#### Waves of Exhaustion



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Necromancy **Level:** Sor/Wiz 7 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous **Saving Throw:** No

##### Spell Resistance: Yes

Waves of negative energy cause all living creatures in the spell’s area to become ex- hausted. This spell has no effect on a crea- ture that is already exhausted.

#### Waves of Fatigue

Necromancy **Level:** Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous **Saving Throw:** No

##### Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell’s area fatigued. This spell has no effect on a creature that is already fatigued.

#### Web

Conjuration (Creation) **Level:** Sor/Wiz 2 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Webs in a 20-ft.-radius spread **Duration:** 10 min./level (D)

**Saving Throw:** Reflex negates; see text

##### Spell Resistance: No

*Web* creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the web collapses upon itself and disappears. Creatures caught within a *web* become entangled among the gluey fibers. Attacking a creature in a web won’t cause you to become entangled.

Anyone in the effect’s area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can’t move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the

initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web* very slowly. Each round devoted to mov- ing allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web be- tween you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover (see Cover, page 150).

The strands of a *web* spell are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

*Web* can be made permanent with a *per- manency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

*Material Component:* A bit of spider web.

#### Weird

Illusion (Phantasm) [Fear, Mind- Affecting]

**Level:** Sor/Wiz 9

**Targets:** Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject’s Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Whirlwind Evocation [Air] **Level:** Air 8, Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Effect:** Cyclone 10 ft. wide at base, 30 ft.

wide at top, and 30 ft. tall

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex negates; see text

##### Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone’s every movement or specify a simple program.,

such as move straight ahead, zigzag, circle, or the like. Directing the cyclone’s movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell’s range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates. (You can’t regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature that

comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Whispering Wind Transmutation [Air] **Level:** Brd 2, Sor/Wiz 2 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 1 mile/level

**Area:** 10-ft.-radius spread

**Duration:** No more than 1 hour/level or until discharged (destination is reached)

**Saving Throw:** None

##### Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. (It can’t pass through walls, for instance.) A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

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Wind Walk Transmutation [Air] **Level:** Clr 6, Drd 7 **Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** You and one touched creature per three levels

**Duration:** 1 hour/level (D); see text

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**Saving Throw:** No and Will negates (harmless)

**Spell Resistance:** No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneu- verability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud

form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell’s dura- tion, a *wind walker* in cloud form auto- matically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

#### Wind Wall

Evocation [Air]

**Level:** Air 2, Clr 3, Drd 3, Rgr 2, Sor/

Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Wall up to 10 ft./level long and

5 ft./level high (S) **Duration:** 1 round/level **Saving Throw:** None; see text **Spell Resistance:** Yes

An invisible vertical curtain of wind ap- pears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an

object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can

shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, sufficient to form a cylinder of wind 15 feet in diameter.

*Arcane Material Component:* A tiny fan and a feather of exotic origin.

#### Wish

Universal

**Level:** Sor/Wiz 9

**Components:** V, XP

**Casting Time:** 1 standard action

**Range:** See text

**Target, Effect, or Area:** See text

**Duration:** See text **Saving Throw:** See text **Spell Resistance:** Yes

*Wish* is the mightiest spell a wizard or sor- cerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits.

A *wish* can produce any one of the fol- lowing effects.

* Duplicate any wizard or sorcerer spell of

8th level or lower, provided the spell is not of a school prohibited to you.

* Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
* Duplicate any wizard or sorcerer spell of 7th level or lower even if it’s of a pro- hibited school.
* Duplicate any other spell of 5th level or lower even if it’s of a prohibited school.
* Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
* Create a nonmagical item of up to 25,000 gp in value.
* Create a magic item, or add to the pow- ers of an existing magic item.
* Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 in- herent bonus, three for a +3 inherent

bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

* Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
* Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
* Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
* Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last

round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent’s successful save, a foe’s successful critical hit (either the attack roll or the critical roll), a friend’s failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. Such a *wish* gives the DM the opportunity to fulfil your request without fulfilling it completely. (The *wish* may pervert your intent into a literal but un- desirable fulfillment or only a partial fulfillment.) For example, wishing for a *staff of the magi* might get you instantly transported to the presence of the staff’s current owner. Wishing to be immortal could get you imprisioned in a hidden ex- tradimensional space (as by an i*mprison-*

*ment* spell), where you could “live” indefi- nitely.



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Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

*Material Component:* When a *wish* dup- licates a spell with a material component that costs more than 10,000 gp, you must provide that component.

*XP Cost:* The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Wood Shape Transmutation **Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*Wood shape* enables you to form one exist- ing piece of wood into any shape that suits your purpose. For example, you can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol. This spell also permits you to reshape a wood door to make an exit where one didn’t exist or to seal a door shut. While it is possible to make crude coffers, doors, and so forth, fine detail isn’t possible. There is a 30% chance that any shape that includes mov- ing parts simply doesn’t work.

Word of Chaos Evocation [Chaotic, Sonic] **Level:** Chaos 7, Clr 7 **Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonchaotic creatures in a 40-ft.- radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

##### Spell Resistance: Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects.

The effects are cumulative and concur- rent. No saving throw is allowed against these effects.

*Deafened:* The creature is deafened for 1d4 rounds.

*Stunned:* The creature is stunned for 1 round.

*Confused:* The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

*Killed:* Living creatures die. Undead creatures are destroyed.

**HD Effect**

Equal to caster level Deafened Up to caster level –1 Stunned, deafened Up to caster level –5 *Confused*, stunned,

deafened Up to caster level –10 Killed, *confused*,

stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos*. The banishment effect allows a Will save (at a – 4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

Word of Recall Conjuration (Teleportation) **Level:** Clr 6, Drd 8 **Components:** V

**Casting Time:** 1 standard action

**Range:** Unlimited

**Target:** You and touched objects or other willing creatures

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (harmless, object)

**Spell Resistance:** No or Yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is ut- tered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can’t be tele- ported by *word of recall*. Likewise, a crea- ture’s Will save (or spell resistance) pre- vents items in its possession from being teleported. Unattended, nonmagical ob- jects receive no saving throw.

Zone of Silence Illusion (Glamer) **Level:** Brd 4 **Components:** V, S **Casting Time:** 1 round **Range:** Personal

**Area:** 5-ft.-radius emanation centered on you

**Duration:** 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell’s area can converse normally, yet no one outside can hear your voices or any other noises from within, including language- dependent or sonic spell effects (such as *command* or *shout*). This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what’s said inside a *zone of silence*.

#### Zone of Truth

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Clr 2, Pal 2

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 20-ft.-radius emanation **Duration:** 1 min./level

**Saving Throw:** Will negates

##### Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can’t speak any delib- erate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

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General Guidelines

and Glossary

The general rules for what to do when rounding fractions and when several multipliers apply to a die roll (often encountered as what to do when doubling something that is already doubled) are provided below, followed by a glossary of game terms.

### ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. For example, if a *fireball* deals you 17 points of damage, but you succeed at your saving throw and only take half damage, you take 8 points of damage.

*Exception:* Certain rolls, such as damage and hit points, have a minimum of 1.

### MULTIPLYING

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

For example, Tordek, a high-level dwarven fighter, deals 1d8+6 points of damage with a warhammer. On a critical hit, a warhammer deals triple damage, so that’s 3d8+18 damage for Tordek. A magic *dwarven thrower* warhammer deals double damage (2d8+12 for Tordek) when thrown. If Tordek scores a critical hit while throwing the *dwarven thrower*, his player rolls quadruple damage

(4d8+24) because 3 + 1 = 4.

Another way to think of it is to convert the multiples into additions. Tordek’s critical hit increase his damage by 2d8+12, and the *dwarven thrower*’s doubling of damage increases his damage by 1d8+6, so both of them together increase his damage by 3d8+18 for a grand total of 4d8+24.

When applying multipliers to real-world values (such as weight or distance), normal rules

of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as

3 squares (adding 100% twice).

### GLOSSARY

**0-level spell:** A spell of the lowest possible level. Arcane spellcasters often call their 0-level spells “cantrips,” and divine spellcasters often call them “orisons.”

**5-foot step:** A small position adjustment that does not count as an action. Usually (but not always), a 5-foot step is permitted at any point in the round (such as before or after a full-round action, between attacks in a full attack, between a standard action and a move action, or between two move actions). You can’t take a 5-foot step

in the same round that you move any distance. You can’t take a 5- foot step if your movement is hampered, such as into a square of difficult terrain, in darkness, or when blinded. Taking a 5-foot step does not provoke an attack of opportunity, even if you move out of a threatened square.

**ability:** One of the six basic character qualities: Strength (Str),

Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). See ability score.

**ability check:** A check of 1d20 + the appropriate ability modifier. **ability damage:** A temporary loss of 1 or more ability score points. Lost points return at a rate of 1 point per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A Character with Intelligence, Wisdom, or Charisma 0 is unconscious. **ability decrease:** A decrease in an ability score that ends when

the condition causing it does.

**ability drain:** A permanent loss of 1 or more ability score points. The character can only regain these points through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A Character with Intelligence, Wisdom, or Charisma 0 is unconscious.

**ability modifier:** The bonus or penalty associated with a par- ticular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

**ability score:** The numeric rating of one of the six character abilities (see ability). Some creatures lack certain ability scores; others cannot be rated in particular abilities.

**action:** A character activity. Actions are divided into the fol- lowing categories, according to the time required to perform them (from most time required to least): full-round actions, standard actions, move actions, and free actions.

**adjacent:** In a square that shares a border or a corner with a designated square. Each square is adjacent to eight other squares on the board.



**adventuring party:** A group of characters who adventure together. An adventuring party is composed of player characters plus any followers, familiars, animal companions, associ-

ates, cohorts, or hirelings they might have.

**alignment:** One of the nine descrip- tors of morality for intelligent creatures: lawful good (LG), neutral good

(NG), chaotic good (CG), lawful neutral

(LN), neutral (N), chaotic neutral (CN), lawful evil (LE), neutral evil (NE), and chaotic evil (CE).

**ally:** A creature friendly to you. In most cases, references to “allies” include yourself.

**animal:** A type of creature that includes all natural animals, dire animals, giant animals, and some other nonmagical vertebrate creatures (see the *Monster Manual*). Animals always have an Intelligence score of 1 or 2.

**arcane spell failure:** The chance that a spell fails and is cast to no effect because the caster’s ability to use a somatic component was hampered by armor.

Bards can ignore the arcane spell failure chance for light armor when casting bard spells.

*Lidda surprises*

**arcane spells:** Arcane spells involve the direct manipulation of mystic energies. Bards, sorcerers, and wizards cast arcane spells.

**armor bonus:** A bonus to Armor Class granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with all other bonuses to Armor Class (even with natural armor bonuses) except other armor bonuses. Magic armor typically grants an enhancement bonus to the armor’s armor bonus, which has the effect of increasing the armor’s overall bonus. An armor bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force around the recipient. An armor bonus doesn’t apply against touch attacks, except for armor bonuses granted by force effects (such as the *mage armor* spell) which apply against incorporeal touch attacks, such as that of a shadow.



**Armor Class (AC):** A number representing a creature’s ability to avoid being hit in combat. An opponent’s attack roll must equal or exceed the target creature’s Armor Class to hit it. Armor Class = 10 + all modifiers that apply (typically armor bonus, shield bonus, Dexterity mod- ifier, and size modifier).

**artifact:** A magic item of incredible power. Some spells do not function when targeted on an artifact.

**Astral Plane:** An open, weightless plane that connects with all other planes of existence and is used for transportation among them (and is thus described as a transitive plane, like the Ethereal Plane and the Plane of Shadow). Certain

spells (such as *astral projection*) allow access to this plane.

**attack:** Any of numerous actions intended to harm, disa- ble, or neutralize an opponent. The outcome of an attack is determined by an attack roll.

**attack of opportunity:** A single extra melee attack per round that a combatant can make when an opponent within reach takes an action that provokes attacks of opportunity. Cover pre- vents attacks of opportunity.

**attack roll:** A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the

attack type, as follows: melee attack roll

= 1d20 + base attack bonus + Strength mod-

ifier + size modifier; ranged attack roll = 1d20 +

**base land speed:** The speed a character can move while unar- mored. Base land speed is derived from character race.

**base save bonus:** A saving throw modifier derived from char- acter class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multiclass

character, stack.

**battle grid:** A play surface marked off in 1-inch squares, which is used to keep track of the locations of creatures and characters (represented by miniatures figures) during combat and other tactical

situations.

**blind:** Unable to see. A blind character takes –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity- based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are consi- dered to have total concealment

(50% miss chance) relative to the blinded character.

**bolster undead:** A super- natural ability of evil clerics (and some neutral ones). Bolstering undead increases the resistance of those undead creatures to turning attempts.

**bonus:** A positive modifier to a die roll. In most cases, multiple bonuses from the same source or of the same type in effect on the same character or object do not stack; only the highest bonus of that type applies. Bonuses

that don’t have a specific type always stack with all bonuses.

**cantrip:** An arcane 0-level spell.

**cast a spell:** Trigger the magical or divine energy of a spell by means of words, gestures, focuses, and/or

base attack bonus + Dexterity modifier + size mod- ifier + range penalty. In either case, the attack hits if

*… and sneak attacks a troll*

special materials. Spellcasting requires the uninterrupted concentration of the caster during the requisite casting

the result is at least as high as the target’s Armor Class.

**automatic hit:** An attack that hits regardless of target AC. Automatic hits occur on an attack roll of natural 20 or as a result of certain spells. A natural 20 attack roll is also a threat—a possible critical hit.

**automatic miss:** An attack that misses regardless of target AC. Automatic misses occur on an attack roll of natural 1.

**barbarian (Bbn):** A class made up of ferocious warriors who use inborn fury and instinct to bring down foes.

**bard (Brd):** A class made up of performers whose music and poetics produce magical effects.

**base attack bonus:** An attack roll bonus derived from character class and level. Base attack bonuses increase at different rates for different character classes. A character gains a second attack when his or her base attack bonus reaches +6, a third with a base attack bonus of +11 or higher, and a fourth with a base attack bonus of +16 or higher. Base attack bonuses gained from different classes, such as when a character is a multiclass character, stack.

time. Disruption of this concentration forces the caster to make a successful Concentration check or lose the spell. Successful casting brings about the spell’s listed effect or effects.

**caster level:** A measure of the power with which a spellcaster casts a spell. Generally, a spell’s caster level is the spellcaster’s class level.

**caster level check:** A roll 1d20 + the caster level (in the relevant class). If the result equals or exceeds the DC (or the spell resistance, in the case of caster level checks made for spell resistance), the check succeeds.

**casting time:** The time required to cast a spell, usually either 1 standard action, 1 round, or 1 free action. Spells with casting times longer than 1 round require full-round actions for all the rounds encompassed in the casting time.

**Charisma (Cha):** The ability that measures a character’s force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness.

**character:** A fictional individual within the confines of a fantasy game setting. The words “character” and “creature” are often used synonymously within these rules, since almost any creature could be a character within the game, and every character is a creature (as opposed to an object).

**character class:** One of the eleven player character types— barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, or wizard. Class defines a character’s predominant talents and general function within an adventuring party. Character class may also refer to a nonplayer character class or a prestige class (see the *Dungeon Master’s Guide*).

**character level:** A character’s total level. For a character with levels in only one class, class level and character level are the same thing.

**check:** A method of determining the result when a character attempts an action (other than an attack or a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, or other characteristic. Most checks are either ability checks or skill checks, though special types such as turning checks, caster level checks, dispel checks, and initiative checks also exist. The specific name of the check usually corresponds to the skill or ability used. To make a check, roll 1d20 and add any relevant modifiers. (Higher results are always better.) If this check result equals or exceeds the Difficulty Class number assigned by the DM (or the opponent’s check, if the action is opposed) the check succeeds.

**checked:** Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance spec- ified in the description of the effect.

**circumstance bonus:** A bonus granted because of specific conditional factors favorable to the success of the task at hand. Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same benefit. For instance, a magnifying glass gives a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. If you had a second tool that also granted a circumstance bonus from improved visual acuity (such as a jeweler’s loupe), the circumstance bonuses wouldn’t stack.

**class:** See character class.

**class feature:** Any special characteristic derived from a character class.

**class level:** A character’s level in a single class. Class features generally depend on class level rather than character level.

**class skill:** A skill to which characters of a particular class have easier access than characters of other classes. Characters may buy class skills at a rate of 1 rank per skill point, as opposed to 1/2 rank per skill point for cross-class skills. The maximum rank for a class skill is 3 + character’s level.

**cleric (Clr):** A class made up of characters who cast divine spells and are also capable in combat.

**Colossal:** A Colossal creature is typically 64 feet or more in height or length and weighs 250,000 pounds or more.

**comatose:** Effectively in a state of suspended animation. A comatose creature is helpless.

**command word item:** A magic item that activates when the user speaks a particular word or phrase. Activating a command word item does not require concentration and does not provoke attacks of opportunity.

**command undead:** The supernatural ability of evil clerics and some neutral clerics to control undead creatures by channeling negative energy.

**competence bonus:** A bonus that improves a character’s per- formance at a particular task, such as from the bardic ability to in- spire competence. Such a bonus may apply to attack rolls, saving throws, skill checks, caster level checks, or any other checks to which a bonus relating to level or skill ranks would normally apply.

It does not apply on ability checks, damage rolls, initiative checks, or other rolls that aren’t related to a character’s level or skill ranks. Multiple competence bonuses don’t stack; only the highest bonus applies.

**concealment:** Something that prevents an attacker from clearly seeing his or her target. Concealment creates a chance that an otherwise successful attack misses (a miss chance).

**concentrate on a spell:** Concentrate to maintain an active spell’s effect. Concentrating on a spell is a standard action and provokes an attack of opportunity.

***confused:*** Befuddled and unable to determine a course of action due to a spell or magical effect. A *confused* character’s actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing

but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject’s self). A *confused* character who can’t carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

**Constitution (Con):** The ability that represents a character’s health and stamina.

**continuous damage:** Damage from a single attack that continues to deal damage every round without the need for additional attack rolls.

**copper piece (cp):** The most prevalent form of currency among

beggars and laborers. Ten copper pieces are equivalent to 1 silver piece.

**coup de grace:** A full-round action that allows an attacker to attempt a killing blow against a helpless opponent. A coup de grace can be administered with a melee weapon or with a bow or crossbow if the attacker is adjacent to the opponent. An attacker delivering a coup de grace automatically scores a critical hit, after which the defender must make a successful Fortitude save (DC 10 + damage dealt) or die. Rogues also gain their extra sneak attack damage for this attack. Delivering a coup de grace provokes attacks of oppor- tunity from threatening foes. A coup de grace is not possible against a creature immune to critical hits.

**cover:** Any barrier between an attacker and defender. Such a barrier can be an object, a creature, or a magical force. Cover grants the defender a bonus to Armor Class.

**cowering:** Frozen in fear and unable to take actions. A cowering character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

**creature:** A living or otherwise active being, not an object. The terms “creature” and “character” are sometimes used interchange- ably.

**creature type:** One of several broad categories of creatures. The creature types are aberration, animal, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, undead, and vermin. (See the *Monster Manual* for full descriptions.)

**critical hit (crit):** A hit that strikes a vital area and therefore deals double damage or more. To score a critical hit, an attacker must first score a threat (usually a natural 20 on an attack roll) and then succeed on a critical roll (just like another attack roll). Critical hit damage is usually double damage, which means rolling damage twice, just as if the attacker had actually hit the defender two times. (Any extra damage dice, such as from a rogue’s sneak attack, are not rolled multiple times, but are added to the total at the end of the calculation.)

**critical roll:** A special second attack roll made in the event of a threat to determine whether a critical hit has been scored. If the critical roll is a hit against the target creature’s AC, then the original attack is a critical hit. Otherwise, the original attack is a regular hit.

**cross-class (cc) skill:** A skill that is not a class skill for a char- acter. Characters may buy cross-class skills at the rate of a half rank per skill point, as opposed to 1 rank per skill point for class skills. The most ranks a character can have in a cross-class skill is one-half of the class skill maximum (3 + character’s level), rounded neither up nor down.

**cure spell:** Any spell with the word “cure” in its name, such as

*cure minor wound*, *cure light wounds*, or *mass cure critical wounds*.

**current hit points:** A character’s hit points at a given moment in the game. Current hit points go down when the character takes damage and go back up upon recovery.

**damage:** A decrease in hit points, an ability score, or other aspects of a character caused by an injury, illness, or magical effect. The three main categories of damage are lethal damage, nonlethal damage, and ability damage. In addition, wherever it is relevant, the type of damage an attack deals is specified, since natural abilities, magic items, or spell effects may grant immunity to certain types of damage. Damage types include weapon damage (subdivided into bludgeoning, slashing, and piercing) and energy damage (positive, negative, acid, cold, electricity, fire, and sonic). Modifiers to melee damage rolls apply to both subcategories of weapon damage (melee and unarmed). Some modifiers apply to both weapon and spell damage, but only if so stated. Damage points are deducted from whatever character attribute has been harmed—lethal and nonlethal damage from current hit points, and ability damage from the relevant ability score). Damage heals naturally over time, but can also be negated wholly or partially by curative magic.

**damage reduction (DR):** A special defense that allows a creature to ignore a set amount of damage from most weapons, unarmed attacks, or natural weapons, but not from energy attacks, spells, spell-like abilities, and supernatural abilities. The number in a creature’s damage reduction is the amount of hit points of damage the creature ignores. The information after the slash indicates the type of weapon (such as magic, silver, or evil) that overcomes the damage reduction. Some damage reduction, such as that of a barbarian, is not overcome by any type of weapon.

**darkvision:** An extraordinary ability possessed by some creatures that enables them to see in the dark.

**dazed:** Unable to act normally. A dazed character can take no actions, but has no penalty to AC.

**dazzled:** Unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls Spot checks, and Search checks.

**dead:** A character dies when his or her hit points drop to –10 or lower. A character also dies when his or her Constitution drops to 0, and certain spells or effects (such as failing a Fortitude save against massive damage) can also kill a character outright. Death causes the character’s soul to leave the body and journey to an Outer Plane. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device).

**deafened:** Unable to hear. A deafened character takes a –4 pen- alty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal com- ponents.

**deal damage:** Cause damage to a target with a successful attack. How much damage is dealt is usually expressed in terms of dice (for example, 2d6+4) and may have a situational modifier as well. However, damage dealt by a weapon or spell does not necessarily

equal damage taken by the target, because the target may have special defenses that negate some or all of the damage.

**death attack:** A spell or special ability that instantly slays the target, such as *finger of death*. Neither *raise dead* nor *reincarnation* can grant life to a creature slain by a death attack, though *resurrection* and more powerful effects can.

**deflection bonus:** A bonus to Armor Class granted by a spell or magic effect that makes attacks veer off harmlessly. Deflection bonuses stack with all other bonuses to AC except other deflection bonuses. A deflection bonus applies against touch attacks.

**Dexterity (Dex):** The ability that measures a character’s hand-eye coordination, agility, reflexes, and balance.

**difficult terrain:** An area containing one or more features (such as rubble or undergrowth) that costs 2 squares instead of 1 square to move through.

**Difficulty Class (DC):** The target number that a player must meet or beat for a check or saving throw to succeed. Difficulty Classes other than those given in specific spell or item descriptions are set by the DM using the skill rules as a guideline.

**Diminutive:** A Diminutive creature is typically between 6 inches and 1 foot in height or length and weighs between 1/8 pound and 1 pound.

**direct a spell:** Direct an active spell’s effect at a specific target or targets. Directing a spell is a move action and does not provoke an attack of opportunity.

**disabled:** At exactly 0 current hit points, or in negative hit points but stable and conscious. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn’t risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character’s hit points, she is now in negative hit points and dying.

**dispel:** Negate, suppress, or remove one or more existing spells or other effects on a creature, item, or area. Dispel usually refers to a *dispel magic* spell, though other forms of dispelling are possible. Certain spells cannot be dispelled, as noted in the individual spell descriptions.

**dispel check:** A roll 1d20 + caster level of the character making the attempt to dispel (usually used with *dispel magic*). The DC is 11 plus the level of the spellcaster who initiated the effect being dispelled.

**dispel turning:** Channel negative energy to negate a successful turning undead attempt by a good cleric or a paladin.

**divine spells:** Spells of religious origin powered by faith or by a deity. Clerics, druids, paladins, and rangers cast divine spells.

**dodge bonus:** A bonus to Armor Class (and sometimes Reflex saves) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a char- acter’s Dexterity bonus also negates any dodge bonuses the character may have (for instance, you lose any dodge bonuses to AC when you’re flat-footed). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

**domain:** A granted power and a set of nine divine spells (one each of 1st through 9th level) themed around a particular concept and associated with one or more deities. The available domains are: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

**domain spell:** A divine spell belonging to a domain. Each do- main offers one spell of each spell level. In addition to their normal daily complement of spells, clerics can cast one domain spell per day for each spell level that their caster levels allow. This spell may be

from either of their domains. Domain spells cannot be exchanged for *cure* or *inflict* spells.

**double weapon:** A weapon with two ends, blades, or heads that are both intended for use in combat. Any weapon for which two damage ranges are listed is a double weapon. Double weapons can be used to make an extra attack as if the wielder were fighting with two weapons (light weapon in the off hand).

**druid (Drd):** A class made up of characters who draw energy from the natural world to cast divine spells and gain special magical powers.

**Dungeon Master (DM):** The player who portrays nonplayer characters, makes up the story setting for the other players, and serves as a referee.

**dying:** Unconscious and near death. A dying character has –1 to – 9 current hit points, can take no actions, and is unconscious. Each round on her turn, a dying character rolls d% to see whether she becomes stable. She has a 10% chance of becoming stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

**effective hit point increase:** Hit points gained through tem- porary increases in Constitution score. Unlike temporary hit points, points gained in this manner are not lost first, and must be subtracted from the character’s current hit points at the time the Constitution increase ends.

**electrum:** A naturally-occurring alloy of gold and silver.

**Elemental Plane:** One of the Inner Planes consisting almost entirely of one type of element: air, earth, fire, or water.

**end of round:** The point in a combat round when all the par- ticipants have completed all their allowed actions. End of round occurs when no one else involved in the combat has an action pending for that round.

**enemy:** A creature unfriendly to you.

**energy damage:** Damage caused by one of five types of energy (not counting positive and negative energy): acid, cold, electricity, fire, and sonic.

**energy drain:** An attack that saps a creature’s vital energy giving it negative levels, which might permanently drain the creature’s levels.

**Energy Plane:** An Inner Plane, either the Positive Energy Plane or the Negative Energy Plane.

**engaged:** Threatening or being threatened by an enemy. (Unconscious, or otherwise immobilized characters are not con- sidered engaged unless they are actually being attacked.)

**enhancement bonus:** A bonus that represents an increase in the sturdiness and/or effectiveness of armor or natural armor, or the effectiveness of a weapon, or a general bonus to an ability score. Multiple enhancement bonuses on the same object (in the case of armor and weapons), creature (in the case of natural armor). Or ability score do not stack. Only the highest enhancement bonus applies. Since enhancement bonuses to armor or natural armor effectively increase the armor or natural armor’s bonus to AC, they don’t apply against touch attacks.

**entangled:** Ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on attack rolls and a –4 penalty to its effective Dexterity score. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell’s level) or lose the spell.

**ethereal:** On the Ethereal Plane. An ethereal creature is invisible and intangible to creatures on the Material Plane, but visible and corporeal to creatures on the Ethereal Plane. As such, such a creature is capable of moving through solid on the Material Plane, and in any direction (even up or down), though all movement is at half speed. Ethereal beings can see and hear what is happening in the same area of the Material Plane to a distance of 60 feet, but

everything looks gray and insubstantial. Force effects originating on the Material Plane can affect items and creatures that are ethereal, but the reverse is not true.

**Ethereal Plane:** A gray, foggy plane parallel to the Material Plane at all points. Creatures within the Ethereal Plane can see and hear into the Material Plane to a distance of 60 feet, though the reverse is not usually true. Force effects originating on the Material Plane can affect items and creatures on the Ethereal Plane, but the reverse is not true. Because the Ethereal Plane is often used for travel, it is also considered a transitive plane (like the Astral Plane and the Plane of Shadow).

**exhausted:** Tired to the point of significant impairment. An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

**experience points (XP):** A numerical measure of a character’s personal achievement and advancement. Characters earn experience points by defeating opponents and by overcoming challenges. At the end of each adventure, the DM assigns experience to the characters based on what they have accomplished. Characters continue to accumulate experience points throughout their adventuring careers, gaining new levels in their character classes at certain experience totals.

**extraordinary ability (Ex):** A nonmagical special ability (as opposed to a spell-like or supernatural ability).

**extraplanar:** Native to a plane of existence other than the plane on which a creature is present. On the Material Plane, an outsider is an extraplanar creature. On an outsider’s home plane, a native of the Material Plane is an extraplanar creature.

**failure:** An unsuccessful result on a check, saving throw, or other determination involving a die roll.

**fascinated:** Entranced by a supernatural or spell effect. A fasci- nated creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effects, for as long as the effect lasts. It takes a–4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as a someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature’s ally may shake it free of the effect as a standard action.

**fatigued:** Tired to the point of impairment. A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**fear effect:** Any spell or magical effect that causes the victim to become shaken, frightened, or panicked, or to suffer from some other fear-based effect defined in the description of the specific spell or item in question.

**fighter (Ftr):** A class made up of characters who have exceptional combat capability and unequalled skill with weapons.

**Fine:** A Fine creature is typically 6 inches or less in height or length and weighs 1/8 pound or less.

**flank:** To be directly on the other side of a character who is being threatened by another character. A flanking attacker gains a +2 flanking bonus on attack rolls against the defender. A rogue can sneak attack a defender that is flanking.

**flat-footed:** Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turns in the initiative cycle. A flat-footed creature loses its Dexterity bonus to Armor Class (if any) and cannot make attacks of opportunity.

**force damage:** A special type of damage dealt by force effects, such as a *magic missile* spell. A force effect can strike incorporeal

creatures without the normal miss chance associated with incor- poreality.

**Fortitude save:** A type of saving throw, related to a character’s ability to withstand damage thanks to his physical stamina.

**free action:** Free actions consume a negligible amount of time, and one or more such actions can be performed in conjunction with actions of other types.

**frightened:** Fearful of a creature, situation, or object. A fright- ened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

**full normal hit points:** An individual character’s maximum hit points when undamaged.

**full-round attack:** Full-round actions consume all of a charac- ter’s effort during a round. The only movement possible in con- junction with a full-round action is a 5-foot step, which can occur before, after, or during the action. Some full-round actions (as specified in their descriptions) do not allow even this much movement. When using a full-round action to cast a spell whose casting is 1 round, the spell is not completed until the beginning of the caster’s next turn.

**Gargantuan:** A Gargantuan creature is between 32 and 64 feet in height or length and weighs between 32,000 and 250,000 pounds.

**gold piece (gp):** The primary unit of currency used by adven- turers.

**grab:** The initial attack required to start a grapple. To grab a target, the character must make a successful melee touch attack.

**granted power:** The special ability a cleric gain from each of his selected domains.

**grapple check:** An opposed check that determines a character’s ability to struggle in a grapple. Grapple check = 1d20 + base attack modifier + Strength modifier + special size modifier. (+4 for every size category larger than Medium or –4 for every size category smaller than Medium).

**grappling:** Engaged in wrestling or some other form of hand-to- hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn’t grappling. For creatures, grappling can also mean trapping opponents in any number of ways (in a toothy maw, under a huge paw, and so on).

**half speed:** When restricted to moving at half speed, count each square moved into as 2 squares, and every square of diagonal movement as 3 squares. If you are restricted to half speed, you can’t run or charge, nor can you take a 5-foot step.

**hardness:** A measure of an object’s ability to resist damage. Only damage in excess of the object’s hardness is actually deducted from the object’s hit points upon a successful attack.

**helpless:** Paralyzed, *held*, bound, sleeping, unconscious, or oth- erwise completely at an opponent’s mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus. An attacker can use a coup de grace against a helpless target.

**hit:** Make a successful attack roll.

**Hit Die/Dice (HD):** In the singular form, a die rolled to generate hit points. In the plural form, a measure of relative power that is synonymous with character level for the sake of spells, magic items, and magical effects that affect a certain number of Hit Dice of creatures.

**hit points (hp):** A measure of a character’s health or an object’s integrity. Damage decreases current hit points, and lost hit points return with healing or natural recovery. A character’s hit point total

increases permanently with additional experience and/or perma- nent increases in Constitution, or temporarily through the use of various special abilities, spells, magic items, or magical effects (see temporary hit points and effective hit point increase).

**Huge:** A Huge creature is typically between 16 and 32 feet in height or length and weighs between 4,000 and 32,000 pounds.

**incorporeal:** Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects. Even when struck by spells, magical effects, or magic weapons, however, they have a 50% chance to ignore any damage from a corporeal source. In addition, rogues cannot employ sneak attacks against incorporeal beings, since such opponents have no vital areas to target. An incorporeal creature has no armor or natural armor bonus (or loses any armor or natural armor bonus it may have when corporeal), but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is greater. Such creatures can move in any direction and even pass through solid objects at will, but not through force effects. Therefore, their attacks negate the bonuses provided by natural armor, armor, and shields, but deflection bonuses and force effects (such as *mage armor*) work normally against them. Incorporeal creatures have no weight, do not leave footprints, have no scent and make no noise, so they cannot be heard with Listen checks unless they wish it. Incorporeal creatures cannot fall or take falling damage.

***inflict* spell:** A spell with the word “inflict” in its name, such as *inflict light wounds*, *inflict moderate wounds*, or *mass inflict critical wounds*.

**inherent bonus:** A bonus to an ability score resulting from powerful magic, such as a *wish*. Inherent bonuses cannot be dis- pelled. A character is limited to a total inherent bonus of +5 to any ability score. Multiple inherent bonuses to a particular ability score do not stack, so only the best one applies.

**initiative:** A system of determining the order of actions in battle. Before the first round of combat, each combatant makes a single initiative check. Each round, the participants act in order from the highest initiative result to the lowest.

**initiative check:** A check used to determine a creature’s place in the initiative order for a combat. An initiative check is 1d20 + Dex modifier + other modifiers.

**initiative count:** The result of an initiative check, expressed as a number that indicates when a character’s turn comes up.

**initiative modifier:** A bonus or penalty to initiative checks.

**Inner Plane:** One of several portions of the planar landscape that contain the primal forces—those energies and elements that make up the building blocks of reality. The Elemental Planes and the Energy Planes are Inner Planes.

**insight bonus:** An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.

**Intelligence (Int):** The ability that determines how well a character learns and reasons.

**invisible:** Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents’ Dexterity bonus to AC (if any). (Invisibility has no effect against blinded or otherwise nonsighted creatures.) An invisible creature’s location cannot be pinpointed by visual means. It has total concealment; even if an attacker correctly guesses the invisible creature’s location, the attacker has a 50% miss chance in combat.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Locating the square an invisible creature occupies requires a Spot check (DC 40 if the creature is immobile, DC 20 if the creature moved during its last

turn), modified by appropriate factors (such as an amor check penalty or a penalty for movement).

**kind:** A subcategory of creature type. For example, giant is a creature type, and hill giant is a kind of giant.

**known spell:** A spell that an arcane spellcaster has learned and can prepare. For wizards, knowing a spell means having it in their spellbooks. For sorcerers and bards, knowing a spell means having selected it when acquiring new spells as a benefit of level advancement.

**Large:** A Large creature is typically between 8 and 16 feet in height or length and weighs between 500 and 4,000 pounds.

**lethal damage:** Damage that reduces a creature’s hit points.

**level:** A measure of advancement or power applied to several areas of the game. See caster level, character level, class level, and spell level.

**light weapon:** A weapon suitable for use in the wielder’s off hand, such as a dagger. A light weapon is considered to be an object two size categories smaller than its designated wielder (for example, a Medium dagger is a Tiny object).

**line of effect:** Line of effect tells you whether an effect (such as an explosion) can reach a creature. Line of effect is just like line of sight, except line of effect ignores restrictions on visual ability. For instance, a *fireball*’s explosion doesn’t care if a creature is invisible or hiding in darkness.

**line of sight:** Two creatures can see each other if they have line of sight to each other. To determine line of sight, draw an imaginary line between your space and the target’s space. If any such line is clear (not blocked), then you have line of sight to the creature (and it has line of sight to you). The line is clear if it doesn’t intersect or even touch squares that block line of sight. If you can’t see the target (for instance, if you’re blind or the target is invisible), you can’t have line of sight to it even if you could draw an unblocked line between your space and the target’s.

**low-light vision:** The ability to see in conditions of dim illu- mination as if the illumination were actually as bright as daylight.

**luck bonus:** A modifier that represents good fortune. Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.

**massive damage:** At least 50 points of damage resulting from a single attack.

**masterwork:** Exceptionally well-made, generally providing a +1 enhancement bonus on attack rolls (if the item is a weapon or ammunition), reducing the armor check penalty by 1 (if the item is armor or a shield), or adding +2 to relevant skill checks (if the item is a tool).

**Material Plane:** The “normal” plane of existence.

**Medium:** A Medium creature is typically between 4 and 8 feet in height or length and weighs between 60 and 500 pounds.

**melee:** Melee combat consists of physical blows exchanged by opponents close enough to threaten one another’s space as opposed to ranged combat.

**melee attack:** A physical attack suitable for close combat.

**melee attack bonus:** A modifier applied to a melee attack roll.

**melee attack roll:** An attack roll during melee combat, as opposed to a ranged attack roll. See attack roll.

**melee touch attack:** A touch attack made in melee, as opposed to a ranged touch attack. See touch attack.

**melee weapon:** A handheld weapon designed for close combat.

**miniature figure:** The physical representation of a creature or character on the battle grid; a three-dimensional figure.

**miss chance:** The possibility that a successful attack roll misses anyway because of the attacker’s uncertainty about the target’s location. See concealment.

**miss chance roll:** A d% to determine the success of an attack roll to which a miss chance applies.

**modifier:** Any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty. Modifiers from the same source do not stack, and modifiers with specific descriptors generally do not stack with others of the same type. If more than one modifier of a type is present, only the best bonus or worst penalty in that grouping applies. Bonuses or penalties that do not have descriptors stack with those that do.

**monk (Mnk):** A class made up of characters who are masters of the martial arts and have a number of exotic powers.

**morale bonus:** A bonus representing the effects of greater hope, courage, and determination. Multiple morale bonuses on the same character do not stack. Only the highest morale bonus applies. Nonintelligent creatures (creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from moral bonuses.

**move action:** An action that is the equivalent of the character moving his speed. Move actions include standing up from prone, drawing or sheathing a weapon, opening a door, loading a light crossbow, and moving your speed. In a typical round, a character can take a move action and a standard action, or he can take a second move action in place of his standard action.

**mundane:** Normal, commonplace, or everyday. Also used as a synonym for “nonmagical.”

**natural:** A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

**natural ability:** A nonmagical capability, such as walking, swimming (for aquatic creatures), and flight (for winged creatures).

**natural armor bonus:** A bonus to Armor Class resulting from a creature’s naturally tough hide. Natural armor’s bonuses stack with all other bonuses to Armor Class (even with armor bonuses) except other natural armor bonuses. Some magical effects (such as the *barkskin* spell) grant an enhancement bonus to the creature’s existing natural armor bonus, which has the effect of increasing the natural armor’s overall bonus to Armor Class. A natural armor bonus doesn’t apply against touch attacks.

**natural reach:** The distance from which a creature can make a melee attack. The creature threatens all squares within that distance from its space.

**nauseated:** Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions (except for casting quickened spells).

**negate:** Invalidate, prevent, or end an effect with respect to a designated area or target.

**negative energy:** A black, crackling energy that originates on the Negative Material Plane. In general, negative energy heals undead creatures and hurts the living.

**Negative Energy Plane:** The Inner Plane from which negative energy originates.

**negative level:** A loss of vital energy resulting from energy drain, spells, magic items, or magical effects. For each negative level gained, a creature takes a –1 penalty on all attack rolls, saving throws, skill checks, and ability checks, loses 5 hit points, and takes a

–1 penalty to effective level. (That is, whenever the creature’s level is used in a die roll or calculation, reduce its value by 1 for each negative level.) In addition, a spellcaster loses one spell or spell slot from the highest spell level castable. If two or more spells fit this criterion, the caster decides which one becomes inaccessible. The lost spell becomes available again as soon as the negative level is removed, providing the caster would be capable of using it at that time. Negative levels remain in place for 24 hours after acquisition, or until removed. After that period, the negative level goes away, but the afflicted creature must make a Fortitude save (DC 10 + 1/2 the attacker’s Hit Dice + the attacker’s Cha modifier) to determine

whether there is a lasting effect. If the saving throw succeeds, there is no harm to the character. Otherwise, the creature’s character level drops by one and any benefits acquired with that level are lost. The afflicted creature must make a separate saving throw for each negative level possessed.

**nonintelligent:** Lacking an Intelligence score. Mind-affecting

spells do not affect nonintelligent creatures, nor can nonintelligent creatures benefit from morale bonuses.

**nonlethal damage:** Damage typically resulting from an unarmed attack, an armed attack delivered with intent to subdue, a forced march, or a debilitating condition such as heat or starvation.

**nonplayer character (NPC):** A character controlled by the Dungeon Master rather than by one of the other players in a game session, as opposed to a player character.

**off hand:** A character’s weaker or less dexterous hand (usually the left). An attack made with the off hand incurs a –4 penalty on the attack roll. In addition, only one-half of a character’s Strength bonus may be added to the damage dealt with a weapon held in the off hand.

**one-handed weapon:** A weapon designed for use in one hand, such as a longsword, often either along with a shield or a light weapon in the other hand. A one-handed weapon is considered to be an object one size category smaller than its designated wielder (for example, a Medium longsword is a Small object).

**orison:** A divine 0-level spell.

**Outer Plane:** One of several planes of existence where spirits of mortal beings go after death. These planes are the homes of powerful beings, such as demons, devils, and deities. Individual Outer Planes typically exhibit the traits of one or two specific alignments associated with the beings who control them.

**overlap:** Coexist with another effect or modifier in the same area or on the same target. Bonuses that do not stack with each other overlap instead, such that only the largest bonus provides its benefit. **paladin (Pal):** A class made up of characters who are champions

of justice and destroyers of evil, with an array of divine powers.

**panicked:** A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can’t take any other actions. In addition, the creature takes a –2 morale penalty on saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

**paralyzed:** Frozen in place and unable to move or act, such as by the *hold person* spell. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can’t swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

**party:** A group of adventurers.

**petrified:** Turned to stone. Petrified characters are considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as it returns to flesh, he is unharmed. Otherwise, the DM must assign some amount of per- manent hit point loss and/or debilitation.

**pinned:** Held immobile (but not helpless) in a grapple.

**plane of existence:** One of many dimensions that may be accessed by spells, spell-like abilities, magic items, or specific crea- tures. These planes include (but are not limited to) the Astral Plane, the Ethereal Plane, the Inner Planes, the Outer Planes, the Plane of Shadow, and various other realities. The “normal” world is part of the Material Plane.

**Plane of Shadow:** A plane of existence that pervades the Material Plane. The Plane of Shadow may be accessed and manipulated from the Material Plane through shadows. Shadow spells make use of the substance of this plane in their casting. Since some creatures use the Plane of Shadow to travel from place to place, it is often described as a transitive plane (like the Astral Plane and Ethereal Plane).

**platinum piece (pp):** A form of currency not in common circulation but occasionally found as treasure. One platinum piece is equivalent to 10 gold pieces.

**player character (PC):** A character controlled by a player other than the Dungeon Master, as opposed to a nonplayer character.

**point of origin:** The location in space where a spell or magical effect begins. The caster designates the point of origin for any spells in which it is variable.

**points of damage:** A number by which an attack reduces a character’s current hit points.

**positive energy:** A white, luminous energy that originates on the Positive Material Plane. In general, positive energy heals the living and hurts undead creatures.

**Positive Energy Plane:** The Inner Plane from which positive energy originates.

**prerequisite:** A requirement that must be met before a given benefit can be gained.

**profane bonus:** A bonus that stems from the power of evil. Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.

**projectile weapon:** A device, such as a bow, that uses mechanical force to propel a projectile toward a target.

**prone:** Lying on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot used a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

**racial bonus:** A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature’s race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.

**range increment:** Each full range increment of distance be- tween an attacker using a ranged weapon and a target gives the attacker a cumulative –2 penalty on the ranged attack roll. Thrown weapons have a maximum range of five range increments. Projectile weapons have a maximum range of ten range increments.

**range penalty:** A penalty applied to a ranged attack roll based on distance. See range increment.

**ranged attack:** Any attack made at a distance with a ranged weapon, as opposed to a melee attack.

**ranged attack roll:** An attack roll made with a ranged weapon. See attack roll.

**ranged touch attack:** A touch attack made at range, as opposed to a melee touch attack. See touch attack.

**ranged weapon:** A thrown or projectile weapon designed for ranged attacks.

**ranger (Rgr):** A class made up of characters who are particularly skilled at adventuring in the wilderness.

**ray:** A beam created by a spell. The caster must succeed on a ranged touch attack to hit with a ray.

**reach weapon:** A long melee weapon, or one that has a long haft. Reach weapons allow the user to threaten or strike at opponents 10

feet away with a melee attack roll. Most such weapons cannot be used to attack adjacent foes, however.

**reaction:** Acting in response to a situation or circumstance beyond one’s control. For example, the DM may call for a Listen check as a reaction to see if you hear something you weren’t specifically trying to hear.

**rebuke undead:** A supernatural ability to make undead cower by channeling negative energy.

**redirect a spell:** Redirect an active spell’s effect at a specific target or targets. Redirecting a spell is a move action and does not provoke an attack of opportunity.

**Reflex save:** A type of saving throw, related to a character’s ability to withstand damage thanks to his agility or quick reactions.

**regeneration:** The ability of some creatures to regrow severed body parts and ruined organs, repair broken bones, and heal other damage. Severed body parts that are not reattached simply die, and the regenerating creature grows replacements at a rate specified in the individual spell or monster description. Most damage dealt to a naturally regenerating creature is treated as nonlethal damage, which heals at a fixed rate. However, certain attack forms (typically fire and acid) deal damage that does not convert to nonlethal damage. Such damage is not regenerated. Regeneration does not alter conditions that do not deal damage in hit points, such as poisoning or disintegration.

**resistance bonus:** A bonus on saving throws that provides extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.

**resistance to energy:** A creature with resistance to an energy type ignores a certain amount of damage dealt by that energy type each time it is dealt. For instance, a creature with fire resistance 10 ignores the first 10 points of fire damage dealt by each attack. Resistance to energy doesn’t affect the saving throw made against the attack (if any). Multiple sources of resistance to a certain energy type (such as a spell and a special quality of a monster) don’t stack with each other; only the highest value applies to any given attack.

**result:** The numerical outcome of a check, attack roll, saving throw, or other 1d20 roll. The result is the sum of the natural die roll and all applicable modifiers.

**rogue (Rog):** A class made up of characters who primarily rely on stealth rather than brute force or magical ability.

**round:** A 6-second unit of game time used to manage combat. Every combatant may make at least one action every round.

**sacred bonus:** A bonus that stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.

**saving throw (save):** A roll made to avoid (at least partially) damage or harm. The three types of saving throws are Fortitude, Reflex, and Will.

**school of magic:** A group of related spells that work in similar ways. The eight schools of magic available to spellcasters are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

**scribe:** Write a spell onto a scroll.

**scry:** See and hear events from afar through the use of a spell or a magic item.

**shaken:** Mildly fearful. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**shield bonus:** A bonus to Armor Class granted by a shield or by a spell or magic effect that mimics a shield. Shield bonuses stack with all other bonuses to AC except other shield bonuses. A magic shield typically grants an enhancement bonus to the shield’s shield bonus, which has the effect of increasing the shield’s overall bonus to AC. A shield bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force that protects the

recipient. A shield bonus doesn’t apply against touch attacks.

**sickened:** Mildly ill. A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**silver piece (sp):** The most prevalent form of currency among commoners. Ten silver pieces are equivalent to 1 gold piece.

**size:** The physical dimensions and/or weight of a creature or object. The sizes, from smallest to largest, are Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal.

**size modifier:** The bonus or penalty derived from a creature’s size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Hide checks, grapple checks, and various other checks.

**skill:** A talent that a character acquires and improves through training.

**skill check:** A check relating to use of a skill. The basic skill check = 1d20 + skill rank + the relevant ability modifier (or simply 1d20 + skill modifier).

**skill modifier:** The bonus or penalty associated with a particular skill. Skill modifier = skill rank + ability modifier + miscellaneous modifiers. (Miscellaneous modifiers include racial bonuses, armor check penalty, situational modifiers, and so forth.) Skill modifiers apply to skill checks by characters in the course of using the corresponding skills.

**skill points:** A measure of a character’s ability to gain and improve skills. At each level, a character gains skill points and spends them to buy skill ranks. Each skill point buys 1 rank in a class skill or 1/2 rank in a cross-class skill.

**skill rank:** A number indicating how much training or experi- ence a character has with a given skill. Skill rank is incorporated into the skill modifier, which in turn improves the chance of success for skill checks with that skill.

**Small:** A Small creature is typically between 2 feet and 4 feet in height or length and weighs between 8 pounds and 60 pounds.

**sorcerer (Sor):** A class made up of characters who have inborn magical ability.

**space:** The amount of floor space a creature requires to fight effectively, expressed as one dimension of a square area (for example, a creature with a space of 10 feet occupies a 10-foot-by-10- foot area on the battle grid). Space determines how many creatures can fight side by side in a corridor, as well as how many creatures can attack a single opponent at once. A creature’s space depends upon both its size and its body shape. Sometimes also called fighting space.

**special qualities:** Characteristics possessed by certain monsters (and sometimes characters) that are distinctive in some way. The *Monster Manual* has detailed information on all special qualities.

**speed:** The number of feet a creature can move when taking a move action.

**spell:** A one-time magical effect. The two primary categories of spells are arcane and divine. Clerics, druids, paladins, and rangers cast divine spells, while wizards, sorcerers, and bards cast arcane spells. Spells are further grouped into eight schools of magic.

**spell completion item:** A magic item (typically a scroll) that contains a partially cast spell. Since the spell preparation step has already been completed, all the user need do to cast the spell is complete the final gestures or words normally required to trigger it. To use a spell completion item safely, the caster must be high enough level in the appropriate class to cast the spell already, though it need not be a known spell. A caster who does not fit this criterion has a chance of spell failure. Activating a spell completion item is a standard action and provokes attacks of opportunity just as casting a spell does.

**spell failure:** The chance that a spell fails and is ruined when cast under less than ideal conditions; when a spell is cast to no effect.

**spell level:** A number from 0 to 9 that indicates the general power of a spell.



**spell-like ability (Sp):** A special ability with effects that resemble those of a spell. In most cases, a spell-like ability works just like the spell of the same name.

**spell preparation:** Part of the spellcasting process for wizards, clerics, paladins, rangers, and druids. Preparing a spell requires careful reading from a spellbook (for wizards) or devout prayers or meditation (for divine spellcasters). The character actually casts the first and lengthiest part of the spell during the preparation phase, leaving only the very end for completion at another time. To use a prepared spell, the character finishes the casting with the appropriate spell components—a few special words, some complex gestures, a specific item, or a combination of the three. A prepared spell is used up once cast and cannot be cast again until the spellcaster prepares it again. Sorcerers and bards need not prepare their spells.

**spell resistance (SR):** A special defensive ability that allows a creature or item to resist the effects of spells and spell-like abilities. Supernatural abilities are not subject to spell resistance. To overcome a creature’s spell resistance, the caster of the spell or spell- like ability must equal or exceed the creature’s spell resistance with a caster level check.

**spell slot:** The “space” in a spellcaster’s mind dedicated to hold- ing a spell of a particular spell level. A spellcaster has enough spell slots to accommodate an entire day’s allotment of spells. Spellcasters who must prepare their spells in advance generally fill their spell slots during the preparation period, though a few slots can be left open for spells prepared later in the day. A spellcaster can always opt to fill a higher-level spell slot with a lower-level spell, if desired.

**spell trigger item:** A magic item (such as a wand) that produces a particular spell effect. Any spellcaster whose class spell list includes a particular spell knows how to use a spell trigger item that duplicates it, regardless of whether the character knows (or could know) that spell at the time. The user must determine what the spell stored in the item is before trying to use it. To activate the item, the user must speak a word, but no gesture or spell finishing is required. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

**spell version:** One of several variations of the same spell. The caster must select the desired version of the spell at the time of casting. *Lesser*

*restoration*, *dispel*

*magic*, and *create un- dead* are examples of spells with multiple versions.

**spellcaster:** A character capable of casting spells.

**splash weapon:** A ranged weapon that splashes on impact, dealing damage to creatures who are

within 5 feet of the spot where it lands as well as to targets it actually hits. Attacks with splash weapons are ranged touch attacks.

**spontaneous casting:** The special ability of a cleric to drop a

prepared spell (but not a domain spell) to gain a *cure* or *inflict* spell of the same level or lower, or of a druid to drop a prepared spell to gain a *summon nature’s ally* spell of the same level or lower. Since the substitution of spells occurs on the spur of the moment, clerics need not prepare their *cure* or *inflict* spells in advance, nor do druids need to prepare their *summon nature’s ally* spells in advance.

**square:** A square on the battle grid. A square is 1 inch on a side and represents a 5-foot-by-5-foot area. The terms “1 square” and “5 feet” are generally interchangeable.

**stable:** Unconscious and having a current hit point total between

–1 and –9, but not dying. A dying character who is stable retains no hit points, but stops losing them at a rate of 1 per round.

**stack:** Combine for a cumulative effect. In most cases, modifiers to a given check or roll stack if they come from different sources and have different descriptors (or no descriptors at all), but do not stack if they have the same descriptors or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus or worst penalty applies. Dodge bonuses and circumstance bonus however, do stack with one another unless otherwise specified. Spell effected that do not stack may overlap, coexist independently, or render one another irrelevant, depending on their exact effects.

**staggered:** Having nonlethal damage exactly equal to current hit points. A staggered character may take a single move action or standard action each round (but not both, nor can she take full- round actions).

**standard action:** The most basic type of action. Common standard actions include making a melee or ranged attack, casting a spell, and using a magic item. In a typical round, a character can take a standard action and a move action, but he can’t take a second standard action in place of his move action.

**Strength (Str):** The ability that measures a character’s muscle and physical power.

**stunned:** A stunned creature drops everything held, can’t take actions, takes a –2 penalty to AC, and loses his

Dexterity bonus to AC (if any).

**subject:** A creature affected by a spell. **subschool:** A category of spells with- in a school of magic. For example,

charm and compulsion are sub- schools within the school of enchantment.

**subtype:** A subdivision of creature type. For exam- ple, humans and elves are both of the humanoid type, but each of those races also constitutes its

own subtype of humanoid.

*Jozan brings a friend back from the dead*

**supernatural ability (Su):** A magical power that produces a particular effect, as opposed to a natural, extraordinary, or spell-like ability. Using a supernatural ability generally does not provoke an attack or opportunity. Supernatural abilities are not subject to dispelling, disruption or spell resistance. However, they do not function in areas where magic is suppressed or negated, such as inside an *antimagic field*.

**suppress:** Cause a magical effect to cease functioning without actually ending it. When the supression ends, the spell effect is returns, provided it has not expired in the meantime.

**surprise:** A special situation that occurs at the beginning of a battle if some (but not all) combatants are unaware of their oppo- nents’ presence. In this case, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), those combatants who started the battle aware of their opponents each take a partial action during the surprise round. Creatures unaware of opponents are flat-footed through the entire surprise round and do not enter the initiative cycle until the first regular combat round.

**take damage:** Be affected by damage (either lethals or nonlethal) from a successful attack. Damage dealt by an opponent does not necessarily equal damage taken, as various special defenses may reduce or negate damage from certain kinds of attacks.

**take 10:** To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a d20 roll). You can’t take 10 if distracted or threatened, such as during combat.

take 20: To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can’t be used if failure carries negative consequences.

**target:** The intended recipient of an attack, spell, supernatural ability, extraordinary ability, or magical effect. If a targeted spell is successful, its recipient is known as the subject of the spell.

**temporary hit points:** Hit points gained for a limited time through certain spells (such as *aid*) and magical effects. When a character with temporary hit points is dealt damage, deduct the damage from temporary hit points first, then deduct any remaining damage (if any) to the character’s actual (nontemporary) hit points. Temporary hit points can cause a character’s hit point total to exceed its normal maximum.

**threat:** A possible critical hit.

**threat range:** All natural die roll results that constitute in a threat when rolled for an attack roll. For most weapons, the threat range is 20, but some weapons have threat ranges of 19–20 or even 18–20. Any attack roll that does not result in a hit is not a threat, whether or not it lies within the weapon’s threat range.

**threaten:** To be able to attack in melee without moving from your current space. A creature typically threatens all squares within its natural reach, even when it is not its turn to take an action. For Medium or Small creature this usually includes all squares adjacent to its space. Larger creatures threaten more squares, while smaller creatures may not threaten any squares except their own.

**threatened square:** A square within an opponent’s reach. Gen- erally, characters threaten all adjacent squares, though reach weapons can alter this range. Certain actions provoke attack of opportunity when taken within a threatened square.

**thrown weapon:** A ranged weapon that a character hurls at an enemy, such as a spear, as opposed to a projectile weapon.

**Tiny:** A Tiny creature is typically between 1 and 2 feet in height or length and weighs between 1 and 8 pounds.

**total concealment:** Attacks against a target with total conceal- ment have a 50% miss chance. Total concealment blocks line of sight. See concealment.

**total cover:** Attacks against a target that has total cover auto- matically fail. Total cover blocks line of sight and line of effect. See cover.

**touch attack:** An attack in which the attacker must connect with an opponent, but does not need to penetrate armor. Touch attacks may be either melee or ranged. The target’s armor bonus, shield bonus, and natural armor bonus (including any enhancement bonuses to those values) do not apply to AC against a touch attack.

**touch spell:** A spell that delivers its effect when the caster touches a target creature or object. Touch spells are delivered to unwilling targets by touch attacks.

**trained:** Having at least 1 rank in a skill. Many skills can be used untrained by making a successful skill check using 0 skill ranks. Others, such as Spellcraft, can be used only by characters who are trained in that skill.

**transitive plane:** A plane of existence often used to travel from one place (or plane) to another. The Astral Plane, the Ethereal Plane, and the Plane of Shadow are all transitive planes.

**turn:** The point in the round at which you take your action(s). On your turn, you may perform one or more actions, as dictated by your current circumstances.

**turn undead:** The supernatural ability to drive off or destroy

undead by channeling positive energy.

**turned:** Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

**turning check:** A roll of 1d20 + Charisma modifier to determine how much positive or negative energy is able to be channeled when attempting to turn or rebuke undead.

**turning damage:** The number of Hit Dice of undead that are turned or rebuked with a particular turning check. Turning damage

= 2d6 + cleric level + Charisma modifier.

**two-handed weapon:** A weapon designed for use in two hands, such as a greatsword. A two-handed weapon is considered to be an object of the same size as its designated wielder (for example, a Medium greatsword is a Medium object).

**type:** See creature type.

**unarmed attack:** A melee attack made with no weapon in hand.

**unarmed strike:** A successful blow, typically dealing nonlethal damage, from a character attacking without weapons. A monk can deal lethal damage with an unarmed strike, but others deal nonlethal damage.

**unconscious:** Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points. A character who is unconscious as a result of having current hit points between –1 and

–9 who becomes stable has a 10% chance every hour to become conscious. A character who is unconscious as a result of having nonlethal damage in excess of current hit points has a 10% chance every minute to wake up and be staggered.

**untrained:** Having no ranks in a skill. Many skills can be used untrained by making a successful skill check using 0 skill ranks and including all other modifiers as normal. Other skills can be used only by characters who are trained in that skill.

**use-activated item:** A magic item that activates upon typical usage for a normal item of its type. For example, a character can activate a potion by drinking it, a magic sword by swinging it, a lens by looking through it, or a cloak by wearing it. Characters do not learn what a use-activated item does just by wearing or using it unless the benefit occurs automatically with use.

**Will save:** A type of saving throw, related to a character’s ability to withstand damage thanks to his mental toughness.

**Wisdom (Wis):** The ability that describes a character’s willpower, common sense, perception, and intuition.

**wizard (Wiz):** A class made up of characters who are schooled in the arcane arts.

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