPLORATION

Adventurers spend time exploring dark caverns, cursed ruins, cat- acombs, and other dangerous and forbidding areas. A little careful forethought can help the characters in their adventures.

### PREPARATIONS

Characters should have the supplies they need for their adventures: arrows, food, water, torches, bedrolls, or whatever is needed for the task at hand. Rope, chains, crowbars, and other tools can come in handy, too. Characters should have ranged weapons, if possible, for combats in which they can’t close with the enemy (or don’t want to). Horses are useful for overland journeys, while sure-footed pack donkeys and mules can be handy for exploring ruins and dungeons.

### VISION AND LIGHT

Characters need a way to see in the dark, dangerous places where they often find adventures. Dwarves and half-orcs have darkvision, but everyone else needs light to see by. Typically, adventurers bring along torches or lanterns, and spellcasters have spells that can create light. See Table 9–7: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature

can’t hide in an area of bright light unless it is invisible or has cover. In an area of shadowy illumination, a character can see dimly.

Creatures within this area have concealment (see page 152) relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself (see page 76).

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment),

##### Table 9–7: Light Sources and Illumination



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*Illus. by S. Wood*

**Object Bright Shadowy Duration**

Candle n/ a1 5 ft. 1 hr. Everburning torch 20 ft. 40 ft. Permanent Lamp, common 15 ft. 30 ft. 6 hr./ pint Lantern, bullseye2 60-ft. cone 120-ft. cone 6 hr./ pint Lantern, hooded 30 ft. 60 ft. 6 hr./ pint

Sunrod 30 ft. 60 ft. 6 hr.

Torch 20 ft. 40 ft. 1 hr.

**Spell Bright Shadowy Duration** *Continual flame* 20 ft. 40 ft. Permanent *Dancing lights* (torches) 20 ft. (each) 40 ft. (each) 1 min. *Daylight* 60 ft. 120 ft. 30 min.

*Light* 20 ft. 40 ft. 10 min. 1 A candle does not provide bright illumination, only shadowy

illumination.

2 A bullseye lantern illuminates a cone, not a radius.

loses any Dexterity bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumina- tion for such characters. For example, a torch provides bright illumination to a radius of 40 feet (rather than 20 feet) for a character with low-light vision, and it provides shadowy illumination to a radius of 80 feet (rather than 40 feet).

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can’t hide within 60 feet of a character with

darkvision unless it is invisible or has cover.

### BREAKING AND ENTERING

There inevitably comes a time when a

character must break something, whether it’s a door, a chain, or a chest full of treasure.

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

#### Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack (see Sunder, page 158). Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object’s AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

**Armor Class:** Objects are easier to hit than creatures because

they usually don’t move, but many are tough enough to shrug off some damage from each blow. An object’s Armor Class is equal to 10

+ its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 penalty to AC), but also an additional –2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

**Hardness:** Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object’s hit points (see Table 9–8: Common Armor, Weapon, and Shield Hardness and Hit Points; Table 9–9: Substance Hardness and Hit Points; and Table 9–11: Object Hardness and Hit Points).

**Hit Points:** An object’s hit point total depends on what it is made of and how big it is (see Table 9–8, Table 9–9, and Table 9–11).

When an object’s hit points reach 0, it’s ruined.

Very large objects have separate hit point totals for different sections. For example, you can attack and ruin a wagon wheel without destroying the whole wagon.

*Energy Attacks:* Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Elec-

tricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt

by 4 before applying the

hardness.

*Ranged Weapon Dam- age:* Objects take half damage from ranged weap- ons (unless the weapon is a

siege engine or something similar). Divide the damage dealt by 2 before applying the object’s hardness.

*Ineffective Weapons:* The DM may determine that certain weapons just can’t effectively deal damage to certain objects. For example, you may have a hard time chopping down a door by shooting arrows at it or cutting a robe with a club.

*Immunities:* Objects are immune to nonlethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they

are constructs.

*Magic Armor, Shields, and Weapons:* Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item’s hit

points. For example, a *+1 longsword* has hardness 12 and 15 hp, while a *+3 heavy steel shield* has hardness 16 and 50 hp.

*Vulnerability to Certain Attacks:* The DM may rule that certain attacks are especially successful against some objects. For example, it’s easy to light a curtain on fire, chop down a tree with an ax, or rip up a scroll. In such cases, attacks deal double their normal damage and may (at the DM’s discretion) ignore the object’s hardness.

*Damaged Objects:* A damaged object remains fully functional until the item’s hit points are reduced to 0, at which point it is destroyed. For instance, the wielder of a damaged weapon takes no penalty due to the weapon’s damage, and damaged armor and shields still

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##### Table 9–8: Common Armor, Weapon, and Shield Hardness and Hit Points

**Weapon or Shield Example Hardness HP1**

Light blade Short sword 10 2

One-handed blade Longsword 10 5

Two-handed blade Greatsword 10 10

Light metal-hafted weapon Light mace 10 10

One-handed metal-hafted weapon H eavy mace 10 20

Light hafted weapon H andaxe 5 2

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One-handed hafted weapon Battleaxe 5 5

Two-handed hafted weapon Greataxe 5 10

Projectile weapon Crossbow 5 5

Armor — special2 armor bonus × 5

Buckler — 10 5

Light wooden shield — 5 7

H eavy wooden shield — 5 15

Light steel shield — 10 10

Heavy steel shield — 10 20

Tower shield — 5 20

* 1. The hp value given is for M edium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than M edium, or multiply it by 2 for each size category larger than M edium.
  2. Varies by material; see Table 9–9.

##### Table 9–9: Substance Hardness and Hit Points

**Substance Hardness Hit Points**

Paper or cloth 0 2/ inch of thickness

Rope 0 2/ inch of thickness

Glass 1 1/ inch of thickness

Ice 0 3/ inch of thickness

Leather or hide 2 5/ inch of thickness

Wood 5 10/ inch of thickness

Stone 8 15/ inch of thickness

Iron or steel 10 30/ inch of thickness

M ithral 15 30/ inch of thickness

Adamantine 20 40/ inch of thickness

provide their full normal bonus to AC. Damaged (but not destroyed) objects can be repaired with the Craft skill (see page 70).

**Saving Throws:** Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a *disintegrate*

##### Table 9–10: Size and Armor Class of Objects

**Size (Example) AC Modifier Size (Example) AC Modifier**

Colossal (broad –8 M edium (barrel) +0 side of a barn) Small (chair) +1

Gargantuan (narrow –4 Tiny (book) +2 side of a barn) Diminutive (scroll) +4

H uge (wagon) –2 Fine (potion) +8 Large (big door) 1

##### Table 9–11: Object Hardness and Hit Points

**Object Hardness Hit Points Break DC**

Rope (1 inch diam.) 0 2 23

Simple wooden door 5 10 13

Small chest 5 1 17

Good wooden door 5 15 18

Treasure chest 5 15 23

Strong wooden door 5 20 23

M asonry wall (1 ft. thick) 8 90 35

H ewn stone (3 ft. thick) 8 540 50

Chain 10 5 26

M anacles 10 10 26

M asterwork manacles 10 10 28

Iron door (2 in. thick) 10 60 28

##### Table 9–12: DCs to Break or Burst Items

**Strength Check to: DC**

Break down simple door 13

Break down good door 18

Break down strong door 23

Burst rope bonds 23

Bend iron bars 24

Break down barred door 25

Burst chain bonds 26

Break down iron door 28

**Condition DC Adjustment1**

*Hold portal* +5

*Arcane lock* +10

1 If both apply, use the larger number.

spell. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character’s saving throw bonus).



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#### HOW PLAYERS CAN HELP

H ere are a few ways in which you can help the game go more smoothly.

**Mapping:** Someone should keep a map of places you explorer so that you know where you’ve been and where you have yet to explore. The responsibility for mapping can be rotated from person to person, if more than one player likes to do this sort of thing, but as a rule the same person should be the mapper through a single playing session.

A map is most useful and most important when the characters are in a dungeon setting— an environment with lots of corridors, doors, and rooms that would be almost impossible to navigate through without a record of what parts the characters have already explored.

To make a map, you start with a blank sheet of paper (graph paper is best) and draw the floor plan of the dungeon as you and your group discover it and the Dungeon M aster describes what you’re seeing. For example, when the characters come to a new, empty room, the DM might say, “ The door you have opened leads east into a room 23 feet wide and 30 feet deep. The door is in the middle of the room’s west wall, and you can see two other doors: one in the north wall near the corner with the east wall, and one in the east wall about 5 feet south of the middle.” Or, if it’s easier for you to visualize, the DM might express the

information this way: “ From the north edge of the door, the wall goes two squares north, six squares east, five squares south, six squares west, and then north back to the door. There’s a door on the sixth square of the north wall and on the fourth square of the east wall.”

**Party Notes:** It often pays to keep notes: names of NPCs the heroes

have met, treasure the group has won, secrets the characters have learned, and so forth. The Dungeon M aster might keep track of all this information for his or her own benefit, but even so it can be handy for you to jot down facts that might be needed later— at the least, doing this prevents you from having to ask the Dungeon M aster, “ What was the name of that old man we met in the woods last week?”

**Character Notes:** You should keep track of hit points, spells, and other

characteristics about your character that change during an adventure on scratch paper. Between playing sessions, you might decide to write some of this information directly on your character sheet— but don’t worry about updating the sheet constantly. For instance, it would be tedious (and could make a mess of the sheet) if you erased your character’s current hit points and wrote in a new number every time he or she took damage.

Magic items always get saving throws. A magic item’s Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better. (Caster levels of magic items are covered in the *Dungeon Master’s Guide*.)

*Example of Breaking an Object:* Lidda, a rogue, can’t pick the lock on the big treasure chest that Mialee, the elf, just found behind a secret door, so Krusk, the barbarian, volunteers to open it in a more straightforward manner. The chest, made of wood, has hardness 5, so the chest takes only 5 points of damage from his attack. The wood is 1 inch thick, so it had 10 hit points. Now it has 5. Krusk has gouged the wood but not yet broken the chest open. On his second attack, he deals 4 points of damage. That’s lower than the chest’s hardness, so the chest takes no damage at all—a glancing blow. His third blow, however, deals 12 points of damage (which means the chest takes 7), and the chest breaks open.

*Animated Objects:* Animated objects (see the *Monster Manual*) count as creatures for purposes of determining their Armor Class

(do not treat them as inanimate objects).

#### Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material. For instance, an iron door with a weak lock can be forced open much more easily than it can be hacked down.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan

+12, Colossal +16.

A crowbar (page 126) or portable ram (page 127) improves a character’s chance of breaking open a door.

MARCHING ORDER

The characters in a party need to decide what their matching order is. Marching order is the relative position of the characters to each other while they are moving (who is in front of or next to whom). Arrange your miniature figures on the battle grid to represent the PC’s relative locations. You can change the marching order as the party enters different areas, as characters get wounded, or at other times for any reason.

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In a marching order, the sturdiest characters, such as barbarians, fighters, and paladins, usually go in front. Wizards, sorcerers, and bards often find a place in the middle or back of the party, where they are protected from direct attack. Clerics and druids are good choices for rear guard. They’re tough enough to withstand a rear attack, and they’re important enough as healers that it’s risky to put them in the front line. Rogues, rangers, and monks might serve as stealthy scouts, though they have to be careful if they’re away from the safety of the party.

If the characters are not far apart, they can protect each other, but they’re more vulnerable to many spells when they cluster together, so sometimes it pays to spread out a little.

TREASURE

When characters undertake adventures, they usually end up with some amount of silver, gold, gems, or other treasure. These rewards might be ancient treasures that they have unearthed, the hoards of the villains they have conquered, or pay from a patron who hired them to go on the adventure.

*Illus. by J. Foster*

**Splitting Treasure:** Split treasure evenly among the characters who participated. Some characters may be of higher level than others, or some might happen to have done more on a particular adventure than others did, but the simplest, fastest, and best policy is to split treasure up evenly.



*Lidda savors the rewards of opening the treasure chest.*

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*Gold piece [exact size]*

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**Special Items:** While gems can be cashed in for gold pieces and the coins split evenly among adventurers, some treasures can’t be split up so easily.

Magic items, for instance, can be sold, but only for half of what they would cost to buy, so it’s usually better for characters to keep them. When a character gets a magic item, count half its cost against his or her share of the treasure. For instance, if Jozan, Lidda, Mialee, and Tordek split a treasure of 5,000 gp and a *+1 large steel shield*, the group would count the

magic shield as worth 500 gp,

roughly half the price someone would have to pay to

buy one. Since the treasure is worth 5,500 gp

altogether, three char- acters would each get 1,375 gp, and the fourth char- acter (probably Tordek or

**Costs:** Sometimes characters incur costs on adventures. A char- acter turned to stone by a basilisk may need a *break enchantment* spell, and it costs at least 450 gp to pay a cleric to cast that spell. (See Table 7–8: Goods and Services, page 128. A cleric must be at least 9th level to cast *break enchantment*, which is a 5th-level spell). The default policy is to pay these costs out of the treasure found on the adven- ture, as a sort of “adventurer’s insurance,” and then to split what- ever’s left.

**Party Fund:** The party may also want to have a pool of money that its members can use to buy things that benefit the whole group, such as *potions of healing* or holy water.

**Amassing Wealth:** When you and your friends have split up the treasure among the characters, record your character’s share on your character sheet. Soon, he or she will have enough gold to buy better weapons and equipment, even magic items.

OTHER REWARDS

The other rewards that characters can earn, and there are many, depend more on the characters’ actions and the style of campaign that the DM is running.

They bear mention, but the rules cannot define them. These rewards develop natu-



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Jozan) would get the shield (valued at

500 gp) plus 875 gp in coin.

If more than one character wants a single item, those interested in it can bid for it. For example, Jozan and Tordek both want the shield, so they bid over how much they’re each willing to “pay” for

*Illus. by S. Wood*

it. Tordek wins the bid at 800 gp. That means the total treasure is 5,800 gp. Mialee, Jozan, and Lidda each get 1,450 gp, and Tordek gets the shield (800 gp) plus 650 gp.

A character can only bid as much as his or her share of the treasure would amount to, unless he or she has extra gold pieces or treasure to back up the bid. For example, if Tordek had no other treasure from earlier adventures, the most he could bid for the magic shield is 1,250 gp—he would get the shield, and

the other three char-

acters would split the 5,000 gp.

If no one is willing to take a special item, the party members should sell it (for half its cost, as listed in the

*Dungeon Master’s Guide*, if they can find a buyer)

and split the gold evenly.

rally in the campaign.

### REPUTATION

You can’t put it in the bank, but many characters enjoy and even pursue fame and notoriety. Someone who seeks a reputation should wear distinctive clothes or armor, should treat bards well, and might even want to invent a personal symbol for signet rings, surcoats, banners, and other

forms of display.

### FOLLOWERS

When others hear of the characters, they may offer their services as followers. Followers may be apprentices, admirers, henchmen, students, or sidekicks.

### LAND

A character (or a party) might gain land through force of arms or be granted a tract of land by a powerful figure. Land brings in revenue appropriate to its type (such as taxes on harvests in arable land), and it provides a place for a character (or party) to

build a stronghold of some kind. In addition to being a base and a safe place, a stronghold can serve as a church, a monastery, a wizards’ school, or fulfil some other purpose, as the master of the stronghold wishes.

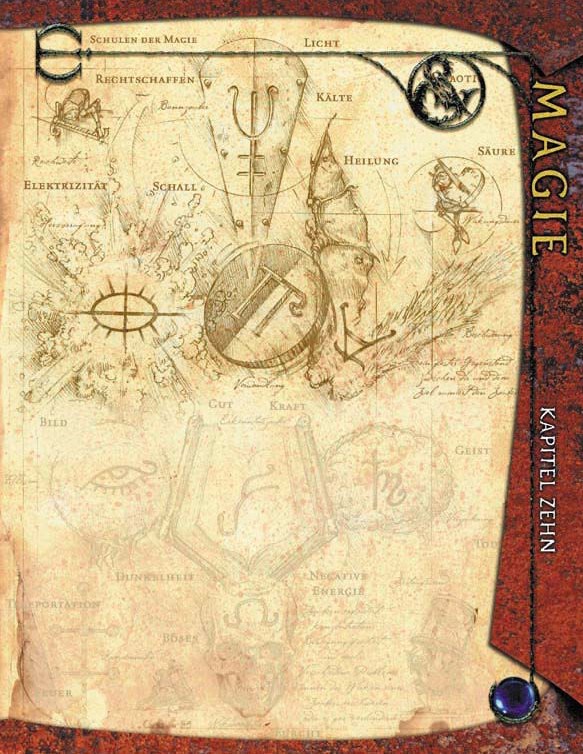
### TITLES AND HONORS

High priests, nobles, and royals often acknowledge the services of powerful characters by granting them honors and

titles. These awards are sometimes handed out along with gifts of gold or land, memberships in elite orders, or

medals, signet rings, diadems, and other symbolic items.

efore setting out on a dangerous journey with her com- panions, Mialee sits in her study and opens her spellbook. First she pages through it, selecting the spells that she thinks will be most useful on her adventure. When she has chosen the spells she wants (which could mean choosing



the same spell more than once), she meditates on the pages that describe each one. The arcane symbols, which she has penned by hand, would be nonsense to anyone else, but they unlock power from her mind. As she concentrates, she all but finishes casting each spell that she prepares. Each spell now lacks only its final trigger. When she closes the book, her mind is full of spells, each of which she can complete at will in a brief time.

A spell is a one-time magical effect. Spells come in two types: arcane (cat by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options. Most spell- casters prepare their spells in advance—whether from a spellbook or through devout prayers and meditation—while some cast spells spontaneously without preparation. Despite these different ways that characters use to learn or prepare their spells, when it comes to casting them, the spells are very much alike.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect. This chapter describes the differences between the eight schools of magic. In addition, it provides an overview of the spell description format, an extensive discussion of how spells work, information about what happens when magical effects combine, and an explanation of the differences between the kinds of special abilities, some of which are magical.

CASTING SPELLS

Whether a spell is arcane or divine, and whether a character prepares spells in advance or chooses them on the spot, casting a spell works the same way.

### HOW DOES SPELLCASTING WORK?

Spells operate in different ways depending on the type of spell you’re casting. Here are three basic examples.

***Charm Person:*** Tordek is bullying some goblins into revealing the whereabouts of their camp when Mialee casts *charm person* on one of them. The DM rolls a Will saving throw for the goblin against Mialee’s save DC of 13 for her 1st-level spells, and the save fails. Mialee is a 1st-level wizard, so for the next hour the goblin regards her as his friend, and she gets the information out of him.

***Summon Monster I:*** Lidda is fighting a hobgoblin, and Mialee casts *summon monster I* to conjure a celestial dog. She can have the dog materialize in any location that she can see within 25 feet. She chooses to have it materialize on the opposite side of the hobgoblin from Lidda. One round later, when Mialee is finished casting the spell, the dog appears. It attacks immediately and gets a +2 bonus on its attack roll because it is flanking the hobgoblin. On Lidda’s next turn, she makes a sneak attack against the hobgoblin and kills it. The dog disappears at the start of Mialee’s next turn because *summon monster I* lasts only 1 round for a 1st-level caster.

***Burning Hands:*** Mialee wants to cast *burning hands* on some Small centipedes, and she wants to hit as many of

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them as she can. She moves to a spot that puts three centipedes within 15 feet of her, but none next to her, so they can’t attack her while she is casting casting. She chooses a direction and casts her spell. A cone of magical flame shoots out 15 feet, catching the three centipedes in its area. Mialee’s player rolls 1d4 to see how much damage each centipede takes and gets a result of 3. The DM makes a Reflex save (DC 13 for one of Mialee’s 1st-level spells) for each centipede, and only one succeeds. Two centipedes take 3 points of damage each and drop. The lucky one takes half damage (1 point) and survives.

Casting a spell can be a straightforward process, such as when

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Jozan casts *cure light wounds* to remove some of the damage that Tordek has taken, or it can be complicated, such as when Jozan is attempting to aim an *insect plague* by ear at a group of nagas who have hidden themselves in a *deeper darkness* spell, all the while avoiding the attacks of the nagas’ troglodyte servants.

### CHOOSING A SPELL

First you must choose which spell to cast. If you’re a cleric, druid, experienced paladin, experienced ranger, or wizard, you select from among spells prepared earlier in the day and not yet cast (see Prepar- ing Wizard Spells, page 177, and Preparing Divine Spells, page 179). If you’re a bard or sorcerer, you can select any spell you know, pro- vided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipu- late the material components or focus (if any). Additionally, you must concentrate to cast a spell—and it’s hard to concentrate in the head of battle. (See below for details.)

If a spell has multiple versions, you choose which version to use when you cast it. You don’t have to prepare (or learn, in the case of a bard or sorcerer) a specific version of the spell. For example, *resist energy* protects a creature from fire, cold, or other energy types. You choose when you cast the spell which energy type it will protect the subject from.

Once you’ve cast a prepared spell, you can’t cast it again until you prepare it again. (If you’ve prepared multiple copies of a single spell, you can cast each copy once.) If you’re a bard or sorcerer, casting a spell counts against your daily limit for spells of that spell level, but you can cast the same spell again if you haven’t reached your limit.

### CONCENTRATION

To cast a spell, you must concentrate. If something interrupts your concentration while you’re casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is (More powerful spells require more mental effort.) If you fail the check, you lose the spell just as if you had cast it to no effect.

**Injury:** Getting hurt or being affected by hostile magic while trying to cast a spell can break your concentration and ruin the spell. If while trying to cast a spell you take damage, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you’re casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage, such as from *Melf’s acid arrow*, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you’re casting). If the last damage dealt was the last damage that the effect could deal (such as the last round of a *Melf’s acid arrow*), then the damage is over, and it does not distract you.

Repeated damage, such as from a *spiritual weapon*, does not count as continuous damage.

**Spell:** If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10

+ points of damage + the level of the spell you’re casting. If the spell interferes with you or distracts you in some other way, the DC is the spell’s saving throw DC + the level of the spell you’re casting. For a spell with no saving throw, it’s the DC that the spell’s saving throw would have if a save were allowed.

**Grappling or Pinned:** The only spells you can cast while grap- pling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + the level of the spell you’re casting) or lose the spell.

**Vigorous Motion:** If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you’re casting) or lose the spell.

**Violent Motion:** If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you’re casting) or lose the spell.

**Violent Weather:** You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you’re casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you’re casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

**Casting Defensively:** If you want to cast a spell without pro- voking any attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the spell you’re casting) to succeed. You lose the spell if you fail.

**Entangled:** If you want to cast a spell while entangled in a net or by a tanglefoot bag (page 128) or while you’re affected by a spell with similar effects (such as *entangle*), you must make a DC 15 Concen- tration check to cast the spell. You lose the spell if you fail.

### COUNTERSPELLS

It is possible to cast any spell as a counterspell. By doing so, you are using the spell’s energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

**How Counterspells Work:** To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action (page 160). In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell’s level). This check is a free action. If the check succeeds, you correctly identify the opponent’s spell and can attempt to counter it. If the check fails, you can’t do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. For example, a *fireball* spell is effective as a counter to another *fireball* spell, but not to any other spell, no matter how similar. *Fireball* cannot counter *delayed blast fireball* or vice versa. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

**Counterspelling Metamagic Spells:** Metamagic feats are not taken into account when determining whether a spell can be countered. For example, a normal *fireball* can counter a maximized

*fireball* (that is, a *fireball* that has been enhanced by the metamagic feat Maximize Spell) and vice versa.



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**Specific Exceptions:** Some spells specifically counter each other, especially when they have diametrically opposed effects. For example, you can counter a *haste* spell with a *slow* spell as well as with another *haste* spell, or you can counter *reduce person* with *enlarge person*.

***Dispel Magic* as a Counterspell:** You can use *dispel magic* to counterspell another spellcaster, and you don’t need to identify the spell he or she is casting. However, *dispel magic* doesn’t always work as a counterspell (see the spell description, page 223).

### CASTER LEVEL

A spell’s power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you’re using to cast the spell. For example, a *fireball* deals 1d6 points of damage per caster level (to a maximum of 10d6), so a 10th-level wizard can cast a more powerful *fireball* than a 5th-level wizard can.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. For example, at 10th level, Mialee can cast a *fireball* to a range of 800 feet for 10d6 points of damage. If she wishes, she can cast a *fireball* that deals less damage by casting the spell at a lower caster level, but she must reduce the range according to the selected caster level, and she can’t cast *fireball* with a caster level lower than 5th (the minimum level required for a wizard to cast *fireball*).

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target’s spell resistance (see Spell Resis- tance, page 177) and to the caster level used in dispel checks (both the dispel check and the DC of the check). For instance, a 7th-level cleric with the Good domain casts spells with the good descriptor as if he were 8th level. This means that his *holy smite* deals 4d8 points of damage, he tolls 1d20+8 to overcome spell resistance with his good spells, and his *protection from evil* spell resists being dispelled as if it had been cast by an 8th-level spellcaster.

### SPELL FAILURE

If you ever try to cast a spell in conditions where the characteristics of the spell (range, area, or the like) cannot be made to conform, the casting fails and the spell is wasted. For example, if you cast *charm person* on a dog, the spell fails because a dog is the wrong sort of target for the spell.

Spells also fail if your concentration is broken and might fail if you’re wearing armor while casting a spell with somatic components (see Table 7–6: Armor and Shields, page 123).

### THE SPELL’S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Many spells affect particular sorts of creatures. *Repel vermin* keeps vermin away, and calm animals can calm down animals and magical beasts. These terms, and terms like them, refer to specific creature types defined in the *Monster Manual*.

### SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the school of the spells in question. For example, illusory figments all have certain effects in common (see Illusion, page 173). Certain other special spell features are found across spell schools.

**Attacks:** Some spell descriptions refer to attacking. For instance, *invisibility* is dispelled if you attack anyone or anything while under its effects. All offensive combat actions, even those that don’t damage opponents (such as disarm and bull rush) are considered

attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. *Summon monster I* and similar spells are not attacks because the spells themselves don’t harm anyone.

**Bonus Types:** Many spells give their subjects bonuses to ability scores, Armor Class, attacks, and other attributes. Usually, a bonus has a type that indicates how the spell grants the bonus. For example, *mage armor* grants an armor bonus to AC, indicating that the spell creates a tangible barrier around you. *Shield of faith*, on the other hand, grants a deflection bonus to AC, which makes attacks veer off. (Bonus types are covered in detail in the *Dungeon Master’s Guide*.) The important aspect of bonus types is that two bonuses of the same type don’t generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

**Bringing Back the Dead:** Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature’s deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

*Level Loss:* The passage from life to death and back again is a wrenching journey for a being’s soul. Consequently, any creature brought back to life usually loses one level of experience. The character’s new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even *wish* or *miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

*Preventing Revivification:* Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* prevents any sort of revivification unless the soul is first released.

*Revivification against One’s Will:* A soul cannot be returned to life if

it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis. For example, if Alhandra the paladin is slain and a high priest of Nerull (god of death) grabs her body, Alhandra probably does not wish to be raised from the dead by him. Any attempts he makes to revive her automatically fail. If the evil cleric wants to revive Alhandra to interrogate her, he needs to find some way to trick her soul, such as duping a good cleric into raising her and then capturing her once she’s alive again.

### COMBINING MAGICAL EFFECTS

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

**Stacking Effects:** Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. For example, two *bless* spells don’t give twice the benefit of one *bless*. Both *bless* spells, however, continue to

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act simultaneously, and if one ends first, the other one continues to operate for the remainder of its duration. Likewise, two *haste* spells do not make the creature doubly fast.

More generally, two bonuses of the same type don’t stack even if they come from different spells (or from effects other than spells; see Bonus Types, above). For example, the enhancement bonus to Strength from a *bull’s strength* spell and the enhancement bonus to Strength from a *divine power* spell don’t stack. You use whichever bonus gives you the better Strength score. In the same way, a *belt of giant Strength* gives you an enhancement bonus to Strength, which does not stack with the bonus you get from a *bull’s strength* spell.

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*Different Bonus Names:* The bonuses or penalties from two dif- ferent spells stack if the modifiers are of different types. For example, *bless* provides a +1 morale bonus on saves against fear effects, and *protection from evil* provides a +2 resistance bonus on saves against spells cast by evil creatures. A character under the influence of spells gets a +1 bonus against all fear effects, a +2 bonus against spells cast by evil beings, and a +3 bonus against *fear* spells cast by evil creatures.

A bonus that isn’t named (just a “+2 bonus” rather than a “+2 resistance bonus”) stacks with any bonus.

*Same Effect More than Once in Different Strengths:* In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. For example, if a character takes a –4 penalty to Strength from a *ray of enfeeblement* spell and then receives a second *ray of enfeeblement* spell that applies a –6 penalty, he or she takes only the –6 penalty. Both spells are still operating on the character, however. If one *ray of enfeeblement* spell is dispelled or its duration runs out, the other spell remains in effect, assuming that its duration has not yet expired.

*Same Effect with Differing Results:* The same spell can sometimes produce varying effects if applied to the same recipient more than once. For example, a series of *polymorph* spells might turn a creature into a mouse, a lion, and then a snail. In this case, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

*One Effect Makes Another Irrelevant:* Sometimes, one spell can render a later spell irrelevant. For example, if a wizard is using a *shapechange* spell to take the shape of an eagle, a *polymorph* spell could change her into a goldfish. The *shapechange* spell is not negated, however, and since the *polymorph* spell has no effect on the recipient’s special abilities, the wizard could use the *shapechange* effect to take any form the spell allows whenever she desires. If a creature using a *shapechange* effect becomes petrified by a *flesh to stone* spell, however, it turns into a mindless, inert statue, and the *shapechange* effect cannot help it escape.

*Multiple Mental Control Effects:* Sometimes magical effects that establish mental control render each other irrelevant. For example, a *hold person* effect renders any other form of mental control irrelevant because it robs the subject of the ability to move. Mental controls that don’t remove the recipient’s ability to act usually do not interfere with each other. For example, a person who has received a *geas/quest* spell can also be subjected to a *charm person* spell. The *charmed* person remains committed to fulfilling the quest, however, and resists any order that interferes with that goal. In this case, the *geas/quest* spell doesn’t negate *charm person*, but it does reduce its effectiveness, just as nonmagical devotion to a quest would. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

**Spells with Opposite Effects:** Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell’s description.

**Instantaneous Effects:** Two or more spells with instantaneous durations work cumulatively when they affect the same target. For example, when two *fireballs* strike a same creature, the target must attempt a saving throw against each *fireball* and takes damage from each according to the saving throws’ results. If a creature receives two *cure light wounds* spells in a single round, both work normally.

SPELL DESCRIPTIONS

The spells available to characters are listed and described in Chapter 11: Spells. The description of each spell is presented in a standard format. Each category of information is explained and defined below.

### NAME

The first line of every spell description gives the name by which the spell is generally known.

### SCHOOL (SUBSCHOOL)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to.

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (*arcane mark*, *limited wish*, *permanency*, *pres- tidigitation*, and *wish*) are universal, belonging to no school.

#### Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence. Representative spells include *protection from evil*, *dispel magic*, *antimagic field*, and *banishment*.

If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

#### Conjuration

Each conjuration spell belongs to one of five subschools. Con- jurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands. Representative spells include the various *summon monster* spells, *cure light wounds*, *raise dead*, *teleport*, and *wall of iron*.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell’s range, but it does not have to remain within the range.

**Calling:** A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can’t be dispelled.

**Creation:** A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.



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**Healing:** Certain divine conjurations heal creatures or even bring them back to life. These include *cure* spells.

**Summoning:** A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can’t be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it XP, or to use any spell- like abilities that would cost XP if they were spells.

**Teleportation:** A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dis- pellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

#### Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells. Representative spells include *identify*, *detect thoughts*, *clairau- dience/clairvoyance*, and *true seeing*.

Many divination spells have cone-shaped areas (see page 175). These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

**Scrying:** A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you (such as *darkvision* or *see invisibility*), but not spells or effects that emanate from you (such as *detect evil*). However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impair- ment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection (such as *antimagic field*, *mind*

*blank*, or *nondetection*) blocks a scrying spell, and you sense that the spell is so blocked.

#### Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. Representative spells include *charm person* and *suggestion*.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

**Charm:** A charm spell changes how the subject views you, typ- ically making it see you as a good friend.

**Compulsion:** A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compul- sion spells determine the subject’s actions or the effects on the subject, some compulsion spells allow you to determine the subject’s

actions when you cast the spell, and others give you ongoing control over the subject.

#### Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. Representative spells include *magic missile*, *fireball*, and *lightning bolt*.

#### Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Representative illusions include *silent image*, *invisibility*, and *veil*. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

**Figment:** A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. For example, it is possible to use a *silent image* spell to create an illusory cottage, but the cottage offers no protection from rain.

A figment’s AC is equal to 10 + its size modifier.

**Glamer:** A glamer spell changes a subject’s sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

**Pattern:** Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

**Phantasm:** A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It’s all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don’t notice the phantasm. All phantasms are mind-affecting spells.

**Shadow:** A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

**Saving Throws and Illusions (Disbelief):** Creatures encoun- tering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. For example, if a party encounters a section of illusory floor, the character in the lead would receive a saving throw if she stopped and studied the floor or if she probed the floor.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. For examples, a character making a successful saving throw against a figment of an illusory section of floor knows the “floor” isn’t safe to walk on and can see what lies below (light permitting), but he or she can still note where the figment lies.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion

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isn’t real needs no saving throw. A character who falls through a section of illusory floor into a pit knows something is amiss, as does one who spends a few rounds poking at the same illusion. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

#### Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school. Representative spells include *cause fear*, *animate dead*, and *finger of death*.

#### Transmutation

Transmutation spells change the properties of some creature, thing, or condition. Representative spells include *enlarge person*, *reduce person*, *polymorph*, and *shapechange*.

[DESCRIPTOR]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. For instance, a cleric’s *command* spell fails if the target can’t understand what the cleric says, either because it doesn’t understand the language he is speaking or because background noise prevents it from hearing what the cleric says.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

### LEVEL

The next line of a spell description gives the spell’s level, a number between 0 and 9 that defines the spell’s relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell’s level affects the DC for any save allowed against the effect.

For example, the Level entry for *hold person* is “Brd 2, Clr 2,

Sor/Wiz 3.” That means it is a 2nd-level spell for bards, a 2nd-level spell for clerics, and a 3rd-level spell for sorcerers and wizards. The level entry for *magic vestment* is “Clr 3, Strength 3, War 3.” That means it is a 3rd-level spell for clerics, the 3rd-level Strength domain spell, and the 3rd-level War domain spell.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

### COMPONENTS

A spell’s components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually you don’t worry about components, but when you can’t use a component for some reason or when a material or focus com- ponent is expensive, then the components are important.

**Verbal (V):** A verbal component is a spoken incantation. To pro- vide a verbal component, you must be able to speak in a strong voice.

A *silence* spell or a gag spoils the incantation (and thus the spell). A

spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

**Somatic (S):** A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

**Material (M):** A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don’t bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

**Focus (F):** A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

**Divine Focus (DF):** A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character’s faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid or a ranger is a sprig of mistletoe or holly.

If the Components line includes F/DF or M/DF, the arcane ver-

sion of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

**XP Cost (XP):** Some powerful spells (such as *wish*, *commune*, and *miracle*) entail an experience point cost to you. No spell, not even *restoration*, can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

### CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action. Chapter 8: Combat describes the difference between these types of actions.

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1-round casting times). These actions must be consecutive and unin- terrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action (such as *feather fall*) doesn’t count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn’t provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect. For example, when casting a *summon monster* spell, you need not decide where you want the monster to appear (or indeed, what monster you are summoning) until the spell comes into effect in the round after you begin casting.

### RANGE

A spell’s range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell’s range is the

maximum distance from you that the spell’s effect can occur, as well as the maximum distance at which you can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond this range, that area is wasted. Standard ranges include the following.



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**Personal:** The spell affects only you.

**Touch:** You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells, such as *teleport* and *water walk*, allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

**Close:** The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels (30 feet at 2nd caster level, 35 feet at 4th caster level, and so on).

**Medium:** The spell reaches as far as 100 feet + 10 feet per caster level.

**Long:** The spell reaches as far as 400 feet + 40 feet per caster level.

**Unlimited:** The spell reaches anywhere on the same plane of existence.

**Range Expressed in Feet:** Some spells have no standard range category, just a range expressed in feet.

### AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell’s target (or targets), its effect, or its area, as appropriate.

**Target or Targets:** Some spells, such as *charm person*, have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you can’t fire a *magic missile* spell (which always hits its target) into a group of bandits with the instruction to strike “the leader.” To strike the leader, you must be able to identify and see the leader (or guess which is the leader and get lucky). However, you do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you’re flat-footed or it isn’t your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grap- pling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells, such as *flaming sphere* and *spiritual weapon*, allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

**Effect:** Some spells, such as *summon monster* spells, create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it (for example, “The *insect plague* will appear 20 feet into the area of darkness that the nagas are hiding in”). Range determines how far away an effect can appear, but if the effect is mobile (a summoned monster, for instance), it can move regardless of the spell’s range.

*Ray:* Some effects are rays (for example, *ray of enfeeblement*). You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don’t have to see the creature you’re trying to hit, as you do with a targeted spell. Intervening

creatures and obstacles, however, can block your line of sight or provide cover for the creature you’re aiming at.

If a ray spell has a duration, it’s the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

*Spread:* Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can’t see. Figure dis- tance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect. Example: *obscuring mist*.

**Area:** Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don’t control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell’s area, anything within that square is within the spell’s area. If the spell’s area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

*Burst, Emanation, or Spread:* Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell’s point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can’t see. For instance, if you can designate a four- way intersection of corridors to be the point of origin of a *dispel magic* spell, the spell bursts in all four directions, possibly catching creatures that you can’t see because they’re around the corner from you but not from the point of origin. It can’t affect creatures with total cover from its point of origin (in other words, its effects don’t extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone- shaped. A burst’s area defines how far from the point of origin the spell’s effect extends. Example: *holy smite*.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres. Example: det*ect magic*.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes. Example: *fireball*.

*Cone, Cylinder, Line, or Sphere:* Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emana- tions (see above), and thus won’t go around corners. Example: *cone of cold*.

When casting a cylinder-shaped spell, you select the spell’s point

of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area. Example: *flame strike*.

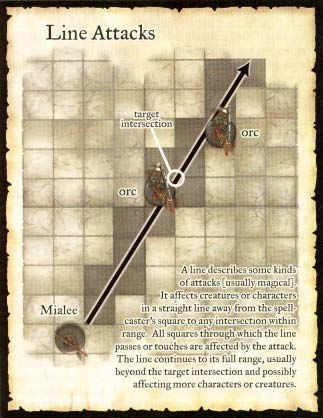
A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends

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An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell’s line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell’s line of effect.

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to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. Example: *lightning bolt*.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads. Example: *globe of invulnerability*.

*Creatures:* A spell with this kind of area affects creatures directly

(like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst (such as *sleep*), a cone-shaped burst (such as *fear*), or some other shape.

Many spells affect “living creatures,” which means all creatures other than constructs and undead. The *sleep* spell, for instance, affects only living creatures. If you cast *sleep* in the midst of gnolls and skeletons, the *sleep* spell ignores the skeletons and affects the gnolls. The skeletons do not count against the creatures affected.

*Objects:* A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

*Other:* A spell can have a unique area, as defined in its description.

*(S) Shapeable:* If an Area or Effect entry ends with “(S),” you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to ma- ke it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

**Line of Effect:** A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It’s like line of sight for ranged weapons, except that it’s not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect (such as conjuring a monster). You must have a clear line of effect to the point of origin of any spell you cast, such as the center of a *fireball*. A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst’s center point, a cone-shaped burst’s starting point, a cylinder’s circle, or an emanation’s point of origin).

### DURATION

A spell’s Duration entry tells you how long the magical energy of the spell lasts.

**Timed Durations:** Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell’s duration is variable (*power word stun*, for example) the DM rolls it secretly.

**Instantaneous:** The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting. For example, a *cure light wounds* spell lasts only an instant, but the healing it bestows never runs out or goes away.

**Permanent:** The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*. Example: *secret page*.

**Concentration:** The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your con- centration while you’re maintaining one, causing the spell to end. You can’t cast a spell while concentrating on another one. Some- times a spell lasts for a short time after you cease concentrating. For example, the spell *hypnotic pattern* has a duration of concentration + 2 rounds. In such a case, the spell keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the spell, but you can’t maintain it for more than a stated duration in any event. If a target moves out of range, the spell reacts as if your concentration had been broken.

**Subjects, Effects, and Areas:** If the spell affects creatures directly (for example, *charm person*), the result travels with the sub- jects for the spell’s duration. If the spell creates an effect, the effect lasts for the duration. The effect might move (for example, a sum- moned monster might chase your enemies) or remain still. Such an effect can be destroyed prior to when its duration ends (for example, *fog cloud* can be dispersed by wind). If the spell affects an area, as *silence* does, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

**Touch Spells and Holding the Charge:** In most cases, if you

don’t discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells, such as *teleport* and *water walk*, allow you to touch multiple targets as part of the spell. You can’t hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

**Discharge:** Occasionally a spells lasts for a set duration or until triggered or discharged. For instance, *magic mouth* waits until trig- gered, and the spell ends once the mouth has said its message.

**(D) Dismissible:** If the Duration line ends with “(D),” you can dismiss the spell at will. You must be within range of the spell’s effect and must speak words of dismissal, which are usually a mod- ified form of the spell’s verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportu- nity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

### SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell

description defines which type of saving throw the spell allows and describes how saving throws against the spell work.



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**Negates:** The spell has no effect on a subject that makes a suc- cessful saving throw.

**Partial:** The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

**Disbelief:** A successful save lets the subject ignore the effect.

**(object):** The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature’s saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item’s saving throw bonuses are each equal to 2

+ one-half the item’s caster level.

**(harmless):** The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

**Saving Throw Difficulty Class:** A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the rel- evant ability (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell’s level can vary depending on your class. For example, a fire trap is a 2nd- level spell for a druid but a 4th-level spell for a sorcerer or wizard. Always use the spell level applicable to your class.

**Succeeding on a Saving Throw:** A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly cast *charm person* on a creature and its saving throw succeeds, it knows that someone used magic against it, but it can’t tell what you were trying to do. Likewise, if a creature’s saving throw succeeds against a targeted spell, such as *charm person*, you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

**Automatic Failures and Successes:** A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

**Voluntarily Giving up a Saving Throw:** A creature can volun- tarily forego a saving throw and willingly accept a spell’s result. Even a character with a special resistance to magic (for example, an elf’s resistance to *sleep* effects) can suppress this quality.

##### Table 10–1: Items Affected by Magical Attacks

**Order1 Item**

1st Shield

2nd Armor

3rd M agic helmet, hat, or headband

4th Item in hand (including weapon, wand, or the like) 5th M agic cloak

6th Stowed or sheathed weapon

7th M agic bracers

8th M agic clothing

9th M agic jewelry (including rings)

10th Anything else

1 In order of most likely to least likely to be affected.

**Items Surviving after a Saving Throw:** Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table 10–1: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll

randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal (see Smashing an Object, page 165). For instance, Tordek is hit by a *lightning bolt* and gets a natural 1 on his saving throw. The items of his most likely to have been affected are his shield, his armor, his waraxe (in his hand), and his shortbow (stowed). (He doesn’t have magic headgear or a magic cloak, so those entries are skipped.)

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

### SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature’s spell resistance for the spell to affect that creature. The defender’s spell resistance is like an Armor Class against magical attacks. The *Dun- geon Master’s Guide* has more details on spell resistance. Include any adjustments to your caster level (such as from domain granted powers) to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant crea- ture encounters a spell that is already in place.

The terms “object” and “harmless” mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

### DESCRIPTIVE TEXT

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found. If the spell you’re reading about is based on another spell (see Spell Chains, page 181), you might have to refer to a different spell for the “see text” information.

ARCANE SPELLS

Wizards, sorcerers, and bards cast arcane spells, which involve the direct manipulation of mystic energies. These manipulations require natural talent (in the case of sorcerers), long study (in the case of wizards), or both (in the case of bards). Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

### PREPARING WIZARD SPELLS

Before setting out on an adventure with her companions, Mialee pores over her spellbook and prepares two 1st-level spells (one for being a 1st-level wizard and an additional one as her 1st-level bonus spell for Intelligence 15) and three 0-level spells. (Arcane spellcasters often call their 0-level spells “cantrips.”) From the spells in her spellbook, she chooses *charm person*, *sleep*, *detect magic* (twice), and *light*. While traveling, she and her party are attacked by gnoll raiders, and she casts her *sleep* spell. After she and her companions have dispatched the gnolls, she casts *detect magic* to see whether any of the gnolls’ items are enchanted. (They’re not.) The party then camps for the night in the wilderness. Come morning, Mialee can once again prepare spells from her spellbook. She already has *charm person*, *detect magic* (once), and *light* prepared from the day before. She chooses to abandon her *light* spell and then prepare *sleep*, *detect magic*, and *ghost sound*. It takes her a little over half an hour to prepare these spells because they represent a little over half of her daily capacity.

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A wizard’s level limits the number of spells she can prepare and cast (see Table 3–18: The Wizard, page 55). Her high Intelligence score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8) might allow her to prepare a few extra spells. She can prepare the same spell more than once, but each preparation counts as one spell toward her daily limit. Preparing an arcane spell is an arduous mental task. To do so, the wizard must have an Intelligence score of at least 10 + the spell’s level.

**Rest:** To prepare her daily spells, a wizard must have a clear mind. To clear her mind she must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversa- tion, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest imme- diately prior to preparing her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells. For example, elf wizards need 8 hours of rest to clear their minds. Thus, an elf wizard could trance for 4 hours and rest for 4 hours, then prepare spells.

**Recent Casting Limit/Rest Interruptions:** If a wizard has cast spells recently, the drain on her resources reduces her capacity to prepare new spells. When she prepares spells for the coming day, all the spells she has cast within the last 8 hours count against her daily limit. If Mialee can normally cast two 1st-level spells per day, but she had to cast *magic missile* during the night, she can prepare only one 1st-level spell the next day.

**Preparation Environment:** To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard’s surroundings need not be luxurious, but they must be free from overt distractions. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by. There is one major exception: A wizard can prepare a *read magic* spell even without a spellbook. A great portion of her initial training goes into mastering this minor but vital feat of magic.

**Spell Preparation Time:** After resting, a wizard must study her spellbook to prepare any spells that day. If she wants to prepare all her spells, the process takes 1 hour. Preparing some smaller portion of her daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

**Spell Selection and Preparation:** Until she prepares spells from her spellbook, the only spells a wizard has available to cast are the ones that she already had prepared from the previous day and has not yet used. During the study period, she chooses which spells to prepare. The act of preparing a spell is actually the first step in casting it. A spell is designed in such a way that it has an interruption point near its end. This allows a wizard to cast most of the spell ahead of time and finish when it’s needed, even if she is under considerable pressure. Her spellbook serves as a guide to the mental exercises she must perform to create the spell’s effect. If a wizard already has spells prepared (from the previous day) that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, a wizard can leave some of these spell slots open. Later during that day, she can repeat the preparation process as often as she likes, time and circumstances permitting. During these extra sessions of preparation, the wizard can fill these unused spell slots. She cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session

of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of her spells.

**Spell Slots:** The various character class tables in Chapter 3: Classes show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. For example, a 7th-level wizard has at least one 4th-level spell slot and two 3rd-level spell slots (see Table 3–18: The Wizard, page 55). However, the character could choose to prepare three 3rd-level spells instead, filling the 4th-level slot with a 3rd- level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

**Prepared Spell Retention:** Once a wizard prepares a spell, it remains in her mind as a nearly cast spell until she uses the pre- scribed components to complete and trigger it or until she abandons it. Upon the casting of a spell, the spell’s energy is expended and purged from the character, leaving her feeling a little tired. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character’s mind.

**Death and Prepared Spell Retention:** If a spellcaster dies, all prepared spells stored in his or her mind are wiped away. Potent magic (such as *raise dead*, *resurrection*, or *true resurrection*) can recover the lost energy when it recovers the character.

### ARCANE MAGICAL WRITINGS

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal arcane language that wizards have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person’s magical writing remains incomprehensible to even the most powerful wizard until she takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another’s spellbook or on a scroll), a character must make a Spellcraft check (DC 20 + the spell’s level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magi- cal writing without a skill check. If the person who created the mag- ical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does

not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll (see the information on scrolls in the *Dungeon Master’s Guide*).

#### Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell she already knows and has recorded in her own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster’s book is deciphered, the reader must make a Spellcraft check (DC 15 + spell’s level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. She must repeat the check to prepare the spell again, no matter how many times she has prepared it before. If the check fails, she cannot try to prepare the spell from the same source again until the next day. (However, as explained above, she does not need to repeat a check to decipher the writing.)

#### Adding Spells to a Wizard’s Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, she can learn spells only from schools whose spells she can cast.

**Spells Gained at a New Level:** Wizards perform a certain

amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of her choice to add to her spellbook. These spells represent the results of her research. The two free spells must be of spell levels she can cast. If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.



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**Spells Copied from Another’s Spellbook or a Scroll:** A wizard can also add a spell to her book whenever she encounters one on a magic scroll or in another wizard’s spellbook. No matter what the spell’s source, the wizard must first decipher the magical writing (see Arcane Magical Writings, above). Next, she must spend a day studying the spell. At the end of the day, she must make a Spellcraft check (DC 15 + spell’s level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft check if the new spell is from her specialty school. She cannot, however, learn any spells from her prohibited schools.

If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll dis- appears from the parchment.

If the check fails, the wizard cannot understand or copy the spell. She cannot attempt to learn or copy that spell again until she gains another rank in Spellcraft. A spell that was being copied from a scroll does not vanish from the scroll.

In most cases, wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to the spell’s level × 50 gp, though many wizards jealously guard their higher- level spells and may charge much more, or even deny access to them altogether. Wizards friendly to one another often trade access to equal-level spells from each other’s spellbooks at no cost.

**Independent Research:** A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one. The *Dungeon Master’s Guide* has information on this topic under Creating New Spells in Chapter 2.

#### Writing a New Spell into a Spellbook

Once a wizard understands a new spell, she can record it into her spellbook.

**Time:** The process takes 24 hours, regardless of the spell’s level.

**Space in the Spellbook:** A spell takes up one page of the spell- book per spell level, so a 2nd-level spell takes two pages, a 5th-level spell takes five pages, and so forth. Even a 0-level spell (cantrip) takes one page. A spellbook has one hundred pages.

**Materials and Costs:** Materials for writing the spell (special quills, inks, and other supplies) cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells she gains for free at each new level. She simply adds these to her spellbook as part of her ongoing research.

#### Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If she already has a particular spell prepared, she can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook, above). The process wipes the prepared spell from her mind, just as casting it would. If she does not have the spell prepared, she can prepare it from a bor- rowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, but the task is much easier. The time requirement and cost per page are halved.

#### Selling a Spellbook

Captured spellbooks can be sold for a gp amount equal to one-half the cost of purchasing and inscribing the spells within (that is, one- half of 100 gp per page of spells). A spellbook entirely filled with spells (that is, with one hundred pages of spells inscribed in it) is worth 5,000 gp.

### SORCERERS AND BARDS

Sorcerers and bards cast arcane spells, but they do not have spell- books and do not prepare their spells. A sorcerer’s or bard’s class level limits the number of spells he can cast (see these class descriptions in Chapter 3: Classes). His high Charisma score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8) might allow him to cast a few extra spells. A member of either class must have a Charisma score of at least 10 + a spell’s level to cast the spell.

**Daily Readying of Spells:** Each day, sorcerers and bards must focus their minds on the task of casting their spells. A sorcerer or bard needs 8 hours of rest (just like a wizard), after which he spends 15 minutes concentrating. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the sorcerer or bard readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

For example, at 7th level, Gimble the bard can cast one 3rd-level spell (a bonus spell due to his 16 Charisma). If he casts a 3rd-level spell, he can’t use his 3rd-level spell slot again until the next day— after he readies his spells for the day.

**Recent Casting Limit:** As with wizards, any spells cast within the last 8 hours count against the sorcerer’s or bard’s daily limit.

**Adding Spells to a Sorcerer’s or Bard’s Repertoire:** A sorcerer or bard gains spells each time he attains a new level in his class and never gains spells any other way. When your sorcerer or bard gains a new level, consult Table 3–5: Bard Spells Known or Table 3–17: Sorcerer Spells Known to learn how many spells from the appropriate spell list in Chapter 11: Spells he now knows. With the DM’s permission, sorcerers and bards can also select the spells they gain from new and unusual spells that they have gained some understanding of (see Spells in the sorcerer description, page 54).

For instance, when Hennet the sorcerer becomes 2nd level, he gains an additional 0-level spell. He can pick that spell from the 0- level spells on the sorcerer and wizard spell list, or he might have learned an unusual spell from an arcane scroll or spellbook.

DIVINE SPELLS

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

### PREPARING DIVINE SPELLS

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of 10 + the spell’s level. For example, a cleric or druid must have a Wisdom score of at least 10 to prepare a 0-level spell and a Wisdom score of 11 to prepare a 1st-level spell. (Divine spellcasters often call their 0-level spells “orisons.”) Likewise, bonus spells are based on Wisdom.

**Time of Day:** A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. Dawn, dusk, noon, and midnight are common choices. Some deities set the time or impose other special conditions for granting spells to their clerics. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

**Spell Selection and Preparation:** A divine spellcaster selects

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and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a wizard (1 hour), as is the requirement for a relatively peaceful environment. A divine spellcaster does not have to prepare all his spells at once. However, the character’s mind is considered fresh only during his or her first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he or she has cast a spell or abandoned a previously prepared spell.

Divine spellcasters do not require spellbooks. However, such a character’s spell selection is limited to the spells on the list for his or her class (see Chapter 11: Spells). Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. (The extra domain spell is the “+1” that appears as part of the cleric’s Spells per Day figure on Table 3–6: The Cleric, page 31.) If a domain spell is not on the cleric spell list, it can be prepared only in a domain spell slot.

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**Spell Slots:** The character class tables in Chapter 3: Classes show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. For example, a 7th-level cleric has at least one 4th-level spell slot and two 3rd-level spell slots. However, he could choose to prepare three 3rd-level spells instead, filling the 4th-level slot with a lower-level spell. Similarly, he could fill his 4th-level domain spell slot with a lower-level domain spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level. For example, a 9th-level cleric who has a Wisdom score of only 14 cannot cast a 5th-level spell but can prepare an extra lower-level spell in its place and store it in the 5th-level spell slot.

**Recent Casting Limit:** As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

**Spontaneous Casting of *Cure* and *Inflict* Spells:** A good cleric (or a cleric of a good deity) can spontaneously cast a *cure* spell in place of a prepared spell of the same level or higher, but not in place of a domain spell. An evil cleric (or a cleric of an evil deity) can spon- taneously cast an *inflict* spell in place of a prepared spell (one that is not a domain spell) of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts *cure* spells like a good cleric or *inflict* spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the *cure* or *inflict* spell substitutes for is converted into the *cure* or *inflict* spell as if that spell had been prepared all along.

**Spontaneous Casting of *Summon Nature’s Ally* Spells:** A druid can spontaneously cast a *summon nature’s ally* spell in place of a pre- pared spell of the same level or higher. The divine energy of the spell that the *summon nature’s ally* spell substitutes for is converted into the *summon* spell as if that spell had been prepared all along.

### DIVINE MAGICAL WRITINGS

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

### NEW DIVINE SPELLS

Divine spellcasters most frequently gain new spells in one of the following two ways.

**Spells Gained at a New Level:** Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, he or she learns new spells from that level automatically.

**Independent Research:** A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. (The *Dun- geon Master’s Guide* has information on this topic under Creating New Spells in Chapter 2.) Only the creator of such a spell can prepare and cast it, unless he decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided that he or she has the Scribe Scroll feat) or write a special text similar to a spell- book to contain spells he or she has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see Arcane Magical Writings, above).

SPECIAL ABILITIES

Medusas, dryads, harpies, and other magical creatures can create magical effects without being spellcasters. Characters using magic wands, rods, and other enchanted items, as well as certain class features, can also create magical effects. These effects come in two types: spell-like and supernatural. Additionally, members of certain classes and certain creatures can use special abilities that aren’t magical. These abilities are called extraordinary or natural.

**Spell-Like Abilities:** A dryad’s *charm person* effect and the *greater teleport* ability of many devils are spell-like abilities Usually, a spell- like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability’s use, even if the ability resembles an arcane spell with a somatic component. A spell- like ability has a casting time of 1 standard action unless noted otherwise in the ability or spell description. In all other ways, a spell- like ability functions just like a spell.

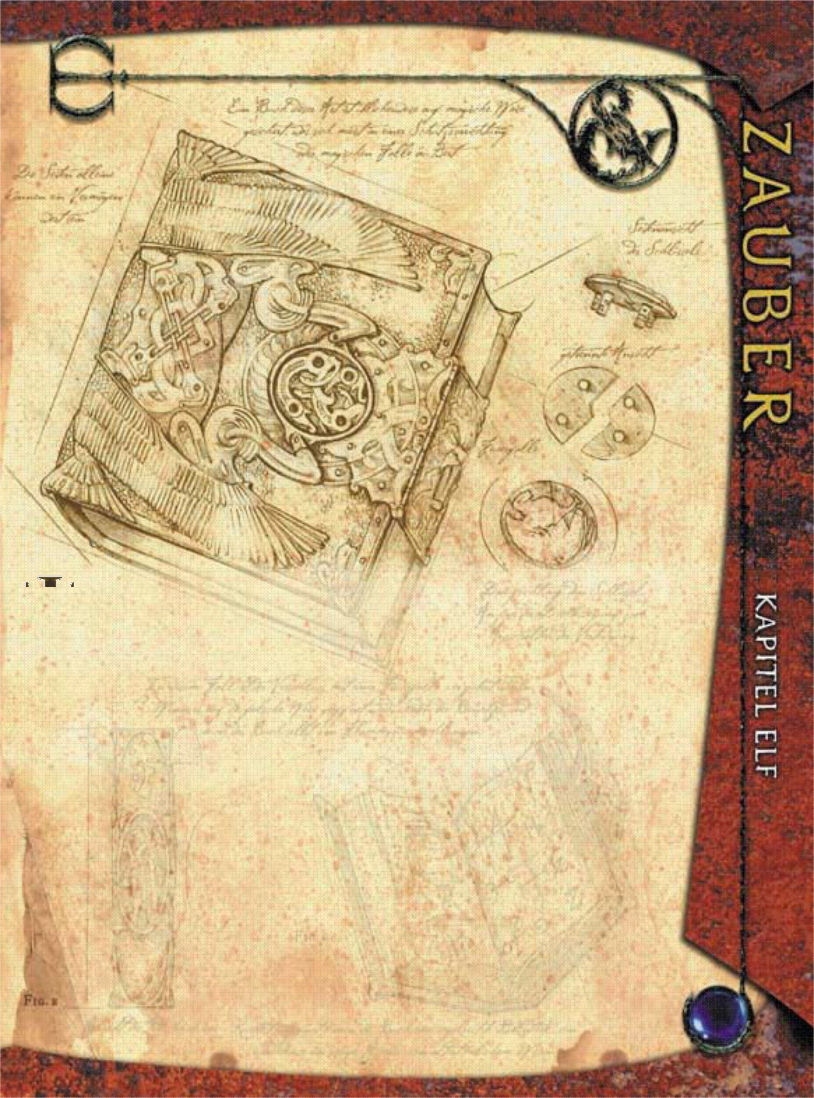
Spell-like abilities are subject to spell resistance and to being dis- pelled by *dispel magic*. They do not function in areas where magic is suppressed or negated, such as an *antimagic field*. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature (such as some dragons) could have some spell- like abilities and also cast other spells as a sorcerer.

**Supernatural Abilities:** A dragon’s fiery breath, a medusa’s pet- rifying gaze, a spectre’s energy drain, and a cleric’s use of positive or negative energy to turn or rebuke undead are supernatural abilities These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

**Extraordinary Abilities:** A rogue’s evasion ability and a troll’s ability to regenerate are extraordinary abilities. These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

**Natural Abilities:** This category includes abilities a creature has because of its physical nature, such as a bird’s ability to fly. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.



his chapter begins with the spell lists of the spellcasting classes and the list of cleric domains and the spells associ- ated with each domain. An M or F appearing at the end of a spell’s name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included

in a spell component pouch. An X denotes a spell with an XP component paid by the caster.

The remainder of the chapter contains spell descriptions in alphabetical order by spell name.

Spell Chains: Some spells reference other spells that they are based upon. (For instance, *cure light wounds* is the spell upon which all other *cure* spells are based, and *lesser planar ally* is the spell upon which *planar ally* and *greater planar ally* are based.) Only information about a spell elsewhere in the spell chain that is different from the base spell is covered in the spell being described. Spell description entries and descriptive text that are the same as the base spell are not repeated.

**Order of Presentation:** In the spell lists and the spell descrip- tions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell’s name begins with “lesser,” “greater,” or “mass,” the spell description is alphabetized under the second word of the spell name instead. For instance, the spell *mass suggestion* is entered in the lists as “Suggestion, Mass,” and its description can be found immediately following the description for *suggestion*.

**Hit Dice:** The term “Hit Dice” is used synonymously with “character levels” for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

**Caster Level:** A spell’s power often depends on caster level, which is defined as the caster’s class level for the purpose of casting a

particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the spell lists that follow always refers to caster level.

**Spell Effects and Conditions:** If a spell causes its subject or subjects to be affected by one or more conditions (such as blinded, incorporeal, invisible, or stunned), refer to the glossary for details of how that condition affects the subject. Chapter 8 of the *Dungeon Master’s Guide* has more information on the various conditions.

**Creatures and Characters:** The words “creature” and “character” are used synonymously in the spell descriptions.

## BARD SPELLS

### 0-LEVEL BARD SPELLS (CANTRIPS)

**Dancing Lights:** Creates torches or other lights.

**Daze:** Humanoid creature of 4 HD or less loses next action.

**Detect Magic:** Detects spells and magic items within 60 ft.

**Flare:** Dazzles one creature (–1 on attack rolls).

**Ghost Sound:** Figment sounds. **Know Direction:** You discern north. **Light:** Object shines like a torch.

**Lullaby:** Makes subject drowsy; –5 on Spot and Listen checks,

–2 on Will saves against *sleep*.

**Mage Hand:** 5-pound telekinesis.

**Mending:** Makes minor repairs on an object. 181



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**Message:** Whispered conversation at distance. **Open/Close:** Opens or closes small or light things. **Prestidigitation:** Performs minor tricks.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

**Summon Instrument:** Summons one instrument of the caster’s choice.

### 1ST-LEVEL BARD SPELLS

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**Alarm:** Wards an area for 2 hours/level.

**Animate Rope:** Makes a rope move at your command.

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

**Charm Person:** Makes one person your friend.

**Comprehend Languages:** You understand all spoken and written languages.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5). **Detect Secret Doors:** Reveals hidden doors within 60 ft. **Disguise Self:** Changes your appearance.

**Erase:** Mundane or magical writing vanishes. **Expeditious Retreat:** Your speed increases by 30 ft. **Feather Fall:** Objects or creatures fall slowly.

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

**Hypnotism:** Fascinates 2d4 HD of creatures.

**Identify M:** Determines properties of magic item. **Lesser Confusion:** One creature is *confused* for 1 round. **Magic Mouth M:** Speaks once when triggered.

**Nystul’s Magic Aura:** Alters object’s magic aura.

**Obscure Object:** Masks object against scrying.

**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Silent Image:** Creates minor illusion of your design.

**Sleep:** Puts 4 HD of creatures into magical slumber.

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

**Tasha’s Hideous Laughter:** Subject loses actions for 1 round/ level.

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

**Unseen Servant:** Invisible force obeys your commands.

**Ventriloquism:** Throws voice for 1 min./level.

### 2ND-LEVEL BARD SPELLS

**Alter Self:** Assume form of a similar creature.

**Animal Messenger:** Sends a Tiny animal to a specific place.

**Animal Trance:** Fascinates 2d6 HD of animals. **Blindness/Deafness:** Makes subject blind or deaf. **Blur:** Attacks miss subject 20% of the time.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Cat’s Grace:** Subject gains +4 to Dex for 1 min./level.

**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

**Darkness:** 20-ft. radius of supernatural shadow.

**Daze Monster:** Living creature of 6 HD or less loses next action. **Delay Poison:** Stops poison from harming subject for 1 hour/ level. **Detect Thoughts:** Allows “listening” to surface thoughts.

**Eagle’s Splendor:** Subject gains +4 to Cha for 1 min./level.

**Enthrall:** Captivates all within 100 ft. + 10 ft./level.

**Fox’s Cunning:** Subject gains +4 to Int for 1 min./level. **Glitterdust:** Blinds creatures, outlines invisible creatures. **Heroism:** Gives +2 on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level. **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures. **Invisibility:** Subject is invisible for 1 min./level or until it attacks. **Locate Object:** Senses direction toward object (specific or type). **Minor Image:** As *silent image*, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

**Pyrotechnics:** Turns fire into blinding light or choking smoke. **Rage:** Gives +2 to Str and Con, +1 on Will saves, –2 to AC. **Scare:** Panics creatures of less than 6 HD.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Silence:** Negates sound in 15-ft. radius.

**Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.

**Suggestion:** Compels subject to follow stated course of action. **Summon Monster II:** Calls extraplanar creature to fight for you. **Summon Swarm:** Summons swarm of bats, rats, or spiders.

**Tongues:** Speak any language.

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

### 3RD-LEVEL BARD SPELLS

**Blink:** You randomly vanish and reappear for 1 round/level.

**Charm Monster:** Makes monster believe it is your ally.

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Confusion:** Subjects behave oddly for 1 round/level.

**Crushing Despair:** Subjects take –2 on attack rolls, damage rolls, saves, and checks.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Daylight:** 60-ft. radius of bright light.

**Deep Slumber:** Puts 10 HD of creatures to sleep. **Dispel Magic:** Cancels magical spells and effects. **Displacement:** Attacks miss subject 50%.

**Fear:** Subjects within cone flee for 1 round/level.

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.

**Geas, Lesser:** Commands subject of 7 HD or less.

**Glibness:** You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

**Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Illusory Script M:** Only intended reader can decipher. **Invisibility Sphere:** Makes everyone within 10 ft. invisible. **Leomund’s Tiny Hut:** Creates shelter for ten creatures.

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

**Phantom Steed:** Magic horse appears for 1 hour/level.

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

**Scrying F:** Spies on subject from a distance.

**Sculpt Sound:** Creates new sounds or changes existing ones.

**Secret Page:** Changes one page to hide its real content.

**See Invisibility:** Reveals invisible creatures or objects.

**Sepia Snake Sigil M:** Creates text symbol that immobilizes reader.

**Slow:** One subject/level takes only one action/round, –2 to AC and attack rolls.

**Speak with Animals:** You can communicate with animals.

**Summon Monster III:** Calls extraplanar creature to fight for you.

### 4TH-LEVEL BARD SPELLS

**Break Enchantment:** Frees subjects from enchantments, alter- ations, curses, and petrification.

**Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).

**Detect Scrying:** Alerts you of magical eavesdropping.

**Dimension Door:** Teleports you short distance.

**Dominate Person:** Controls humanoid telepathically.

**Freedom of Movement:** Subject moves normally despite imped- iments.

**Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

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

**Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.

**Legend Lore M F:** Lets you learn tales about a person, place, or thing.



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**Leomund’s Secure Shelter:** Creates sturdy cottage.

**Locate Creature:** Indicates direction to familiar creature.

**Modify Memory:** Changes 5 minutes of subject’s memories.

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

**Rainbow Pattern:** Lights fascinate 24 HD of creatures.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Shadow Conjuration:** Mimics conjuring below 4th level, but only 20% real.

**Shout:** Deafens all within cone and deals 5d6 sonic damage.

**Speak with Plants:** You can talk to normal plants and plant crea- tures.

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

**Zone of Silence:** Keeps eavesdroppers from overhearing conver- sations.

### 5TH-LEVEL BARD SPELLS

**Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.

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

**Dream:** Sends message to anyone sleeping.

**False Vision M:** Fools scrying with an illusion.

**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Mind Fog:** Subjects in fog get –10 to Wis and Will checks.

**Mirage Arcana:** As *hallucinatory terrain*, plus structures. **Mislead:** Turns you invisible and creates illusory double. **Nightmare:** Sends vision dealing 1d10 damage, fatigue.

**Persistent Image:** As *major image*, but no concentration required.

**Seeming:** Changes appearance of one person per two levels.

**Shadow Evocation:** Mimics evocation of lower than 5th level, but only 20% real.

**Shadow Walk:** Step into shadow to travel rapidly. **Song of Discord:** Forces targets to attack each other. **Suggestion, Mass:** As *suggestion*, plus one subject/level.

**Summon Monster V:** Calls extraplanar creature to fight for you.

### 6TH-LEVEL BARD SPELLS

**Analyze Dweomer F:** Reveals magical aspects of subject.

**Animate Objects:** Objects attack your foes.

**Cat’s Grace, Mass:** As *cat’s grace*, affects one subject/level.

**Charm Monster, Mass:** As *charm monster*, but all within 30 ft.

**Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.

**Eagle’s Splendor, Mass:** As *eagle’s splendor*, affects one subject/level.

**Eyebite:** Target becomes panicked, sickened, and comatose.

**Find the Path:** Shows most direct way to a location.

**Fox’s Cunning, Mass:** As *fox’s cunning*, affects one subject/level.

**Geas/Quest:** As *lesser geas*, plus it affects any creature.

**Heroes’ Feast:** Food for one creature/level cures and grants combat bonuses.

**Otto’s Irresistible Dance:** Forces subject to dance. **Permanent Image:** Includes sight, sound, and smell. **Programmed Image M:** As *major image*, plus triggered by event. **Project Image:** Illusory double can talk and cast spells.

**Scrying, Greater:** As *scrying*, but faster and longer.

**Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

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

**Sympathetic Vibration:** Deals 2d10 damage/round to freestanding structure.

**Veil:** Changes appearance of group of creatures.

CLERIC SPELLS

### LEVEL CLERIC SPELLS (ORISONS)

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Minor Wounds:** Cures 1 point of damage.

**Detect Magic:** Detects spells and magic items within 60 ft. **Detect Poison:** Detects poison in one creature or object. **Guidance:** +1 on one attack roll, saving throw, or skill check. **Inflict Minor Wounds:** Touch attack, 1 point of damage.

**Light:** Object shines like a torch.

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

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks. **Resistance:** Subject gains +1 on saving throws. **Virtue:** Subject gains 1 temporary hp.

### 1ST-LEVEL CLERIC SPELLS

**Bane:** Enemies take –1 on attack rolls and saves against fear. **Bless:** Allies gain +1 on attack rolls and saves against fear. **Bless Water M:** Makes holy water.

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

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

**Comprehend Languages:** You understand all spoken and written languages.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).

**Curse Water M:** Makes unholy water.

**Deathwatch:** Reveals how near death subjects within 30 ft. are.

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

**Detect Undead:** Reveals undead within 60 ft.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls.

**Doom:** One subject takes –2 on attack rolls, damage rolls, saves, and checks.

**Endure Elements:** Exist comfortably in hot or cold environments. **Entropic Shield:** Ranged attacks against you have 20% miss chance. **Hide from Undead:** Undead can’t perceive one subject/level.

**Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5). **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage. **Magic Weapon:** Weapon gains +1 bonus.

**Obscuring Mist:** Fog surrounds you.

**Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary:** Opponents can’t attack you, and you can’t attack. **Shield of Faith:** Aura grants +2 or higher deflection bonus. **Summon Monster I:** Calls extraplanar creature to fight for you.

### 2ND-LEVEL CLERIC SPELLS

**Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp

+1/level (max +10).

**Align Weapon:** Weapon becomes good, evil, lawful, or chaotic.

**Augury M F:** Learns whether an action will be good or bad. **Bear’s Endurance:** Subject gains +4 to Con for 1 min./level. **Bull’s Strength:** Subject gains +4 to Str for 1 min./level.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Consecrate M:** Fills area with positive energy, making undead weaker.

**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

**Darkness:** 20-ft. radius of supernatural shadow.

**Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

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**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Desecrate M:** Fills area with negative energy, making undead stronger.

**Eagle’s Splendor:** Subject gains +4 to Cha for 1 min./level.

**Enthrall:** Captivates all within 100 ft. + 10 ft./level.

**Find Traps:** Notice traps as a rogue does.

**Gentle Repose:** Preserves one corpse.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).

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**Make Whole:** Repairs an object.

**Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis:** Frees one or more creatures from paralysis or

*slow* effect.

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

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Shield Other F:** You take half of subject’s damage.

**Silence:** Negates sound in 15-ft. radius.

**Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.

**Spiritual Weapon:** Magic weapon attacks on its own.

**Status:** Monitors condition, position of allies.

**Summon Monster II:** Calls extraplanar creature to fight for you.

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

**Zone of Truth:** Subjects within range cannot lie.

### 3RD-LEVEL CLERIC SPELLS

**Animate Dead M:** Creates undead skeletons and zombies.

**Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Blindness/Deafness:** Makes subject blinded or deafened.

**Contagion:** Infects subject with chosen disease.

**Continual Flame M:** Makes a permanent, heatless torch.

**Create Food and Water:** Feeds three humans (or one horse)/level.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Daylight:** 60-ft. radius of bright light.

**Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.

**Dispel Magic:** Cancels spells and magical effects.

**Glyph of Warding M:** Inscription harms those who pass it.

**Helping Hand:** Ghostly hand leads subject to you.

**Inflict Serious Wounds:** Touch attack, 3d8 damage +1/level (max

+15).

**Invisibility Purge:** Dispels invisibility within 5 ft./level.

**Locate Object:** Senses direction toward object (specific or type).

**Magic Circle against Chaos/Evil/Good/Law:** As *protection* spells, but 10-ft. radius and 10 min./level.

**Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

**Meld into Stone:** You and your gear merge with stone.

**Obscure Object:** Masks object against scrying.

**Prayer:** Allies +1 bonus on most rolls, enemies –1 penalty.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Remove Blindness/Deafness:** Cures normal or magical conditions.

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

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

**Searing Light:** Ray deals 1d8/two levels damage, more against undead.

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

**Stone Shape:** Sculpts stone into any shape.

**Summon Monster III:** Calls extraplanar creature to fight for you.

**Water Breathing:** Subjects can breathe underwater.

**Water Walk:** Subject treads on water as if solid.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 4TH-LEVEL CLERIC SPELLS

**Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

**Control Water:** Raises or lowers bodies of water.

**Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).

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

**Dimensional Anchor:** Bars extradimensional movement.

**Discern Lies:** Reveals deliberate falsehoods.

**Dismissal:** Forces a creature to return to native plane.

**Divination M:** Provides useful advice for specific proposed actions.

**Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.

**Freedom of Movement:** Subject moves normally despite imped- iments.

**Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

**Imbue with Spell Ability:** Transfer spells to subject.

**Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max

+20).

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

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

**Planar Ally, Lesser X:** Exchange services with a 6 HD extraplanar creature.

**Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Restoration M:** Restores level and ability score drains.

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

**Spell Immunity:** Subject is immune to one spell per four levels. **Summon Monster IV:** Calls extraplanar creature to fight for you. **Tongues:** Speak any language.

### 5TH-LEVEL CLERIC SPELLS

**Atonement F X:** Removes burden of misdeeds from subject.

**Break Enchantment:** Frees subjects from enchantments, alter- ations, curses, and petrification.

**Command, Greater:** As *command*, but affects one subject/level.

**Commune X:** Deity answers one yes-or-no question/level.

**Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.

**Dispel Chaos/Evil/Good/Law:** +4 bonus against attacks.

**Disrupting Weapon:** Melee weapon destroys undead. **Flame Strike:** Smite foes with divine fire (1d6/level damage). **Hallow M:** Designates location as holy.

**Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.

**Insect Plague:** Locust swarms attack creatures.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Plane Shift F:** As many as eight subjects travel to another plane.

**Raise Dead M:** Restores life to subject who died as long as one day/level ago.

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

**Scrying F:** Spies on subject from a distance.

**Slay Living:** Touch attack kills subject.

**Spell Resistance:** Subject gains SR 12 + level.

**Summon Monster V:** Calls extraplanar creature to fight for you.

**Symbol of Pain M:** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep M:** Triggered rune puts nearby creatures into catatonic slumber.

**True Seeing M:** Lets you see all things as they really are.



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**Unhallow M:** Designates location as unholy.

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

### 6TH-LEVEL CLERIC SPELLS

**Animate Objects:** Objects attack your foes.

**Antilife Shell:** 10-ft. field hedges out living creatures.

**Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Bear’s Endurance, Mass:** As *bear’s endurance*, affects one subject/ level.

**Blade Barrier:** Wall of blades deals 1d6/level damage.

**Bull’s Strength, Mass:** As *bull’s strength*, affects one subject/level.

**Create Undead:** Create ghouls, ghasts, mummies, or mohrgs.

**Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.

**Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check. **Eagle’s Splendor, Mass:** As *eagle’s splendor*, affects one subject/level. **Find the Path:** Shows most direct way to a location.

**Forbiddance M:** Blocks planar travel, damages creatures of different alignment.

**Geas/Quest:** As *lesser geas*, plus it affects any creature.

**Glyph of Warding, Greater:** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Harm:** Deals 10 points/level damage to target.

**Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

**Heroes’ Feast:** Food for one creature/level cures and grants combat bonuses.

**Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to many creatures.

**Owl’s Wisdom, Mass:** As *owl’s wisdom*, affects one subject/level.

**Planar Ally X:** As *lesser planar ally*, but up to 12 HD.

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

**Symbol of Fear M:** Triggered rune panics nearby creatures. **Symbol of Persuasion M:** Triggered rune charms nearby creatures. **Undeath to Death M:** Destroys 1d4 HD/level undead (max 20d4). **Wind Walk:** You and your allies turn vaporous and travel fast.

**Word of Recall:** Teleports you back to designated place.

### 7TH-LEVEL CLERIC SPELLS

**Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.

**Control Weather:** Changes weather in local area.

**Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for many creatures.

**Destruction F:** Kills subject and destroys remains.

**Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Holy Word:** Kills, paralyzes, blinds, or deafens nongood subjects.

**Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to many creatures.

**Refuge M:** Alters item to transport its possessor to you.

**Regenerate:** Subject’s severed limbs grow back, cures 4d8 damage

+1/level (max +35).

**Repulsion:** Creatures can’t approach you.

**Restoration, Greater X:** As *restoration*, plus restores all levels and ability scores.

**Resurrection M:** Fully restore dead subject.

**Scrying, Greater:** As *scrying*, but faster and longer.

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

**Symbol of Stunning M:** Triggered rune stuns nearby creatures.

**Symbol of Weakness M:** Triggered rune weakens nearby creatures.

**Word of Chaos:** Kills, *confuses*, stuns, or deafens nonchaotic subjects.

### 8TH-LEVEL CLERIC SPELLS

**Antimagic Field:** Negates magic within 10 ft.

**Cloak of Chaos F:** +4 to AC, +4 resistance, and SR 25 against lawful spells.

**Create Greater Undead M:** Create shadows, wraiths, spectres, or devourers.

**Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.

**Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.

**Discern Location:** Reveals exact location of creature or object.

**Earthquake:** Intense tremor shakes 5-ft./level radius.

**Fire Storm:** Deals 1d6/level fire damage.

**Holy Aura F:** +4 to AC, +4 resistance, and SR 25 against evil spells.

**Planar Ally, Greater X:** As *lesser planar ally*, but up to 18 HD.

**Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level to many creatures.

**Shield of Law F:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.

**Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.

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

**Symbol of Death M:** Triggered rune slays nearby creatures.

**Symbol of Insanity M:** Triggered rune renders nearby creatures insane.

**Unholy Aura F:** +4 to AC, +4 resistance, and SR 25 against good spells.

### 9TH-LEVEL CLERIC SPELLS

**Astral Projection M:** Projects you and companions onto Astral Plane.

**Energy Drain:** Subject gains 2d4 negative levels. **Etherealness:** Travel to Ethereal Plane with companions. **Gate X:** Connects two planes for travel or summoning.

**Heal, Mass:** As *heal*, but with several subjects.

**Implosion:** Kills one creature/round.

**Miracle X:** Requests a deity’s intercession.

**Soul Bind F:** Traps newly dead soul to prevent *resurrection*.

**Storm of Vengeance:** Storm rains acid, lightning, and hail. **Summon Monster IX:** Calls extraplanar creature to fight for you. **True Resurrection M:** As *resurrection*, plus remains aren’t needed.

CLERIC DOMAINS

### AIR DOMAIN

**Deity:** Obad-Hai.

**Granted Powers:** Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Air Domain Spells

* 1. **Obscuring Mist:** Fog surrounds you.
  2. **Wind Wall:** Deflects arrows, smaller creatures, and gases.
  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).
  5. **Control Winds:** Change wind direction and speed.
  6. **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
  7. **Control Weather:** Changes weather in local area.
  8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
  9. **Elemental Swarm\*:** Summons multiple elementals.

\*Cast as an air spell only.

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### ANIMAL DOMAIN

**Deities:** Ehlonna, Obad-Hai.

**Granted Powers:** You can use *speak with animals* once per day as a spell-like ability.

Add Knowledge (nature) to your list of cleric class skills.

#### Animal Domain Spells

1. **Calm Animals:** Calms (2d4 + level) HD of animals.
2. **Hold Animal:** Paralyzes one animal for 1 round/level.
3. **Dominate Animal:** Subject animal obeys silent mental commands.
4. **Summon Nature’s Ally IV\*:** Calls creature to fight.
5. **Commune with Nature:** Learn about terrain for 1 mile/level.
6. **Antilife Shell:** 10-ft. field hedges out living creatures.
7. **Animal Shapes:** One ally/level polymorphs into chosen animal.
8. **Summon Nature’s Ally VIII\*:** Calls creature to fight.
9. **Shapechange F:** Transforms you into any creature, and change forms once per round.

\*Can only summon animals.

### CHAOS DOMAIN

**Deities:** Corellon Larethian, Erythnul, Gruumsh, Kord, Olidam- mara.

**Granted Power:** You cast chaos spells at +1 caster level.

#### Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle against Law:** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, *confuses*, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos F:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as a chaos spell only.

### DEATH DOMAIN

**Deities:** Nerull, Wee Jas.

**Granted Power:** You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature’s current hit points, it dies (no save).

#### Death Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
3. **Animate Dead M:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Create Undead M:** Create ghouls, ghasts, mummies, or mohrgs.
7. **Destruction F:** Kills subject and destroys remains.
8. **Create Greater Undead M:** Create shadows, wraiths, spectres, r devourers.
9. **Wail of the Banshee:** Kills one creature/level.

### DESTRUCTION DOMAIN

**Deities:** St. Cuthbert, Hextor.

**Granted Power:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

#### Destruction Domain Spells

* 1. **Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max

+5).

* 1. **Shatter:** Sonic vibration damages objects or crystalline creatures.
  2. **Contagion:** Infects subject with chosen disease.
  3. **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
  4. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to any creatures.
  5. **Harm:** Deals 10 points/level damage to target.
  6. **Disintegrate:** Makes one creature or object vanish.
  7. **Earthquake:** Intense tremor shakes 5-ft./level radius.
  8. **Implosion:** Kills one creature/round.

### EARTH DOMAIN

**Deities:** Moradin, Obad-Hai.

**Granted Power:** Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Earth Domain Spells

1. **Magic Stone:** Three stones become +1 projectiles, 1d6 +1 damage.
2. **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape:** Sculpts stone into any shape.
4. **Spike Stones:** Creatures in area take 1d8 damage, may be *lowed*.
5. **Wall of Stone:** Creates a stone wall that can be shaped.
6. **Stoneskin M:** Ignore 10 points of damage per attack.
7. **Earthquake:** Intense tremor shakes 5-ft./level radius.
8. **Iron Body:** Your body becomes living iron.
9. **Elemental Swarm\*:** Summons multiple elementals.

\*Cast as an earth spell only.

### EVIL DOMAIN

**Deities:** Erythnul, Gruumsh, Hextor, Nerull, Vecna.

**Granted Power:** You cast evil spells at +1 caster level.

#### Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate M:** Fills area with negative energy, making undead stronger.
3. **Magic Circle against Good:** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead M:** Create ghouls, ghasts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura F:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as an evil spell only.

### FIRE DOMAIN



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**Deity:** Obad-Hai.

**Granted Power:** Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Fire Domain Spells

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/ level, touch or thrown.
3. **Resist Energy\*:** Ignores 10 (or more) points of damage/attack from specified energy type.
4. **Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
5. **Fire Shield:** Creatures attacking you take fire damage; you’re protected from heat or cold.
6. **Fire Seeds:** Acorns and berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm\*\*:** Summons multiple elementals.

\*Resist cold or fire only.

\*\*Cast as a fire spell only.

### GOOD DOMAIN

**Deities:** Corellon Larethian, Ehlonna, Garl Glittergold, Heiro- neous, Kord, Moradin, Pelor, Yondalla.

**Granted Power:** You cast good spells at +1 caster level.

#### Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp

+1/level (max +10).

1. **Magic Circle against Evil:** As *protection* spells, but 10-ft. radius and 10 min./level.
2. **Holy Smite:** Damages and blinds evil creatures.
3. **Dispel Evil:** +4 bonus against attacks by evil creatures.
4. **Blade Barrier:** Wall of blades deals 1d6/level damage.
5. **Holy Word F:** Kills, paralyzes, slows, or deafens nongood subjects.
6. **Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.
7. **Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as a good spell only.

### HEALING DOMAIN

**Deity:** Pelor.

**Granted Power:** You cast healing spells at +1 caster level.

#### Healing Domain Spells

1. **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
2. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
3. **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
4. **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
5. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (max

+25) for many creatures.

1. **Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
2. **Regenerate:** Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).
3. **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level (max

+40) for many creatures.

1. **Heal, Mass:** As *heal*, but with several subjects.

### KNOWLEDGE DOMAIN

**Deities:** Boccob, Vecna.

**Granted Power:** Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

#### Knowledge Domain Spells

1. **Detect Secret Doors:** Reveals hidden doors within 60 ft.
2. **Detect Thoughts:** Allows “listening” to surface thoughts.
3. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
4. **Divination M:** Provides useful advice for specific proposed actions.
5. **True Seeing M:** Lets you see all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Legend Lore M F:** Lets you learn tales about a person, place, or thing.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** “Sixth sense” warns of impending danger.

### LAW DOMAIN

**Deities:** St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla.

**Granted Power:** You cast law spells at +1 caster level.

#### Law Domain Spells

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Order’s Wrath:** Damages and dazes chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law F:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as a law spell only.

### LUCK DOMAIN

**Deities:** Fharlanghn, Kord, Olidammara.

**Granted Power:** You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it’s worse than the original roll.

#### Luck Domain Spells

1. **Entropic Shield:** Ranged attacks against you have 20% miss chance.
2. **Aid:** +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
3. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
4. **Freedom of Movement:** Subject moves normally despite imped- iments.
5. **Break Enchantment:** Frees subjects from enchantments, alter- ations, curses, and petrification.
6. **Mislead:** Turns you invisible and creates illusory double.
7. **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Miracle X:** Requests a deity’s intercession.

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### MAGIC DOMAIN

**Deities:** Boccob, Vecna, Wee Jas.

**Granted Power:** Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

#### Magic Domain Spells

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* 1. **Nystul’s Magic Aura:** Alters object’s magic aura.
  2. **Identify:** Determines properties of magic item.
  3. **Dispel Magic:** Cancels magical spells and effects.
  4. **Imbue with Spell Ability:** Transfer spells to subject.
  5. **Spell Resistance:** Subject gains SR 12 + level.
  6. **Antimagic Field:** Negates magic within 10 ft.

### STRENGTH DOMAIN

**Deities:** St. Cuthbert, Gruumsh, Kord, Pelor.

**Granted Power:** You can perform a feat of strength as a super- natural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

#### Strength Domain Spells

1. **Enlarge Person:** Humanoid creature doubles in size.
2. **Bull’s Strength:** Subject gains +4 to Str for 1 min./level.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4. **Spell Immunity:** Subject is immune to one spell per four levels.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.

**7 Spell Turning:** Reflect 1d4+6 spell levels back at caster.

###### 6 Stoneskin

**M:** Ignore 10 points of damage per attack.



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1. **Protection from Spells M F:** Confers +8 resistance bonus.
2. **Mordenkainen’s Disjunction:** Dispels magic, disenchants magic items.

### PLANT DOMAIN

**Deities:** Ehlonna, Obad-Hai.

**Granted Powers:** Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Add Knowledge (nature) to your list of cleric class skills.

#### Plant Domain Spells

1. **Entangle:** Plants entangle everyone in 40-ft.-radius.
2. **Barkskin:** Grants +2 (or higher) enhancement to natural armor.
3. **Plant Growth:** Grows vegetation, improves crops.
4. **Command Plants:** Sway the actions of one or more plant crea- tures.
5. **Wall of Thorns:** Thorns damage anyone who tries to pass.
6. **Repel Wood:** Pushes away wooden objects.
7. **Animate Plants:** One or more trees animate and fight for you.
8. **Control Plants:** Control actions of one or more plant creatures.
9. **Shambler:** Summons 1d4+2 shambling mounds to fight for you.

### PROTECTION DOMAIN

**Deities:** Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla.

**Granted Power:** You can generate a *protective ward* as a super- natural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

#### Protection Domain Spells

1. **Sanctuary:** Opponents can’t attack you, and you can’t attack.
2. **Shield Other F:** You take half of subject’s damage.
3. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
4. **Spell Immunity:** Subject is immune to one spell per four levels.
5. **Spell Resistance:** Subject gains SR 12 + level.
6. **Antimagic Field:** Negates magic within 10 ft.
7. **Repulsion:** Creatures can’t approach you.
8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.
10. **Bigby’s Grasping Hand:** Large hand provides cover, pushes, or

grapples.

1. **Bigby’s Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.
2. **Bigby’s Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

### SUN DOMAIN

**Deities:** Ehlonna, Pelor.

**Granted Power:** Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

#### Sun Domain Spells

1. **Endure Elements:** Exist comfortably in hot or cold environ- ments.
2. **Heat Metal:** Make metal so hot it damages those who touch it.
3. **Searing Light:** Ray deals 1d8/two levels, more against undead.
4. **Fire Shield:** Creatures attacking you take fire damage; you’re protected from heat or cold.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Fire Seeds:** Acorns and berries become grenades and bombs.
7. **Sunbeam:** Beam blinds and deals 4d6 damage.
8. **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

### TRAVEL DOMAIN

**Deity:** Fharlanghn.

**Granted Powers:** For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

#### Travel Domain Spells

1. **Longstrider:** Increases your speed.
2. **Locate Object:** Senses direction toward object (specific or type).
3. **Fly:** Subject flies at speed of 60 ft.
4. **Dimension Door:** Teleports you short distance.
5. **Teleport:** Instantly transports you as far as 100 miles/level.
6. **Find the Path:** Shows most direct way to a location.
7. **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
8. **Phase Door:** Creates an invisible passage through wood or stone.



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1. **Astral Projection M:** Projects you and companions onto Astral Plane.

### TRICKERY DOMAIN

**Deities:** Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull.

**Granted Power:** Add Bluff, Disguise, and Hide to your list of cleric class skills.

#### Trickery Domain Spells

1. **Disguise Self:** Disguise own appearance.
2. **Invisibility:** Subject invisible 1 min./level or until it attacks.
3. **Nondetection M:** Hides subject from divination, scrying.
4. **Confusion:** Subjects behave oddly for 1 round/level.
5. **False Vision M:** Fools scrying with an illusion.
6. **Mislead:** Turns you invisible and creates illusory double.
7. **Screen:** Illusion hides area from vision, scrying.
8. **Polymorph Any Object:** Changes any subject into anything else.
9. **Time Stop:** You act freely for 1d4+1 rounds.

### WAR DOMAIN

**Deities:** Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor.

**Granted Power:** Free Martial Weapon Proficiency with deity’s favored weapon (if necessary) and Weapon Focus with the deity’s favored weapon.

The favored weapons of the war deities are as follows; Corellon, longsword; Erythnul, morningstar; Gruumsh, spear (or longspear); Heironeous, longsword; Hextor, flail (light or heavy).

#### War Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4. **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Power Word Blind:** Blinds creature with 200 hp or less.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Power Word Kill:** Kills creature with 100 hp or less.

### WATER DOMAIN

**Deity:** Obad-Hai.

**Granted Power:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Water Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Water Breathing:** Subjects can breathe underwater.
4. **Control Water:** Raises or lowers bodies of water.
5. **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
6. **Cone of Cold:** 1d6/level cold damage.
7. **Acid Fog:** Fog deals acid damage.
8. **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9. **Elemental Swarm\*:** Summons multiple elementals.

\*Cast as a water spell only.

DRUID SPELLS

### 0-LEVEL DRUID SPELLS (ORISONS)

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Minor Wounds:** Cures 1 point of damage.

**Detect Magic:** Detects spells and magic items within 60 ft. **Detect Poison:** Detects poison in one creature or object. **Flare:** Dazzles one creature (–1 penalty on attack rolls).

**Guidance:** +1 on one attack roll, saving throw, or skill check.

**Know Direction:** You discern north.

**Light:** Object shines like a torch.

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

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks. **Resistance:** Subject gains +1 bonus on saving throws. **Virtue:** Subject gains 1 temporary hp.

### 1ST-LEVEL DRUID SPELLS

**Calm Animals:** Calms (2d4 + level) HD of animals.

**Charm Animal:** Makes one animal your friend.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5). **Detect Animals or Plants:** Detects kinds of animals or plants. **Detect Snares and Pits:** Reveals natural or primitive traps.

**Endure Elements:** Exist comfortably in hot or cold environments.

**Entangle:** Plants entangle everyone in 40-ft.-radius.

**Faerie Fire:** Outlines subjects with light, canceling *blur*, conceal- ment, and the like.

**Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours). **Hide from Animals:** Animals can’t perceive one subject/level. **Jump:** Subject gets bonus on Jump checks.

**Longstrider:** Your speed increases by 10 ft.

**Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.

**Magic Stone:** Three stones gain +1 on attack rolls, deal 1d6+1 damage.

**Obscuring Mist:** Fog surrounds you.

**Pass without Trace:** One subject/level leaves no tracks.

**Produce Flame:** 1d6 damage +1/level, touch or thrown.

**Shillelagh:** Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

**Speak with Animals:** You can communicate with animals.

**Summon Nature’s Ally I:** Calls creature to fight.

### 2ND-LEVEL DRUID SPELLS

**Animal Messenger:** Sends a Tiny animal to a specific place.

**Animal Trance:** Fascinates 2d6 HD of animals.

**Barkskin:** Grants +2 (or higher) enhancement to natural armor.

**Bear’s Endurance:** Subject gains +4 to Con for 1 min./level.

**Bull’s Strength:** Subject gains +4 to Str for 1 min./level.

**Cat’s Grace:** Subject gains +4 to Dex for 1 min./level.

**Chill Metal:** Cold metal damages those who touch it.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Fire Trap M:** Opened object deals 1d4 +1/level damage.

**Flame Blade:** Touch attack deals 1d8 +1/two levels damage.

**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Fog Cloud:** Fog obscures vision.

**Gust of Wind:** Blows away or knocks down smaller creatures. **Heat Metal:** Make metal so hot it damages those who touch it. **Hold Animal:** Paralyzes one animal for 1 round/level.

**Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Reduce Animal:** Shrinks one willing animal.

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

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.

**Spider Climb:** Grants ability to walk on walls and ceilings.

**Summon Nature’s Ally II:** Calls creature to fight. **Summon Swarm:** Summons swarm of bats, rats, or spiders. **Tree Shape:** You look exactly like a tree for 1 hour/level.

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**Warp Wood:** Bends wood (shaft, handle, door, plank).

**Wood Shape:** Rearranges wooden objects to suit you.

### 3RD-LEVEL DRUID SPELLS

**Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.

**Contagion:** Infects subject with chosen disease.

**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

**Daylight:** 60-ft. radius of bright light.

**Diminish Plants:** Reduces size or blights growth of normal plants. **Dominate Animal:** Subject animal obeys silent mental commands. **Magic Fang, Greater:** One natural weapon of subject creature gets

+1/three levels on attack and damage rolls (max +5).

**Meld into Stone:** You and your gear merge with stone.

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

**Plant Growth:** Grows vegetation, improves crops.

**Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Quench:** Extinguishes nonmagical fires or one magic item.

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

**Sleet Storm:** Hampers vision and movement.

**Snare:** Creates a magic booby trap.

**Speak with Plants:** You can talk to normal plants and plant crea- tures.

**Spike Growth:** Creatures in area take 1d4 damage, may be *slowed*.

**Stone Shape:** Sculpts stone into any shape. **Summon Nature’s Ally III:** Calls creature to fight. **Water Breathing:** Subjects can breathe underwater.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 4TH-LEVEL DRUID SPELLS

**Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

**Antiplant Shell:** Keeps animated plants at bay.

**Blight:** Withers one plant or deals 1d6/level damage to plant crea- ture.

**Command Plants:** Sway the actions of one or more plant creatures.

**Control Water:** Raises or lowers bodies of water.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Dispel Magic:** Cancels spells and magical effects.

**Flame Strike:** Smite foes with divine fire (1d6/level damage).

**Freedom of Movement:** Subject moves normally despite imped- iments.

**Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

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

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Rusting Grasp:** Your touch corrodes iron and alloys.

**Scrying F:** Spies on subject from a distance.

**Spike Stones:** Creatures in area take 1d8 damage, may be *slowed*.

**Summon Nature’s Ally IV:** Calls creature to fight.

### 5TH-LEVEL DRUID SPELLS

**Animal Growth:** One animal/two levels doubles in size. **Atonement:** Removes burden of misdeeds from subject. **Awaken X:** Animal or tree gains human intellect.

**Baleful Polymorph:** Transforms subject into harmless animal. **Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt. **Commune with Nature:** Learn about terrain for 1 mile/level.

**Control Winds:** Change wind direction and speed.

**Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).

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

**Hallow M:** Designates location as holy.

**Insect Plague:** Locust swarms attack creatures. **Stoneskin M:** Ignore 10 points of damage per attack. **Summon Nature’s Ally V:** Calls creature to fight.

**Transmute Mud to Rock:** Transforms two 10-ft. cubes per level. **Transmute Rock to Mud:** Transforms two 10-ft. cubes per level. **Tree Stride:** Step from one tree to another far away.

**Unhallow M:** Designates location as unholy.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**Wall of Thorns:** Thorns damage anyone who tries to pass.

### 6TH-LEVEL DRUID SPELLS

**Antilife Shell:** 10-ft.-radius field hedges out living creatures.

**Bear’s Endurance, Mass:** As *bear’s endurance*, affects one subject/ level.

**Bull’s Strength, Mass:** As *bull’s strength*, affects one subject/level.

**Cat’s Grace, Mass:** As *cat’s grace*, affects one subject/level.

**Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.

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

**Find the Path:** Shows most direct way to a location.

**Fire Seeds:** Acorns and berries become grenades and bombs.

**Ironwood:** Magic wood is strong as steel. **Liveoak:** Oak becomes treant guardian. **Move Earth:** Digs trenches and builds hills.

**Owl’s Wisdom, Mass:** As *owl’s wisdom*, affects one subject/level.

**Repel Wood:** Pushes away wooden objects. **Spellstaff:** Stores one spell in wooden quarterstaff. **Stone Tell:** Talk to natural or worked stone.

**Summon Nature’s Ally VI:** Calls creature to fight.

**Transport via Plants:** Move instantly from one plant to another of the same kind.

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

### 7TH-LEVEL DRUID SPELLS

**Animate Plants:** One or more plants animate and fight for you.

**Changestaff:** Your staff becomes a treant on command.

**Control Weather:** Changes weather in local area.

**Creeping Doom:** Swarms of centipedes attack at your command.

**Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.

**Fire Storm:** Deals 1d6/level fire damage.

**Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

**Scrying, Greater:** As *scrying*, but faster and longer. **Summon Nature’s Ally VII:** Calls creature to fight. **Sunbeam:** Beam blinds and deals 4d6 damage.

**Transmute Metal to Wood:** Metal within 40 ft. becomes wood.

**True Seeing M:** Lets you see all things as they really are.

**Wind Walk:** You and your allies turn vaporous and travel fast.

### 8TH-LEVEL DRUID SPELLS



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**Animal Shapes:** One ally/level polymorphs into chosen animal.

**Control Plants:** Control actions of one or more plant creatures.

**Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for many creatures.

**Earthquake:** Intense tremor shakes 5-ft./level radius.

**Finger of Death:** Kills one subject.

**Repel Metal or Stone:** Pushes away metal and stone. **Reverse Gravity:** Objects and creatures fall upward. **Summon Nature’s Ally VIII:** Calls creature to fight. **Sunburst:** Blinds all within 10 ft., deals 6d6 damage. **Whirlwind:** Cyclone deals damage and can pick up creatures. **Word of Recall:** Teleports you back to designated place.

### 9TH-LEVEL DRUID SPELLS

**Antipathy:** Object or location affected by spell repels certain creatures.

**Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.

**Elemental Swarm:** Summons multiple elementals.

**Foresight:** “Sixth sense” warns of impending danger.

**Regenerate:** Subject’s severed limbs grow back, cures 4d8 damage

+1/level (max +35).

**Shambler:** Summons 1d4+2 shambling mounds to fight for you.

**Shapechange F:** Transforms you into any creature, and change forms once per round.

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

**Summon Nature’s Ally IX:** Calls creature to fight.

**Sympathy M:** Object or location attracts certain creatures.

PALADIN SPELLS

### 1ST-LEVEL PALADIN SPELLS

**Bless:** Allies gain +1 on attack rolls and +1 on saves against fear.

**Bless Water:** Makes holy water.

**Bless Weapon:** Weapon strikes true against evil foes.

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5). **Detect Poison:** Detects poison in one creature or small object. **Detect Undead:** Reveals undead within 60 ft.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls.

**Endure Elements:** Exist comfortably in hot or cold environments.

**Magic Weapon:** Weapon gains +1 bonus.

**Protection from Chaos/Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Virtue:** Subject gains 1 temporary hp.

### 2ND-LEVEL PALADIN SPELLS

**Bull’s Strength:** Subject gains +4 to Str for 1 min./level.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Eagle’s Splendor:** Subject gains +4 to Cha for 1 min./level.

**Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis:** Frees one or more creatures from paralysis or

*slow* effect.

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

**Shield Other F:** You take half of subject’s damage. **Undetectable Alignment:** Conceals alignment for 24 hours. **Zone of Truth:** Subjects within range cannot lie.

### 3RD-LEVEL PALADIN SPELLS

**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

**Daylight:** 60-ft. radius of bright light.

**Discern Lies:** Reveals deliberate falsehoods.

**Dispel Magic:** Cancels spells and magical effects.

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

**Magic Circle against Chaos:** As *protection from chaos*, but 10-ft. radius and 10 min./level.

**Magic Circle against Evil:** As *protection from evil*, but 10-ft. radius and 10 min./level.

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

**Prayer:** Allies +1 bonus on most rolls, enemies –1 penalty.

**Remove Blindness/Deafness:** Cures normal or magical condi- tions.

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

### 4TH-LEVEL PALADIN SPELLS

**Break Enchantment:** Frees subjects from enchantments, alter- ations, curses, and petrification.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

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

**Dispel Chaos:** +4 bonus against attacks by chaotic creatures.

**Dispel Evil:** +4 bonus against attacks by evil creatures.

**Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

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

**Restoration M:** Restores level and ability score drains.

## RANGER SPELLS

### 1ST-LEVEL RANGER SPELLS

**Alarm:** Wards an area for 2 hours/level.

**Animal Messenger:** Sends a Tiny animal to a specific place.

**Calm Animals:** Calms (2d4 + level) HD of animals.

**Charm Animal:** Makes one animal your friend.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Detect Animals or Plants:** Detects kinds of animals or plants.

**Detect Poison:** Detects poison in one creature or object.

**Detect Snares and Pits:** Reveals natural or primitive traps. **Endure Elements:** Exist comfortably in hot or cold environments. **Entangle:** Plants entangle everyone in 40-ft.-radius circle.

**Hide from Animals:** Animals can’t perceive one subject/level.

**Jump:** Subject gets bonus on Jump checks.

**Longstrider:** Increases your speed.

**Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.

**Pass without Trace:** One subject/level leaves no tracks.

**Read Magic:** Read scrolls and spellbooks.

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

**Speak with Animals:** You can communicate with animals.

**Summon Nature’s Ally I:** Calls animal to fight for you.

### 2ND-LEVEL RANGER SPELLS

**Barkskin:** Grants +2 (or higher) enhancement to natural armor.

**Bear’s Endurance:** Subject gains +4 to Con for 1 min./level.

**Cat’s Grace:** Subject gains +4 to Dex for 1 min./level.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).

**Hold Animal:** Paralyzes one animal for 1 round/level.

**Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

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**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Snare:** Creates a magic booby trap.

**Speak with Plants:** You can talk to normal plants and plant crea- tures.

**Spike Growth:** Creatures in area take 1d4 damage, may be *slowed*.

**Summon Nature’s Ally II:** Calls animal to fight for you.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 3RD-LEVEL RANGER SPELLS

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**Command Plants:** Sway the actions of one or more plant creatures. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10). **Darkvision:** See 60 ft. in total darkness.

**Diminish Plants:** Reduces size or blights growth of normal plants.

**Magic Fang, Greater:** One natural weapon of subject creature gets

+1/three caster levels on attack and damage rolls (max +5).

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

**Plant Growth:** Grows vegetation, improves crops.

**Reduce Animal:** Shrinks one willing animal.

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

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Summon Nature’s Ally III:** Calls animal to fight for you. **Tree Shape:** You look exactly like a tree for 1 hour/level. **Water Walk:** Subject treads on water as if solid.

### 4TH-LEVEL RANGER SPELLS

**Animal Growth:** One animal/two levels doubles in size. **Commune with Nature:** Learn about terrain for 1 mile/level. **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Freedom of Movement:** Subject moves normally despite imped- iments.

**Nondetection M:** Hides subject from divination, scrying. **Summon Nature’s Ally IV:** Calls animal to fight for you. **Tree Stride:** Step from one tree to another far away.

SORCERER/WIZARD SPELLS

### 0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Abjur **Resistance:** Subject gains +1 on saving throws.

Conj **Acid Splash:** Orb deals 1d3 acid damage.

Div **Detect Poison:** Detects poison in one creature or small object.

**Detect Magic:** Detects spells and magic items within 60 ft.

**Read Magic:** Read scrolls and spellbooks.

Ench **Daze:** Humanoid creature of 4 HD or less loses next action. Evoc **Dancing Lights:** Creates torches or other lights.

**Flare:** Dazzles one creature (–1 on attack rolls).

**Light:** Object shines like a torch.

**Ray of Frost:** Ray deals 1d3 cold damage.

Illus **Ghost Sound:** Figment sounds.

Necro **Disrupt Undead:** Deals 1d6 damage to one undead.

**Touch of Fatigue:** Touch attack fatigues target.

Trans **Mage Hand:** 5-pound telekinesis.

**Mending:** Makes minor repairs on an object. **Message:** Whispered conversation at distance. **Open/Close:** Opens or closes small or light things.

Univ **Arcane Mark:** Inscribes a personal rune (visible or invis- ible).

**Prestidigitation:** Performs minor tricks.

### 1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur **Alarm:** Wards an area for 2 hours/level.

**Endure Elements:** Exist comfortably in hot or cold envi- ronments.

**Hold Portal:** Holds door shut.

**Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Shield:** Invisible disc gives +4 to AC, blocks *magic missiles*.

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

**Mage Armor:** Gives subject +4 armor bonus. **Mount:** Summons riding horse for 2 hours/level. **Obscuring Mist:** Fog surrounds you.

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

**Unseen Servant:** Invisible force obeys your commands.

Div **Comprehend Languages:** You understand all spoken and written languages.

**Detect Secret Doors:** Reveals hidden doors within 60 ft.

**Detect Undead:** Reveals undead within 60 ft. **Identify M:** Determines properties of magic item. **True Strike:** +20 on your next attack roll.

Ench **Charm Person:** Makes one person your friend. **Hypnotism:** Fascinates 2d4 HD of creatures. **Sleep:** Puts 4 HD of creatures into magical slumber.

Evoc **Burning Hands:** 1d4/level fire damage (max 5d4).

**Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

**Tenser’s Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Illus **Color Spray:** Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

**Disguise Self:** Changes your appearance.

**Nystul’s Magic Aura:** Alters object’s magic aura. **Silent Image:** Creates minor illusion of your design. **Ventriloquism:** Throws voice for 1 min./level.

Necro **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

**Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.

**Ray of Enfeeblement:** Ray deals 1d6 +1 per two levels Str damage.

Trans **Animate Rope:** Makes a rope move at your command. **Enlarge Person:** Humanoid creature doubles in size. **Erase:** Mundane or magical writing vanishes.

**Expeditious Retreat:** Your speed increases by 30 ft.

**Feather Fall:** Objects or creatures fall slowly. **Jump:** Subject gets bonus on Jump checks. **Magic Weapon:** Weapon gains +1 bonus.

**Reduce Person:** Humanoid creature halves in size.

### 2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Arcane Lock M:** Magically locks a portal or chest.

**Obscure Object:** Masks object against scrying.

**Protection from Arrows:** Subject immune to most ranged attacks.

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

Conj **Fog Cloud:** Fog obscures vision.

**Glitterdust:** Blinds creatures, outlines invisible creatures.

**Melf’s Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

**Summon Monster II:** Calls extraplanar creature to fight for you.

**Summon Swarm:** Summons swarm of bats, rats, or spiders.



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**Web:** Fills 20-ft.-radius spread with sticky spiderwebs.

Div **Detect Thoughts:** Allows “listening” to surface thoughts.

**Locate Object:** Senses direction toward object (specific or type).

**See Invisibility:** Reveals invisible creatures or objects.

Ench **Daze Monster:** Living creature of 6 HD or less loses next action.

**Tasha’s Hideous Laughter:** Subject loses actions for 1 round/level.

**Touch of Idiocy:** Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc **Continual Flame M:** Makes a permanent, heatless torch.

**Darkness:** 20-ft. radius of supernatural shadow.

**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Gust of Wind:** Blows away or knocks down smaller crea- tures.

**Scorching Ray:** Ranged touch attack deals 4d6 fire damage,

+1 ray/four levels (max 3).

**Shatter:** Sonic vibration damages objects or crystalline creatures.

Illus **Blur:** Attacks miss subject 20% of the time.

**Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.

**Invisibility:** Subject is invisible for 1 min./level or until it attacks.

**Leomund’s Trap M:** Makes item seem trapped. **Magic Mouth M:** Speaks once when triggered. **Minor Image:** As *silent image*, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

Necro **Blindness/Deafness:** Makes subject blinded or deafened.

**Command Undead:** Undead creature obeys your com- mands.

**False Life:** Gain 1d10 temporary hp +1/level (max +10).

**Ghoul Touch:** Paralyzes one subject, which exudes stench that makes those nearby sickened.

**Scare:** Panics creatures of less than 6 HD.

**Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.

Trans **Alter Self:** Assume form of a similar creature.

**Bear’s Endurance:** Subject gains +4 to Con for 1 min./level.

**Bull’s Strength:** Subject gains +4 to Str for 1 min./level.

**Cat’s Grace:** Subject gains +4 to Dex for 1 min./level.

**Darkvision:** See 60 ft. in total darkness.

**Eagle’s Splendor:** Subject gains +4 to Cha for 1 min./level.

**Fox’s Cunning:** Subject gains +4 Int for 1 min./level.

**Knock:** Opens locked or magically sealed door. **Levitate:** Subject moves up and down at your direction. **Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

**Rope Trick:** As many as eight creatures hide in extradi- mensional space.

**Spider Climb:** Grants ability to walk on walls and ceilings.

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

### 3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispel Magic:** Cancels magical spells and effects.

**Explosive Runes:** Deals 6d6 damage when read.

**Magic Circle against Chaos/Evil/Good/Law:** As *protection*

spells, but 10-ft. radius and 10 min./level.

**Nondetection M:** Hides subject from divination, scrying.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

Conj **Phantom Steed:** Magic horse appears for 1 hour/level.

**Sepia Snake Sigil M:** Creates text symbol that immobilizes reader.

**Sleet Storm:** Hampers vision and movement.

**Stinking Cloud:** Nauseating vapors, 1 round/level.

**Summon Monster III:** Calls extraplanar creature to fight for you.

Div **Arcane Sight:** Magical auras become visible to you.

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Tongues:** Speak any language.

Ench **Deep Slumber:** Puts 10 HD of creatures to sleep.

**Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.

**Suggestion:** Compels subject to follow stated course of action.

Evoc **Daylight:** 60-ft. radius of bright light.

**Fireball:** 1d6 damage per level, 20-ft. radius. **Leomund’s Tiny Hut:** Creates shelter for ten creatures. **Lightning Bolt:** Electricity deals 1d6/level damage.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

Illus **Displacement:** Attacks miss subject 50%.

**Illusory Script M:** Only intended reader can decipher.

**Invisibility Sphere:** Makes everyone within 10 ft. invisible.

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

Necro **Gentle Repose**: Preserves one corpse.

**Halt Undead:** Immobilizes undead for 1 round/level.

**Ray of Exhaustion:** Ray makes subject exhausted.

**Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans **Blink:** You randomly vanish and reappear for 1 round/level.

**Flame Arrow:** Arrows deal +1d6 fire damage.

**Fly:** Subject flies at speed of 60 ft.

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Keen Edge:** Doubles normal weapon’s threat range. **Magic Weapon, Greater:** +1/four levels (max +5). **Secret Page:** Changes one page to hide its real content. **Shrink Item:** Object shrinks to one-sixteenth size.

**Slow:** One subject/level takes only one action/round, –2 to AC, –2 on attack rolls.

**Water Breathing:** Subjects can breathe underwater.

### 4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dimensional Anchor:** Bars extradimensional movement.

**Fire Trap M:** Opened object deals 1d4 damage +1/level.

**Globe of Invulnerability, Lesser:** Stops 1st- through 3rd- level spell effects.

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

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**Stoneskin M:** Ignore 10 points of damage per attack.

Conj **Dimension Door:** Teleports you short distance.

**Evard’s Black Tentacles:** Tentacles grapple all within 15 ft. spread.

**Leomund’s Secure Shelter:** Creates sturdy cottage. **Minor Creation:** Creates one cloth or wood object. **Solid Fog:** Blocks vision and slows movement.

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

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Div **Arcane Eye:** Invisible floating eye moves 30 ft./round. **Detect Scrying:** Alerts you of magical eavesdropping. **Locate Creature:** Indicates direction to familiar creature. **Scrying F:** Spies on subject from a distance.

Ench **Charm Monster:** Makes monster believe it is your ally.

**Confusion:** Subjects behave oddly for 1 round/level.

**Crushing Despair:** Subjects take –2 on attack rolls, damage rolls, saves, and checks.

**Geas, Lesser:** Commands subject of 7 HD or less.

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

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Otiluke’s Resilient Sphere:** Force globe protects but traps one subject.

**Shout:** Deafens all within cone and deals 5d6 sonic damage. **Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or

*hemisphere* can trap creatures inside.

Illus **Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

**Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.

**Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or less until it performs a task.

**Summon Monster V:** Calls extraplanar creature to fight for you.

**Teleport:** Instantly transports you as far as 100 miles/level.

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

Div **Contact Other Plane:** Lets you ask question of extraplanar entity.

**Prying Eyes:** 1d4 +1/level floating eyes scout for you.

**Rary’s Telepathic Bond:** Link lets allies communicate. Ench **Dominate Person:** Controls humanoid telepathically.

**Feeblemind:** Subject’s Int and Cha drop to 1.

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

**Mind Fog:** Subjects in fog get –10 to Wis and Will checks.

**Symbol of Sleep M:** Triggered rune puts nearby creatures into catatonic slumber.

Evoc **Bigby’s Interposing Hand:** Hand provides cover against one opponent.

**Cone of Cold:** 1d6/level cold damage.

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

**Wall of Force:** Wall is immune to damage. Illus **Dream:** Sends message to anyone sleeping.

**False Vision M:** Fools scrying with an illusion.

**Mirage Arcana:** As *hallucinatory terrain*, plus structures.

**Nightmare:** Sends vision dealing 1d10 damage, fatigue.

**Persistent Image:** As *major image*, but no concentration required.

**Seeming:** Changes appearance of one person per two levels.

**Shadow Evocation:** Mimics evocation below 5th level, but only 20% real.

Necro **Blight:** Withers one plant or deals 1d6/level damage to plant creature.

**Magic Jar F:** Enables possession of another creature.

**M**

**Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.

###### Symbol of Pain

with pain.

**:** Triggered rune wracks nearby creatures



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**Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.

**Rainbow Pattern:** Lights fascinate 24 HD of creatures.

**Shadow Conjuration:** Mimics conjuration below 4th level, but only 20% real.

Necro **Animate Dead M:** Creates undead skeletons and zombies.

**Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Contagion:** Infects subject with chosen disease. **Enervation:** Subject gains 1d4 negative levels. **Fear:** Subjects within cone flee for 1 round/level.

Trans **Enlarge Person, Mass:** Enlarges several creatures.

**Polymorph:** Gives one willing subject a new form.

**Rary’s Mnemonic Enhancer F:** *Wizard only*. Prepares extra spells or retains one just cast.

**Reduce Person, Mass:** Reduces several creatures.

**Stone Shape:** Sculpts stone into any shape.

### 5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Dismissal:** Forces a creature to return to native plane.

**Mordenkainen’s Private Sanctum:** Prevents anyone from viewing or scrying an area for 24 hours.

Conj **Cloudkill:** Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

**Leomund’s Secret Chest F:** Hides expensive chest on Ethereal Plane; you retrieve it at will.

**Major Creation:** As *minor creation*, plus stone and metal.

**Mordenkainen’s Faithful Hound:** Phantom dog can guard, attack.

**Waves of Fatigue:** Several targets become fatigued.

Trans **Animal Growth:** One animal/two levels doubles in size.

**Baleful Polymorph:** Transforms subject into harmless animal.

**Fabricate:** Transforms raw materials into finished items.

**Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.

**Passwall:** Creates passage through wood or stone wall.

**Telekinesis:** Moves object, attacks creature, or hurls object or creature.

**Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.

**Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.

Univ **Permanency X:** Makes certain spells permanent.

### 6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Antimagic Field:** Negates magic within 10 ft.

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

**Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.

**Guards and Wards:** Array of magic effects protect area.

**Repulsion:** Creatures can’t approach you.

Conj **Acid Fog:** Fog deals acid damage.

**Planar Binding:** As *lesser planar binding*, but up to 12 HD.

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

**Wall of Iron M:** 30 hp/four levels; can topple onto foes. Div **Analyze Dweomer F:** Reveals magical aspects of subject.

**Legend Lore M F:** Lets you learn tales about a person, place, or thing.

**True Seeing M:** Lets you see all things as they really are. Ench **Geas/Quest:** As *lesser geas*, plus it affects any creature.

**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Suggestion, Mass:** As *suggestion*, plus one subject/level.

**Symbol of Persuasion M:** Triggered rune charms nearby creatures.

Evoc **Bigby’s Forceful Hand:** Hand pushes creatures away.

**Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.

**Contingency F:** Sets trigger condition for another spell.

**Otiluke’s Freezing Sphere:** Freezes water or deals cold damage.

Illus **Mislead:** Turns you invisible and creates illusory double.

**Permanent Image:** Includes sight, sound, and smell.

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

**Shadow Walk:** Step into shadow to travel rapidly.

**Veil:** Changes appearance of group of creatures.

Necro **Circle of Death M:** Kills 1d4/level HD of creatures.

**Create Undead M:** Creates ghouls, ghasts, mummies, or mohrgs.

**Eyebite:** Target becomes panicked, sickened, and comatose.

**Symbol of Fear M:** Triggered rune panics nearby creatures.

**Undeath to Death M:** Destroys 1d4/level HD of undead (max 20d4).

Trans **Bear’s Endurance, Mass:** As *bear’s endurance*, affects one subject/level.

**Bull’s Strength, Mass:** As *bull’s strength*, affects one subject/ level.

**Cat’s Grace, Mass:** As *cat’s grace*, affects one subject/level.

**Control Water:** Raises or lowers bodies of water.

**Disintegrate:** Makes one creature or object vanish.

**Eagle’s Splendor, Mass:** As *eagle’s splendor*, affects one subject/level.

**Flesh to Stone:** Turns subject creature into statue.

**Fox’s Cunning, Mass:** As *fox’s cunning*, affects one subject/ level.

**Mordenkainen’s Lucubration:** *Wizard only*. Recalls spell of 5th level or lower.

**Move Earth:** Digs trenches and build hills.

**Owl’s Wisdom, Mass:** As *owl’s wisdom*, affects one subject/ level.

**Stone to Flesh:** Restores petrified creature.

**Tenser’s Transformation M:** You gain combat bonuses.

### 7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Sequester:** Subject is invisible to sight and scrying; renders creature comatose.

**Spell Turning:** Reflect 1d4+6 spell levels back at caster.

Conj **Drawmij’s Instant Summons M:** Prepared object appears in your hand.

**Mordenkainen’s Magnificent Mansion F:** Door leads to extradimensional mansion.

Div **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.

**Scrying, Greater:** As *scrying*, but faster and longer.

**Vision M X:** As *legend lore*, but quicker and strenuous.

Ench **Hold Person, Mass:** As *hold person*, but all within 30 ft.

**Insanity:** Subject suffers continuous *confusion*.

**Power Word Blind:** Blinds creature with 200 hp or less.

**Symbol of Stunning M:** Triggered rune stuns nearby creatures.

Evoc **Bigby’s Grasping Hand:** Hand provides cover, pushes, or grapples.

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**Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.

**Forcecage M:** Cube or cage of force imprisons all inside.

**Mordenkainen’s Sword F:** Floating magic blade strikes opponents.

**Prismatic Spray:** Rays hit subjects with variety of effects. Illus **Invisibility, Mass:** As *invisibility*, but affects all in range.

**Project Image:** Illusory double can talk and cast spells.

**Shadow Conjuration, Greater:** As *shadow conjuration*, but up to 6th level and 60% real.

**Simulacrum M X:** Creates partially real double of a creature.

Necro **Control Undead:** Undead don’t attack you while under your command.

**Finger of Death:** Kills one subject.

**Symbol of Weakness M:** Triggered rune weakens nearby creatures.

**Waves of Exhaustion:** Several targets become exhausted.

Trans **Control Weather:** Changes weather in local area.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Reverse Gravity:** Objects and creatures fall upward.

**Statue:** Subject can become a statue at will.

Univ **Limited Wish X:** Alters reality—within spell limits.

### 8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.

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

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

**Protection from Spells M F:** Confers +8 resistance bonus. Conj **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

**Maze:** Traps subject in extradimensional maze.

**Planar Binding, Greater:** As *lesser planar binding*, but up to 18 HD.

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

**Trap the Soul M F:** Imprisons subject within gem.

Div **Discern Location:** Reveals exact location of creature or object.

**Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.

**Prying Eyes, Greater:** As *prying eyes*, but eyes have *true seeing*.

Ench **Antipathy:** Object or location affected by spell repels certain creatures.

**M**

**Phase Door:** Creates an invisible passage through wood or stone.

###### Binding

creature.

**:** Utilizes an array of techniques to imprison a

**Plane Shift F:** As many as eight subjects travel to another plane.



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

**Teleport, Greater:** As *teleport*, but no range limit and no off- target arrival.

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

**Charm Monster, Mass:** As *charm monster*, but all within 30

ft.

**Demand:** As *sending*, plus you can send *suggestion*. **Otto’s Irresistible Dance:** Forces subject to dance. **Power Word Stun:** Stuns creature with 150 hp or less.

**Symbol of Insanity M:** Triggered rune renders nearby creatures insane.

**Sympathy F:** Object or location attracts certain creatures.

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Evoc **Bigby’s Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.

**Otiluke’s Telekinetic Sphere:** As *Otiluke’s resilient sphere*, but you move sphere telekinetically.

**Polar Ray:** Ranged touch attack deals 1d6/level cold damage.

**Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

**Sunburst:** Blinds all within 10 ft., deals 6d6 damage.

Illus **Scintillating Pattern:** Twisting colors *confuse*, stun, or render unconscious.

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

**Shadow Evocation, Greater:** As *shadow evocation*, but up to 7th level and 60% real.

Necro **Clone M F:** Duplicate awakens when original dies.

**Create Greater Undead M:** Create shadows, wraiths, spec- tres, or devourers.

**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

**Symbol of Death M:** Triggered rune slays nearby creatures.

Trans **Iron Body:** Your body becomes living iron.

**Polymorph Any Object:** Changes any subject into any- thing else.

**Temporal Stasis M:** Puts subject into suspended animation.

### 9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Freedom:** Releases creature from *imprisonment*.

**Imprisonment:** Entombs subject beneath the earth.

**Mordenkainen’s Disjunction:** Dispels magic, disenchants magic items.

**Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

Conj **Gate X:** Connects two planes for travel or summoning.

**Refuge M:** Alters item to transport its possessor to you.

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

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

Div **Foresight:** “Sixth sense” warns of impending danger. Ench **Dominate Monster:** As *dominate person*, but any creature.

**Hold Monster, Mass:** As *hold monster*, but all within 30 ft.

**Power Word Kill:** Kills one creature with 100 hp or less.

Evoc **Bigby’s Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

Illus **Shades:** As *shadow conjuration*, but up to 8th level and 80% real.

**Weird:** As *phantasmal killer*, but affects all within 30 ft.

Necro **Astral Projection M:** Projects you and companions onto Astral Plane.

**Energy Drain:** Subject gains 2d4 negative levels.

**Soul Bind F:** Traps newly dead soul to prevent *resurrection*.

**Wail of the Banshee:** Kills one creature/level.

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

**Shapechange F:** Transforms you into any creature, and change forms once per round.

**Time Stop:** You act freely for 1d4+1 rounds. Univ **Wish X:** As *limited wish*, but with fewer limits.

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The spells herein are presented in alpha- betical order (with the exception of those whose names begin with “greater,” “lesser,” or “mass”; see Order of Presentation, page 181).

#### Acid Fog

Conjuration (Creation) [Acid] **Level:** Sor/Wiz 6, Water 7 **Components:** V, S, M/DF **Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level **Saving Throw:** None **Spell Resistance:** No

*Acid fog* creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell (page 281). In addition to slowing creatures down and obscuring sight, this spell’s vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

*Arcane Material Component:* A pinch of dried, powdered peas combined with pow-

dered animal hoof.

#### Acid Splash

Conjuration (Creation) [Acid] **Level:** Sor/Wiz 0 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** One missile of acid **Duration:** Instantaneous

**Saving Throw:** None

###### Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

#### Aid

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 2, Good 2, Luck 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Aid* grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 tem- porary hit points at caster level 10th).

Air Walk Transmutation [Air] **Level:** Air 4, Clr 4, Drd 4 **Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature (Gargantuan or smaller) touched

**Duration:** 10 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker’s normal speed.

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 can, at the DM’s option, 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.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands

safely. If not, it falls the rest of the dis- tance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effect- tively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*. 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 page 74) with one week of work and a



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DC 25 Handle Animal check.

#### Alarm

Abjuration

**Level:** Brd 1, Rgr 1, Sor/Wiz 1 **Components:** V, S, F/DF **Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 20-ft.-radius emanation centered on a point in space

**Duration:** 2 hours/level (D)

**Saving Throw:** None

###### Spell Resistance: No

*Alarm* sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (deter- mined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

*Mental Alarm:* A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

*Audible Alarm:* An audible *alarm* pro- duces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trig- ger the *alarm*.

*Alarm* can be made permanent with a

*permanency* spell.

*Arcane Focus:* A tiny bell and a piece of very fine silver wire

Align Weapon Transmutation [see text] **Level:** Clr 2 **Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched or fifty projec- tiles (all of which must be in contact with each other at the time of casting)

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Align weapon* makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures, usually out- siders of the opposite alignment. This spell has no effect on a weapon that already has an alignment, such as a holy sword.

You can’t cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

#### Alter Self

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

You assume the form of a creature of the same type as your normal form (such as humanoid or magical beast). The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatu- ral and spell-like special attacks and quali- ties of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You keep all extraordinary special attacks and qualities derived from class levels (such as a barbarian’s rage ability), but you lose any from your normal form that are not derived from class levels (such as a dragon’s frightful presence ability).

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipu- lation to use somatic or material compo- nents.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor

bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical quali- ties (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two- weapon attacks) than normal.

You do not gain any extraordinary spe- cial attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a tem- plate, even if that template doesn’t change the creature type or subtype.

You can freely designate the new form’s minor physical qualities (such as hair co- lor, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form’s significant physical quali- ties (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form’s kind. You are effectively disguised as an average member of the new form’s race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equip-

ment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can’t wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

#### Analyze Dweomer

Divination

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One object or creature per caster level

**Duration:** 1 round/level (D)

**Saving Throw:** None or Will negates; see text

###### Spell Resistance: No

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You discern all spells and magical proper- ties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free 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.

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*Analyze dweomer* does not function when used on an artifact (see the *Dungeon Master’s Guide* for details on artifacts).

*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

Transmutation

**Level:** Drd 5, Rgr 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates

###### Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal’s size category to the next largest (from Large to Huge, for example), grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to Dexterity. The creature’s existing natural armor bonus increases by

2. The size change also affects the animal’s modifier to AC and attack rolls and its base damage, as detailed on Table 2–2 in the *Dungeon Master’s Guide*. The animal’s space and reach change as indicated on Table 8– 4: Creature Size and Scale (page 149), but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws.

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 an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature’s possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack, which means (among other things) that you can’t use a second casting of this spell to further increase the size of an animal that’s still under the effect of the first casting.

#### Animal Messenger

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 2, Drd 2, Rgr 1

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One Tiny animal **Duration:** One day/level

**Saving Throw:** None; see text

###### Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a cer- tain place well known to you or an obvious landmark (such as the peak of a distant mountain). The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the mes- senger allows others to approach it and remove any scroll or token it carries. Unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it’s written in a language he or she doesn’t know, for example).

*Material Component:* A morsel of food the animal likes.

#### Animal Shapes

Transmutation

**Level:** Animal 7, Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to one willing creature per level, all within 30 ft. of each other

**Duration:** 1 hour/level (D) **Saving Throw:** None; see text **Spell Resistance:** Yes (harmless)

You transform up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwill- ing creatures. See Errata. All creatures must take the same kind of animal form; for example, you can’t turn one subject into a hawk and another into a dire wolf. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject’s HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

#### Animal Trance

Enchantment (Compulsion) [Mind- Affecting, Sonic]

**Level:** Brd 2, Drd 2

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Targets:** Animals or magical beasts with

Intelligence 1 or 2

**Duration:** Concentration

**Saving Throw:** Will negates; see text

###### Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. For example, if Vadania affects 7 HD worth of animals and there are sev- eral 2 HD wolves within close range, only the three closest wolves are affected.

A magical beast, a dire animal, or an an- imal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

#### Animate Dead

Necromancy [Evil]

**Level:** Clr 3, Death 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One or more corpses touched

**Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken com- mands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can’t be animated again.)



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Regardless of the type of undead you

create with this spell, you can’t create more HD of undead than twice your caster level with a single casting of *animate dead*. (The *desecrate* spell doubles this limit; see page 218.)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

*Skeletons:* A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones, so creating a skeleton from a purple worm, for example, is not possible. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive. The *Monster Manual* has game statistics for skeletons.

*Zombies:* A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy, so a dead gelatinous cube, for example, cannot be animated as a zombie. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive. The *Monster Manual* has game statistics for zombies.

*Material Component:* You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

#### Animate Objects

Transmutation

**Level:** Brd 6, Chaos 6, Clr 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One Small object per caster level; see text

**Duration:** 1 round/level **Saving Throw:** None **Spell Resistance:** No

You imbue inanimate objects with mobil- ity and a semblance of life. Each such ani- mated object then immediately attacks whomever or whatever you initially des- ignate. An animated object can be of any nonmagical material—wood, metal, stone, fabric, leather, ceramic, glass, or the like.. You may animate one Small or smaller object (such as a chair) or an equivalent number of larger objects per caster level. A Medium object (such as a coat rack) counts as two Small or smaller objects, a Large object (such as a table) 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.

The *Monster Manual* has game statistics for animated objects.

This spell cannot animate objects car- ried or worn by a creature.

*Animate objects* can be made permanent with a *permanency* spell.

Animate Plants Transmutation **Level:** Drd 7, Plant 7 **Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One Large plant per three caster levels or all plants within range; see text

**Duration:** 1 round/level or 1 hour/level; see text

**Saving Throw:** None

###### Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may ani- mate one Large or smaller plant (such as a tree), or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects found in the *Monster Manual*, except that plants smaller than Large don’t have hard- ness unless the DM rules otherwise for a given case.

*Animate plants* cannot affect plant crea- tures (such as treants), nor does it affect nonliving vegetable material (such as a cotton tunic or hempen rope).

*Entangle:* Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle*

spell. Spell resistance does not keep crea- tures from being entangled. This effect lasts 1 hour per caster level.

#### Animate Rope

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One ropelike object, length up to 50 ft. + 5 ft./level; see text

**Duration:** 1 round/level **Saving Throw:** None **Spell Resistance:** No

You can animate a nonliving ropelike object, such as string, yarn, cord, line, rope, or even a cable. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope’s diameter by half.

The possible commands are “coil” (form a neat, coiled stack), “coil and knot,” “loop,” “loop and knot,” “tie and knot,” and the opposites of all of the above (“uncoil,” and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch- diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concen- tration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

#### Antilife Shell

Abjuration

**Level:** Animal 6, Clr 6, Drd 6 **Components:** V, S, DF **Casting Time:** 1 round **Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None

###### Spell Resistance: Yes

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You bring into being a mobile, hemi- spherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. See the *Monster Manual* for more about creature types.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172).

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#### Antimagic Field

Abjuration

**Level:** Clr 8, Magic 6, Protection 6,

Sor/Wiz 6

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. A *hasted* creature, for example, is not *hasted* while inside the field, but the spell resumes functioning when the creature leaves the field. Time spent within an *antimagic field* counts against the sup- pressed spell’s duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resist- ance, you must make a caster level check (1d20 + caster level) against the creature’s spell resistance to make it wink out. (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.)

A normal creature (a normally encoun- tered griffon rather than a conjured one, for instance) 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 (and a

masterwork sword at that). 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 sum- moned, in which case they are treated like any other summoned creatures). Elemen- tals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures’ spell-like or supernatural abilities, however, may be temporarily nullified by the field.

*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 indi- vidual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this. (See the *Dungeon Master’s Guide* for more about artifacts.)

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

*Arcane Material Component:* A pinch of powdered iron or iron filings.

#### Antipathy

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Drd 9, Sor/Wiz 8 **Components:** V, S, M/DF **Casting Time:** 1 hour

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One location (up to a 10-ft. cube/level) or one object

**Duration:** 2 hours/level (D) **Saving Throw:** Will partial **Spell Resistance:** Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasus, cloakers, or vampires. A creature subtype (such as goblinoid) is not specific enough. Likewise, the specific alignment to be repelled must be named— for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never will- ingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature’s Dexterity score by 4 points.

*Antipathy* counters and dispels *sympathy*.

*Arcane Material Component:* A lump of alum soaked in vinegar.

#### Antiplant Shell

Abjuration

**Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None

###### Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field (see Abjura- tion, page 172).

Arcane Eye Divination (Scrying) **Level:** Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Unlimited

**Effect:** Magical sensor **Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** No

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can’t enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

*Material Component:* A bit of bat fur.

Arcane Lock Abjuration **Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** The door, chest, or portal touched, up to 30 sq. ft./level in size