

Ekron



Pedro Dias Vicente

Introduction

We are in a time with no hope at Arcana.

Arcana is lost in time..,

Men and Kings are hidden in the middle of nowhere.

Faith, belief and conquestness are lost in time too.

Harel lost war after the House Of Flies conquered Arcana, Harel lost His belief in men.

These men took too many years to bring piece to Arcana City.

Harel and their men created a belief and started to wash their Kingdom brains men, women and children with a story about a man.

A Man will born between time and lost in time...

Where is no men belief and faith that will ever will prevail.

Arcana died after two War Era.

These means two war Era were and still the same.

This belief tell a Man born and came from the stars whom will bring a new Arcana. A new life to Arcana after so many years.

When no ones thought Arcana's life is coming or came...

These stories are about a King, the Last King of Arcana. His name is Karlyn.

What is Ekron RPG?

Ekron RPG is a game based on D&D System and d20 System. The environment surrounding the whole story is under and beneath four civilizations crossed through a compass. Which divides the last land of Bathleron.

Imagine a world where magic lies in the past even in the future. After the world of Arcana came to dust, a new era came of a new birth.

The last lands survived and survive are stuck in a multiverse on the top of Arcana.

The environment began before the true Knight and King of all times at Bathleron.

Where the king of all times prophesize the youngest child boy born were his grandson.

Where the lights collide and coexist as a breath thin air.

Everyone in the land came to his birth and announcement.

The game is played through dungeons or landing sites. Depends on the way the Game Master tell the story as background.

How do the adventures end?

It's up to all. By the GM and the players who play it.

The Players

Imagine this road too-long once more than once. Playing by yourself as a poor hero or a higher hero.

Choose how to combat through strikes, magic or spell. And able to play with a meet-up with your friends as a Guild.

Every Game is like a Guild Party. (See Guild chapter)

The players in the game are divided as 4 ways. One is the North, one for the east, one for the south and west.

The player decides the move as the clockwise mode.

This game can be played with 2 players for start. There will be a multiplayer Guild Mode.

Playing the Game

In the Ekron RPG, the Game Master and the other players get together to create an environment to play.

The GM begins with one scenario presented in the Adventure Book or by delivered through my electronic magazine gameplay.

A scenario is one of the starting point to play.

The players need to choose Hero Folders. This means Hero Characters.

Each player roll a die, the highest goes first. Every time has a tie, everyone must make a mugging. For instance re roll the die.

Every time the spawn came is just for only army not the player. The player is the Commander of the game. The Commander cannot be spawned or come to play for a new way of playing the quest. It's forbidden to play the quest as he gave to the players.

To get into the game you need to read only the basic mechanics.

Winning

To win this game, the players must have to win two landing sites of the compass.

Sometimes, can be won as no more players left on the field.

The Dice

The Hero Bag

Game Rules (Using The Dice)

Time in the Game

Basics

The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Stacking

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type 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 and worst penalty applies. Dodge bonuses and circumstance bonuses however, do stack with one another unless otherwise specified.

Modifier Types

Ability Modifier

The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

Alchemical Bonus

An alchemical bonus is granted by the use of a nonmagical, alchemical substance such as antitoxin.

Armor Bonus

An armor bonus applies to Armor Class and is 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. 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.

Circumstance Modifier

A circumstance bonus (or penalty) arises from specific conditional factors impacting 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 source.

Competence Modifier

A competence bonus (or penalty) affects a character's performance of a particular task, as in the case of the bardic ability to inspire competence. Such a bonus may apply on 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.

Deflection Bonus

A deflection bonus affects Armor Class and is 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.

Dodge Bonus

A dodge bonus improves 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 character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

Enhancement Bonus

An enhancement bonus 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.

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.

Luck Modifier

A luck modifier represents good (or bad) fortune. Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.

Morale Modifier

A morale bonus represents the effects of greater hope, courage, and determination (or hopelessness, cowardice, and despair in the case of a morale penalty). 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 morale bonuses.

Natural Armor Bonus

A natural armor bonus improves Armor Class resulting from a creature's naturally tough hide. Natural armor 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.

Profane Modifier

A profane bonus (or penalty) stems from the power of evil. Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.

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.

Resistance Bonus

A resistance bonus affects saving throws, providing extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.

Sacred Modifier

A sacred bonus (or penalty) stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.

Shield Bonus

A shield bonus improves Armor Class and is 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.

Size Modifier

A size bonus or penalty is 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.

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

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

Multiplying

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

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).

Table: Ability Modifiers and Bonus Spells
Bonus Spells (by Spell Level)

Score	Modifier	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5	Can't cast spells tied to this ability									
2-3	-4	Can't cast spells tied to this ability									
4-5	-3	Can't cast spells tied to this ability									
6-7	-2	Can't cast spells tied to this ability									
8-9	-1	Can't cast spells tied to this ability									
10-11	0	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—

14-15	+2	—	1	1	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—
28-29	+9	—	3	2	2	2	2	1	1	1	1
30-31	+10	—	3	3	2	2	2	2	1	1	1
32-33	+11	—	3	3	3	2	2	2	2	1	1
34-35	+12	—	3	3	3	3	2	2	2	2	1
36-37	+13	—	4	3	3	3	3	2	2	2	2
38-39	+14	—	4	4	3	3	3	3	2	2	2
40-41	+15	—	4	4	4	3	3	3	3	2	2
42-43	+16	—	4	4	4	4	3	3	3	3	2
44-45	+17	—	5	4	4	4	4	3	3	3	3

etc. . .

Ability Scores

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Abilities And Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for

sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level.

The Abilities

Each ability partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is $10 + \text{the spell's level}$.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

Races:

Favored Class

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

Race And Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy

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

Class-Related Languages:

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

Cleric

Abyssal, Celestial, Infernal.

Druid

Sylvan.

Wizard

Draconic.

Small Characters

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

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

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

Humans

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.

- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

Dwarves

Also see the Dwarf monster listing.

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Elves

Also see the Elf monster listing.

- +2 Dexterity, -2 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

Gnomes

Also see the Gnome monster listing.

- +2 Constitution, -2 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.

- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the speak with animals spell description.
- Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

Half-Elves

Also see the Half-Elf monster listing.

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

Half-Orcs

Also see the Half-Orc monster listing.

- +2 Strength, -2 Intelligence, -2 Charisma.
A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.
- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

Halflings

Also see the Halfling monster listing.

- +2 Dexterity, -2 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

Skills

Skills Summary

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get $\frac{1}{2}$ rank per skill point.

Your maximum rank in a class skill is your character level + 3.

Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

Using Skills

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

This roll works just like an attack roll or a saving throw— the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

Skill Ranks

A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier

The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers

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

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character $\frac{1}{2}$ rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two $\frac{1}{2}$ ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

Using Skills

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

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

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

Skill Checks

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

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

Difficulty Class

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

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Opposed Checks

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

Table: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
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1. An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

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

Trying Again

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

Untrained **Skill Checks**

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

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

Favorable And Unfavorable Conditions

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

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

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

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

Time And **Skill Checks**

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

Checks Without Rolls

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

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20

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

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

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

Ability Checks and Caster Level Checks

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Attempts

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

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable

conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

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

See also: Aid Another in Combat

Table: Skill Synergies

5 or more ranks in...	Gives a +2 bonus on...
Bluff	Diplomacy checks
Bluff	Disguise checks to act in character
Bluff	Intimidate checks
Bluff	Sleight Of Hand checks
Craft	related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks
Handle Animal	wild empathy checks
Jump	Tumble checks
Knowledge (arcana)	Spellcraft checks
(architecture and engineering)	Search checks involving secret doors and similar compartments
(dungeoneering)	Survival checks when underground
(geography)	Survival checks to keep from getting lost or for avoiding hazards
(history)	bardic knowledge checks

(local)	Gather Information checks
(nature)	Survival checks in aboveground natural environments
(nobility and royalty)	Diplomacy checks
(religion)	checks to turn or rebuke undead
(the planes)	Survival checks when on other planes
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance checks
Tumble	Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Rope	Climb checks involving climbing ropes
Use Rope	Escape Artist checks involving ropes

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

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

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

Feats

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

Types Of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

Fighter Bonus Feats

Any feat designated as a fighter feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

Fighter bonus feats include:

- Blind-Fight
- Combat Expertise
 - Improved Disarm
 - Improved Feint
 - Improved Trip
 - Whirlwind Attack
- Combat Reflexes
- Dodge
 - Mobility
 - Spring Attack
- Exotic Weapon Proficiency
- Improved Critical
 - Improved Initiative
 - Improved Shield Bash
 - Improved Unarmed Strike
 - Deflect Arrows
 - Improved Grapple
 - Snatch Arrows
 - Stunning Fist
- Mounted Combat
 - Mounted Archery

- Ride-By Attack
 - Spirited Charge
- Trample
- Point Blank Shot
 - Far Shot
 - Precise Shot
 - Rapid Shot
 - Manyshot
 - Shot On The Run
 - Improved Precise Shot
- Power Attack
 - Cleave
 - Great Cleave
 - Improved Bull Rush
 - Improved Overrun
- Improved Sunder
- Quick Draw
- Rapid Reload
- Two-Weapon Fighting
 - Two-Weapon Defense
 - Improved Two-Weapon Fighting
 - Greater Two-Weapon Fighting
- Weapon Finesse
- Weapon Focus
 - Weapon Specialization
 - Greater Weapon Focus
- Greater Weapon Specialization

Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost

Experience that the spellcaster would normally keep is expended when making a magic item. The XP cost equals $\frac{1}{25}$ of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost

The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time

The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost

Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level × caster level × 25 gp.

Potions: Base price = spell level × caster level × 50 gp.

Wands: Base price = spell level × caster level × 750 gp.

A 0-level spell is considered to have a spell level of $\frac{1}{2}$ for the purpose of this calculation.

Extra Costs

Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item.

For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions.

Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

Wizards and Divine Spellcasters

Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Sorcerers and Bards

Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters,

the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 standard action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats

A cleric spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell

In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell

A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells

With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells

Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type Of Feat]

Prerequisite

A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit

What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

Normal

What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special

Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic [General]

Benefit

You get a +2 bonus on all Jump checks and Tumble checks.

Agile [General]

Benefit

You get a +2 bonus on all Balance checks and Escape Artist checks.

Alertness [General]

Benefit

You get a +2 bonus on all Listen checks and Spot checks.

Special

The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Animal Affinity [General]

Benefit

You get a +2 bonus on all Handle Animal checks and Ride checks.

Armor Proficiency (Heavy) [General]

Prerequisites

Armor Proficiency (light), Armor Proficiency (medium).

Benefit

See Armor Proficiency (light).

Normal

See Armor Proficiency (light).

Special

Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [General]

Benefit

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal

A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special

All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [General]

Prerequisite

Armor Proficiency (light).

Benefit

See Armor Proficiency (light).

Normal

See Armor Proficiency (light).

Special

Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Athletic [General]

Benefit

You get a +2 bonus on all Climb checks and Swim checks.

Augment Summoning [General]

Prerequisite

Spell Focus (conjuration).

Benefit

Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Blind-Fight [General]

Benefit

In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal

Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special

The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

A fighter may select Blind-Fight as one of his fighter bonus feats.

Brew Potion [Item Creation]

Prerequisite

Caster level 3rd.

Benefit

You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level \times its caster level \times 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

Cleave [General]

Prerequisites

Str 13, Power Attack.

Benefit

If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Special

A fighter may select Cleave as one of his fighter bonus feats.

Combat Casting [General]

Benefit

You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Expertise [General]

Prerequisite

Int 13.

Benefit

When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal

A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special

A fighter may select Combat Expertise as one of his fighter bonus feats.

Combat Reflexes [General]

Benefit

You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal

A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special

The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats.

A monk may select Combat Reflexes as a bonus feat at 2nd level.

Craft Magic Arms And Armor [Item Creation]

Prerequisite

Caster level 5th.

Benefit

You can create any magic weapon, armor, or shield whose prerequisites you meet.

Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Craft Rod [Item Creation]

Prerequisite

Caster level 9th.

Benefit

You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

Prerequisite

Caster level 12th.

Benefit

You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Wand [Item Creation]

Prerequisite

Caster level 5th.

Benefit

You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level \times the spell level \times 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation]

Prerequisite

Caster level 3rd.

Benefit

You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Deceitful [General]

Benefit

You get a +2 bonus on all Disguise checks and Forgery checks.

Deflect Arrows [General]

Prerequisites

Dex 13, Improved Unarmed Strike.

Benefit

You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special

A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats.

Deft Hands [General]

Benefit

You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

Diehard [General]

Prerequisite

Endurance.

Benefit

When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal

A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Diligent [General]

Benefit

You get a +2 bonus on all Appraise checks and Decipher Script checks.

Dodge [General]

Prerequisite

Dex 13.

Benefit

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special

A fighter may select Dodge as one of his fighter bonus feats.

Empower Spell [Metamagic]

Benefit

All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Endurance [General]

Benefit

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal

A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special

A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

Enlarge Spell [Metamagic]

Benefit

You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Eschew Materials [General]

Benefit

You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

Exotic Weapon Proficiency [General]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite

Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit

You make attack rolls with the weapon normally.

Normal

A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Special

You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats.

Extend Spell [Metamagic]

Benefit

An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning [General]

Prerequisite

Ability to turn or rebuke creatures.

Benefit

Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal

Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special

You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

Far Shot [General]

Prerequisite

Point Blank Shot.

Benefit

When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by $1\frac{1}{2}$). When you use a thrown weapon, its range increment is doubled.

Special

A fighter may select Far Shot as one of his fighter bonus feats.

Forge Ring [Item Creation]

Prerequisite

Caster level 12th.

Benefit

You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend $1/25$ of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Great Cleave [General]

Prerequisites

Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit

This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special

A fighter may select Great Cleave as one of his fighter bonus feats.

Great Fortitude [General]

Benefit

You get a +2 bonus on all Fortitude saving throws.

Greater Spell Focus [General]

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

Benefit

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Spell Penetration [General]

Prerequisite

Spell Penetration.

Benefit

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Greater Two-Weapon Fighting [General]

Prerequisites

Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit

You get a third attack with your off-hand weapon, albeit at a -10 penalty. See the Two-Weapon Fighting special attack.

Special

A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Greater Weapon Focus [General]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites

Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit

You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special

You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

Greater Weapon Specialization [General]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites

Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit

You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special

You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats.

Heighten Spell [Metamagic]

Benefit

A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Improved Bull Rush [General]

Prerequisites

Str 13, Power Attack.

Benefit

When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special

A fighter may select Improved Bull Rush as one of his fighter bonus feats.

Improved Counterspell [General]

Benefit

When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal

Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Critical [General]

Choose one type of weapon.

Prerequisite

Proficient with weapon, base attack bonus +8.

Benefit

When using the weapon you selected, your threat range is doubled.

Special

You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

Improved Disarm [General]

Prerequisites

Int 13, Combat Expertise.

Benefit

You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal

See the normal disarm rules.

Special

A fighter may select Improved Disarm as one of his fighter bonus feats.

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

Table: Improved Familiar by Alignment

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Table: Improved Familiar by Master's Type/Subtype

Familiar	Master's Type/Subtype	Arcane Spellcaster Level
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1. Or other celestial animal from the standard familiar list.
2. Or other fiendish animal from the standard familiar list.
3. The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

Celestial hawk ¹	Good	3rd
Fiendish Tiny viper snake ²	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus ³	Undead	7th
Ice mephit	Cold	7th

Improved Familiar [General]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

Prerequisites

Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit

When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in Table: Improved Familiar by Alignment presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown in Table: Improved Familiar by Type/Subtype.

Improved Feint [General]

Prerequisites

Int 13, Combat Expertise.

Benefit

You can make a Bluff check to feint in combat as a move action.

Normal

Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats.

Improved Grapple [General]

Prerequisites

Dex 13, Improved Unarmed Strike.

Benefit

You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal

Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special

A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

Improved Initiative [General]

Benefit

You get a +4 bonus on initiative checks.

Special

A fighter may select Improved Initiative as one of his fighter bonus feats.

Improved Overrun [General]

Prerequisites

Str 13, Power Attack.

Benefit

When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal

Without this feat, the target of an overrun can choose to avoid you or to block you.

Special

A fighter may select Improved Overrun as one of his fighter bonus feats.

Improved Precise Shot [General]

Prerequisites

Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit

Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal

See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special

A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Shield Bash [General]

Prerequisite

Shield Proficiency.

Benefit

When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal

Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special

A fighter may select Improved Shield Bash as one of his fighter bonus feats.

Improved Sunder [General]

Prerequisites

Str 13, Power Attack.

Benefit

When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal

Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special

A fighter may select Improved Sunder as one of his fighter bonus feats.

Improved Trip [General]

Prerequisites

Int 13, Combat Expertise.

Benefit

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal

Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special

At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats.

Improved Turning [General]

Prerequisite

Ability to turn or rebuke creatures.

Benefit

You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

Improved Two-Weapon Fighting [General]

Prerequisites

Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty. See the Two-Weapon Fighting special attack.

Normal

Without this feat, you can only get a single extra attack with an off-hand weapon.

Special

A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Unarmed Strike [General]

Benefit

You are considered to be armed even when unarmed —that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal

Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special

A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats.

Investigator [General]

Benefit

You get a +2 bonus on all Gather Information checks and Search checks.

Iron Will [General]

Benefit

You get a +2 bonus on all Will saving throws.

Table: Leadership
Number of Followers by Level

Leadership Score	Cohort Level	1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1

24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Table: Reputation

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Table: Attracting Cohorts

The Leader...	Modifier
* Cumulative per cohort killed.	
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

Table: Attracting Followers

The Leader...	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1

Leadership [General]

Prerequisite

Character level 6th.

Benefits

Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Score

A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level

The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level

The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Leadership Modifiers

Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score, see Table: Reputation.

Other modifiers may apply when the character tries to attract a cohort, see Table: Attracting Cohorts.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the modifiers that apply on Table: Attracting Followers.

Lightning Reflexes [General]

Benefit

You get a +2 bonus on all Reflex saving throws.

Magical Aptitude [General]

Benefit

You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Manyshot [General]

Prerequisites

Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit

As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special

Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Martial Weapon Proficiency [General]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit

You make attack rolls with the selected weapon normally.

Normal

When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special

Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

Maximize Spell [Metamagic]

Benefit

All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mobility [General]

Prerequisites

Dex 13, Dodge.

Benefit

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Special

A fighter may select Mobility as one of his fighter bonus feats.

Mounted Archery [General]

Prerequisites

Ride 1 rank, Mounted Combat.

Benefit

The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Special

A fighter may select Mounted Archery as one of his fighter bonus feats.

Mounted Combat [General]

Prerequisite

Ride 1 rank.

Benefit

Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Special

A fighter may select Mounted Combat as one of his fighter bonus feats.

Natural Spell [General]

Prerequisites

Wis 13, wild shape ability.

Benefit

You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Negotiator [General]

Benefit

You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

Nimble Fingers [General]

Benefit

You get a +2 bonus on all Disable Device checks and Open Lock checks.

Persuasive [General]

Benefit

You get a +2 bonus on all Bluff checks and Intimidate checks.

Point Blank Shot [General]

Benefit

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special

A fighter may select Point Blank Shot as one of his fighter bonus feats.

Power Attack [General]

Prerequisite

Str 13.

Benefit

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special

If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

A fighter may select Power Attack as one of his fighter bonus feats.

Precise Shot [General]

Prerequisite

Point Blank Shot.

Benefit

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Special

A fighter may select Precise Shot as one of his fighter bonus feats.

Quick Draw [General]

Prerequisite

Base attack bonus +1.

Benefit

You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal

Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Special

A fighter may select Quick Draw as one of his fighter bonus feats.

Quicken Spell [Metamagic]

Benefit

Casting a quickened spell is an swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special

This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

Rapid Reload [General]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite

Weapon Proficiency (crossbow type chosen).

Benefit

The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal

A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special

You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats.

Rapid Shot [General]

Prerequisites

Dex 13, Point Blank Shot.

Benefit

You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Special

A fighter may select Rapid Shot as one of his fighter bonus feats.

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Ride-By Attack [General]

Prerequisites

Ride 1 rank, Mounted Combat.

Benefit

When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special

A fighter may select Ride-By Attack as one of his fighter bonus feats.

Run [General]

Benefit

When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal

You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Scribe Scroll [Item Creation]

Prerequisite

Caster level 1st.

Benefit

You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Self-Sufficient [General]

Benefit

You get a +2 bonus on all Heal checks and Survival checks.

Shield Proficiency [General]

Benefit

You can use a shield and take only the standard penalties.

Normal

When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special

Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

Shot On The Run [General]

Prerequisites

Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit

When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special

A fighter may select Shot on the Run as one of his fighter bonus feats.

Silent Spell [Metamagic]

Benefit

A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special

Bard spells cannot be enhanced by this metamagic feat.

Simple Weapon Proficiency [General]

Benefit

You make attack rolls with simple weapons normally.

Normal

When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special

All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus [General]

Choose a skill.

Benefit

You get a +3 bonus on all checks involving that skill.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Snatch Arrows [General]

Prerequisites

Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit

When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special

A fighter may select Snatch Arrows as one of his fighter bonus feats.

Spell Focus [General]

Choose a school of magic.

Benefit

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Mastery [Special]

Prerequisite

Wizard level 1st.

Benefit

Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal

Without this feat, you must use a spellbook to prepare all your spells, except read magic.

Spell Penetration [General]

Benefit

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spirited Charge [General]

Prerequisites

Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit

When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special

A fighter may select Spirited Charge as one of his fighter bonus feats.

Spring Attack [General]

Prerequisites

Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit

When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special

A fighter may select Spring Attack as one of his fighter bonus feats.

Stealthy [General]

Benefit

You get a +2 bonus on all Hide checks and Move Silently checks.

Still Spell [Metamagic]

Benefit

A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Stunning Fist [General]

Prerequisites

Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit

You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + $\frac{1}{2}$ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special

A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

Toughness [General]

Benefit

You gain +3 hit points.

Special

A character may gain this feat multiple times. Its effects stack.

Tower Shield Proficiency [General]

Prerequisite

Shield Proficiency.

Benefit

You can use a tower shield and suffer only the standard penalties.

Normal

A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special

Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Table: Track DC Modifiers

Condition	Survival DC Modifier
<ol style="list-style-type: none"> For a group of mixed sizes, apply only the modifier for the largest size category. Apply only the largest modifier from this category. 	
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1

Condition	Survival DC Modifier
Fresh snow cover since the trail was made	+10
Poor visibility ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

Track [General]

Benefit

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on Table: Track DC.

Very Soft Ground

Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground

Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground

Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground

Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on Table: Track DC Modifiers.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal

Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special

A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a pass without trace spell.

Trample [General]

Prerequisites

Ride 1 rank, Mounted Combat.

Benefit

When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special

A fighter may select Trample as one of his fighter bonus feats.

Two-Weapon Defense [General]

Prerequisites

Dex 15, Two-Weapon Fighting.

Benefit

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. See the Two-Weapon Fighting special attack.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special

A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

Two-Weapon Fighting [General]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite

Dex 15.

Benefit

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See the Two-Weapon Fighting special attack.

Normal

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special

A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.

Weapon Finesse [General]

Prerequisite

Base attack bonus +1.

Benefit

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special

A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

Weapon Focus [General]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites

Proficiency with selected weapon, base attack bonus +1.

Benefit

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Focus as one of his fighter bonus feats. He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

Weapon Specialization [General]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites

Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Specialization as one of his fighter bonus feats.

Whirlwind Attack [General]

Prerequisites

Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit

When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Special

A fighter may select Whirlwind Attack as one of his fighter bonus feats.

Widen Spell [Metamagic]

Benefit

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

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

Ekron variant classes

Variant Character Classes

This section presents sixteen variant versions of the standard character classes, along with several additional variants created by swapping one or more class features for features of other classes.

Each fully detailed variant has entries for one or more of the following topics. If an entry does not appear, use the material for the standard class.

Alignment

Changes to the class's alignment restrictions.

Hit Die

Changes to the class's Hit Die.

Base Attack Bonus

If the class uses a different base attack bonus, this entry gives the column to use (good, average, or poor).

Base Save Bonuses

If the class has a different mix of good and poor saves, this entry gives the appropriate column for each save.

Class Skills

Additions or subtractions from the class skill list, and/or changes in the number of skill points gained per level.

Class Features

Changes, additions, or subtractions to the class's special features, including spellcasting.

Multiclassing And Variant Classes

Multiclassing between variants of the same class is a tricky subject. In cases where a single class offers a variety of paths (such as the totem barbarian or the monk fighting styles), the easiest solution is simply to bar multiclassing between different versions of the same class (just as a character can't multiclass between different versions of specialist wizards). For variants that are wholly separate from the character class—such as the bardic sage or the urban ranger—multiclassing, even into multiple variants of the same class, is probably okay. Identical class features should stack if gained from multiple versions of the same class (except for spellcasting, which is always separate).

In any case, only the first version of a favored class is treated as favored; a halfling rogue/wizard who later begins gaining levels in the wilderness rogue variant class can't treat both the rogue and wilderness rogue classes as favored, only the class gained first (in this case, rogue). Under no circumstances does spellcasting ability from multiple classes (even variants of the same class) stack. A character with levels of bard and levels of bardic sage

has two separate caster levels and two separate sets of spells per day, even though the classes are very similar.

Barbarian Variant: Totem Barbarian

In a barbarian-heavy campaign, you can increase the variation between barbarian characters if each barbarian tribe dedicates itself to a different totem creature, such as the bear or the jaguar. The choice of a totem must be taken at 1st level, and cannot be changed later except under extreme circumstances (such as the barbarian being adopted by another tribe).

If you use this variant, the barbarian loses one or more of the following standard class features: fast movement, uncanny dodge, trap sense, and improved uncanny dodge. In place of these abilities, the barbarian gains class features as determined by his totem. All totems do not necessarily grant abilities at the same levels, nor do they all grant the same number of abilities. These class features are extraordinary abilities unless otherwise indicated.

The list of totems discussed here is by no means exhaustive. If you prefer to use other totems, you can either substitute the totem name for that of a similar creature (such as changing the Lion Totem to the Tiger Totem) or create a new set of totem abilities, using the information here as a guide.

Ape Totem Class Features

A barbarian dedicated to the ape totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, an ape-totem barbarian gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval). For instance, a human, elf, half-elf, or half-orc ape-totem barbarian has a climb speed of 15 feet, while a dwarf, gnome, or halfling ape-totem barbarian has a climb speed of 10 feet.
- At 2nd level, an ape-totem barbarian gains a +2 bonus on Intimidate checks.
- A 3rd level ape-totem barbarian gains Power Attack as a bonus feat.
- At 5th level, an ape-totem barbarian's climb speed equals his base land speed.

Bear Totem Class Features

A barbarian dedicated to the bear totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level bear-totem barbarian gains Toughness as a bonus feat.
- At 2nd level, a bear-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 3rd-level bear-totem barbarian gains Great Fortitude as a bonus feat.
- Beginning at 5th level, a bear-totem barbarian gains a +4 bonus on grapple checks when raging.

Boar Totem Class Features

A barbarian dedicated to the boar totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- When raging, a 1st-level boar-totem barbarian is treated as having the Diehard feat, even if he doesn't meet the normal prerequisites.
- At 3rd level and higher, a boar-totem barbarian's rage lasts for 2 rounds longer than normal.
- Beginning at 7th level, a boar-totem barbarian's damage reduction is 1 point higher than the normal value. Thus, at 7th level, a boar-totem barbarian's damage reduction is 2/-, and it rises by 1 point every three levels thereafter.

Dragon Totem Class Features

A barbarian dedicated to the dragon totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level dragon-totem barbarian gains Blind-Fight as a bonus feat.
- At 2nd level, a dragon-totem barbarian gains a +2 bonus on saves against paralysis and sleep effects.
- At 5th level, a dragon-totem barbarian gains the frightful presence ability. The save DC is equal to 10 + 1/2 barbarian level + barbarian's Cha modifier.

Eagle Totem Class Features

A barbarian dedicated to the eagle totem does not gain the standard fast movement and trap sense barbarian class features, and instead gains the following abilities.

- At 1st level, an eagle-totem barbarian's keen vision grants him a +2 bonus on Spot checks.
- An eagle-totem barbarian gains Lightning Reflexes as a bonus feat at 3rd level.

Horse Totem Class Features

A barbarian dedicated to the horse totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 2nd level, a horse-totem barbarian gains Run as a bonus feat.
- A 3rd-level horse-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to horses and a +2 bonus on Ride checks made to ride a horse.
- At 5th level, a horse-totem barbarian gains Endurance as a bonus feat.

Jaguar Totem Class Features

A barbarian dedicated to the jaguar totem represents the "standard" barbarian and gains the standard barbarian class features.

Lion Totem Class Features

A barbarian dedicated to the lion totem does not gain the standard fast movement, uncanny dodge, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a lion-totem barbarian gains Run as a bonus feat.
- A 2nd-level lion-totem barbarian gains a +2 bonus on Hide checks.
- A 5th-level lion-totem barbarian gains a +2 bonus on damage rolls whenever he charges.

Serpent Totem Class Features

A barbarian dedicated to the serpent totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a serpent-totem barbarian gains a +2 bonus on Fortitude saves against poison.
- A 2nd-level serpent-totem barbarian gains a +2 bonus on Move Silently checks.
- At 3rd level, a serpent-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A serpent-totem barbarian gains Improved Initiative as a bonus feat at 5th level.

Wolf Totem Class Features

A barbarian dedicated to the wolf totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 2nd-level wolf-totem barbarian gains Improved Trip as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 5th-level wolf-totem barbarian gains Track as a bonus feat.

Bard Variant: Bardic Sage

The bardic sage focuses his efforts on learning, research, and the power of knowledge.

Alignment

The bardic sage must be neutral good, neutral, or neutral evil. The true pursuit of knowledge cares little for ethical extremes. A bardic sage who becomes chaotic or lawful cannot progress in levels as a bardic sage, though he retains all his bardic sage abilities.

Base Save Bonuses

The bardic sage has good will saves, but has poor Fortitude and Reflex saves.

Class Features

The bardic sage has all the standard bard class features, except as noted below.

Spellcasting

A bardic sage learns and casts spells as a normal bard, with a few exceptions. In addition to the normal number of spells known, a bardic sage knows one divination spell of each spell level he is capable of casting. For example, a 1st-level bardic sage knows four 0-level bard spells plus one 0-level bard spell of the divination school (such as detect magic, know direction, or read magic). The bardic sage's number of spells per day does not change.

To learn or cast a spell, a bardic sage must have an Intelligence score (not Charisma score) equal to at least 10 + the spell level. All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score. Add the following spells to the bardic sage's class spell list: 1st—detect chaos/evil/good/law; 2nd—zone of truth; 3rd—arcane sight; 4th—analyze dweomer (lowered from 6th), sending; 5th—contact other plane, greater scrying (lowered from 6th); 6th—true seeing, vision.

Bardic Knowledge

A bardic sage gains a +2 bonus on all bardic knowledge checks.

Bardic Music

A bardic sage's powers of inspiration are not as persistent as those of a traditional bard. His ability to inspire courage, inspire greatness, or inspire heroics lasts only 3 rounds after the ally can no longer hear the bardic sage sing, rather than the normal 5 rounds.

Bard Variant: Divine Bard

Not all bards are arcanists; some derive their special powers from a divine tradition. In many primitive cultures, the divine bard takes the place of the cleric or the adept as the guide of the people's religious beliefs.

Class Features

The divine bard has all the standard bard class features, except as noted below.

Spellcasting

A divine bard learns and casts spells as a normal bard, with some minor exceptions. A divine bard's spells are divine spells, not arcane spells.

To learn or cast a spell, a divine bard must have a Wisdom score (not Charisma score) equal to at least 10 + the spell level. All other Spellcasting factors, including bonus spells and save DCs, are still determined using the divine bard's Charisma score.

Like druids, paladins, and rangers, divine bards need not designate a specific deity as the source of their spells. However, a divine bard can't cast spells of an alignment that doesn't match his. Thus, divine bards cannot cast lawful spells (since bards can't be lawful). Neutral divine bards can't cast any spells associated with an alignment (and are thus relatively rare).

Add the following spells to the divine bard's class spell list: 0—create water, cure minor wounds; 1st—detect evil/good/law, protection from evil/good/law; 2nd—consecrate, desecrate, gentle repose; 3rd—magic circle against evil/good/law, prayer; 4th—remove

disease, speak with dead, sending; 5th—divination, restoration; 6th—commune, hallow, unhallow, raise dead.

Bard Variant: Savage Bard

The savage bard is a warrior at heart, though his arcane powers strike fear into the enemies of his tribe. Savage bards often multi-class as barbarians to improve their combat prowess.

Alignment

A savage bard must be chaotic in alignment. A savage bard who becomes nonchaotic cannot progress in levels as a bard, though he retains all his bard abilities.

Base Save Bonuses

A savage bard has good Fortitude and Will saves, but has poor Reflex saves.

Class Skills

A savage bard loses Decipher Script and Speak Language as class skills. He adds Survival to his list of class skills.

Class Features

The savage bard has all the standard bard class features, except as noted below.

Illiteracy

A savage bard is illiterate, just as a barbarian is. An illiterate savage bard cannot use or scribe scrolls.

Spellcasting

Remove the following spells from the savage bard's class spell list: calm emotions, comprehend languages, detect secret doors, erase, prestidigitation, read magic, sepia snake sigil, summon monster (I through VI).

Add the following spells to the savage bard's class spell list: 1st—calm animals, detect snares and pits, endure elements, summon nature's ally I; 2nd—bull's strength, pass without trace, summon nature's ally II; 3rd—snare, summon nature's ally III; 4th—insect plague, summon nature's ally IV; 5th—commune with nature, summon nature's ally V; 6th—creeping doom, reincarnate, summon nature's ally VI.

Cleric Variant: Cloistered Cleric

The cloistered cleric spends more time than other clerics in study and prayer and less in martial training. He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge).

Most cloistered clerics are nonchaotic, since they believe that a disciplined lifestyle lends itself better to learning.

Hit Die

The cloistered cleric uses a d6 for his Hit Die (and has hit points at 1st level equal to 6 + Con modifier).

Base Attack Bonus

The cloistered cleric's lack of martial training means that he uses the poor base attack bonus.

Class Skills

The cloistered cleric's class skill list includes Decipher Script, Speak Language, and all Knowledge skills (from the Knowledge domain, see below). The cloistered cleric gains skill points per level equal to 6 + Int modifier (and has this number x4 at 1st level).

Class Features

The cloistered cleric has all the standard cleric class features, except as noted below.

Weapon and Armor Proficiency

Cloistered clerics are proficient with simple weapons and with light armor.

Lore (Ex)

Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. This ability is identical to the bard's bardic knowledge class feature, using the cloistered cleric's class level in place of the bard level.

Deity, Domains, and Domain Spells

Most cloistered clerics worship deities associated with knowledge and learning.

In addition to any domains selected from his deity's list, a cloistered cleric automatically gains the Knowledge domain as a bonus domain (even if the Knowledge domain is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or from one of his two regular domains.

Spellcasting

Add the following spells to the cloistered cleric's class spell list: 0—message; 1st—erase, identify, unseen servant; 2nd—fox's cunning; 3rd—illusory script, secret page, tongues (reduced from 4th level); 4th—detect scrying; 6th—analyze dweomer; 7th—sequester; 9th—vision.

Druid Variant: Druidic Avenger

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world. This comes at a price, however, since the avenger must give up some of her own sensitivity to nature.

Class Skills

Add Intimidate to the avenger's list of class skills. Eliminate Diplomacy from the avenger's list of class skills.

Class Features

The druidic avenger has all the standard druid class features, except as noted below.

Animal Companion

An avenger does not gain the service of an animal companion.

Fast Movement (Ex)

A druidic avenger's base land speed is faster than the norm for her race by 10 feet. This ability is identical to the barbarian ability of the same name.

Rage (Ex)

An avenger can enter a furious rage, identical to that of a barbarian. An avenger can use this ability once per day at 1st level, and one additional time per day for every five levels above 1st.

An avenger does not gain the greater rage, indomitable will, or mighty rage abilities.

Spontaneous Casting

An avenger cannot channel stored spell energy into summoning spells.

Tireless Rage (Ex)

At 17th level and higher, an avenger no longer becomes fatigued at the end of her rage.

Wild Empathy

A druidic avenger takes a -4 penalty on wild empathy checks.

Fighter Variant: Thug

The thug is a street fighter, a survivor who learns to mix brute force with a bit of craftiness. He has most of the fighter's strengths, along with some additional skills to help keep him alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

Most thugs are nonlawful, though sometimes gangs of thugs with a lawful streak band together.

Class Skills

Add the following skills to the fighter's class skill list: Bluff, Gather Information, Knowledge (local), and Sleight of Hand. The thug gains skill points per level equal to 4 + Int modifier (and has this number x4 at 1st level).

Class Features

The thug has all the standard fighter class features, except as noted below.

Weapon and Armor Proficiency

Thugs are proficient with all simple and martial weapons and with light armor.

Bonus Feats

A thug doesn't gain the normal fighter bonus feat at 1st level. Also, add Urban Tracking to the list of fighter bonus feats available to the thug.

Monk Variant: Fighting Styles

In literature and lore, the combat styles and aptitudes of a monk depend greatly on where (or by whom) she was trained. The standard monk, however, presents only a relatively limited variety of options to personalize your monk.

A 1st-level monk (regardless of character level) may select one of the fighting styles described below. By selecting one of these fighting styles, she dictates which bonus feats she gains at 1st, 2nd, and 6th level (when a standard monk normally gains one of two bonus feats). In addition, at 1st level she gets a +2 bonus on checks involving a skill of her selection (in exchange for the freedom of choice she gives up by preselecting her bonus feats). Finally, she gains a bonus ability at 6th level if she has met the listed prerequisites by that time. If the character hasn't yet met the prerequisites, she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.

These fighting styles serve a variety of purposes in a campaign. Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students. Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training. Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past.

A monk can abandon her fighting style by selecting a different bonus feat at 2nd or 6th level; however, if she does so, she loses the bonus on skill checks gained at 1st level and never gains the bonus ability of the fighting style (even if she meets the prerequisites).

Cobra Strike

Monks of the Cobra Strike School specialize in agility and defense. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

1st-Level Skill
Bonus: Escape Artist.

1st-Level Feat: Dodge

2nd-Level Feat: Mobility.

6th-Level Feat: Spring Attack.

6th-Level Bonus Ability: The dodge bonus to Armor Class granted by your Dodge feat increases to +2.

Prerequisites: Balance 4 ranks, Escape Artist 9 ranks.

Denying Stance

The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.

1st-Level Skill Bonus: Tumble.

1st-Level Feat: Improved Grapple.

2nd-Level Feat: Combat Reflexes.

6th-Level Feat: Improved Disarm.

6th-Level Bonus Ability: When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on grapple checks and disarm attempts.

Prerequisites: Tumble 9 ranks, Combat Expertise.

Hand and Foot

Students of the Hand and Foot style learn to use their appendages for both offense and defense.

1st-Level Skill Bonus: Balance.

1st-Level Feat: Stunning Fist.

2nd-Level Feat: Deflect Arrows.

6th-Level Feat: Improved Trip.

6th-Level Bonus Ability: You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.

Prerequisites: Balance 9 ranks, Tumble 4 ranks.

Invisible Eye

Monks of the Invisible Eye rely on their senses, particularly hearing, to aid them in combat.

1st-Level Skill Listen.
Bonus:

1st-Level Feat: Combat Reflexes.

2nd-Level Lightning Reflexes.
Feat:

6th-Level Feat: Blind-Fight.

6th-Level When unarmed and fighting defensively, using
Bonus Ability: Combat Expertise, or using the total defense
action, increase the dodge bonus to Armor
Class that you gain from using that tactic by 1.

Prerequisites: Listen 9 ranks, Agile.

Overwhelming Attack

A monk trained in the Overwhelming Attack style always presses the advantage, preferring a showy display of all-out offense to any form of defense.

1st-Level skill Intimidate.
Bonus:

1st-Level Feat: Power Attack.

2nd-Level Improved Bull Rush.
Feat:

6th-Level Feat: Improved Overrun.

6th-Level If you have used Intimidate to demoralize your
Bonus Ability: opponent at any time within the previous 10
rounds, you gain a +4 bonus on Strength checks
made to bull rush or overrun that opponent.

Prerequisites: Intimidate 4 ranks, Perform (dance) 4 ranks.

Passive Way

The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

1st-Level Skill Bluff.

Bonus:

1st-Level Feat: Combat Expertise.

2nd-Level Feat: Improved Trip.

6th-Level Feat: Improved Feint.

6th-Level Bonus Ability: You gain a +4 bonus on Strength checks made to trip an opponent who is denied his Dexterity bonus to Armor Class.

Prerequisites: Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff).

Sleeping Tiger

The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first strike approach, preferably from a position of ambush.

1st-Level Skill Bonus: Hide.

1st-Level Feat: Weapon Finesse.

2nd-Level Feat: Improved Initiative.

6th-Level Feat: Improved Sunder.

6th-Level Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability.

Prerequisites: Hide 9 ranks, Power Attack.

Undying Way

Monks of the Undying Way believe in patience above all else. They work to outlast their opponents by means of superior endurance.

1st-Level Skill
Bonus: Concentration.

1st-Level Feat: Toughness.

2nd-Level Feat: Endurance.

6th-Level Feat: Diehard.

6th-Level
Bonus Ability: When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains damage reduction 2/-.

Prerequisites: Concentration 9 ranks.

Paladin Variants: Freedom, Slaughter, And Tyranny

The three paladin variants presented here demonstrate examples of alternative-alignment paladins. Each one follows a specific code of conduct tailored to its specific alignment. The paladin of freedom is chaotic good, dedicated to liberty and free thought. The paladin of tyranny is the opposite, a lawful evil villain bent on dominating those weaker than she. The paladin of slaughter is a brutal champion of chaos and evil who leaves only destruction trailing in his wake. (If you use these versions of the paladin class, you might consider designating the standard paladin as the "paladin of honor" to differentiate it from the variants.)

These paladin variants aren't meant to be unique classes in and of themselves, but rather alignment-based variations of the paladin. They have the same Hit Die, skill points per level, weapon and armor proficiencies, and spells per day as the standard paladin. Their class skill lists are nearly identical, with exceptions noted below. Their spellcasting functions identically to that of the standard paladin (though their spell lists are somewhat different). When a class feature has the same name as a paladin class feature, it functions the same as the one described for the standard paladin.

Table: Variant Paladin Class Features			
Level	Freedom	Tyranny	Slaughter
1st	Aura of good, detect evil, smite evil 1/day	Aura of evil, detect good, smite good 1/day	Aura of evil, detect good, smite good 1/day
2nd	Divine grace, lay on hands	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of resolve, divine health	Aura of despair, divine health	Debilitating aura, divine health

4th	Turn undead	Rebuke undead	Rebuke undead
5th	Smite evil 2/day, special mount	Smite good 2/day, special mount	Smite good 2/day, special mount
6th	Remove disease 1/week	Cause disease 1/week	Cause disease 1/week
7th	—	—	—
8th	—	—	—
9th	Remove disease 2/week	Cause disease 2/week	Cause disease 2/week
10th	Smite evil 3/day	Smite good 3/day	Smite good 3/day
11th	—	—	—
12th	Remove disease 3/week	Cause disease 3/week	Cause disease 3/week
13th	—	—	—
14th	—	—	—
15th	Remove disease 4/week, smite evil 4/day	cause disease 4/week, smite good 4/day	cause disease 4/week, smite good 4/day
16th	—	—	—
17th	—	—	—
18th	Remove disease 5/week	Cause disease 5/week	Cause disease 5/week
19th	—	—	—
20th	Smite evil 5/day	Smite good 5/day	Smite good 5/day

Paladin of Freedom Class Features

The paladin of freedom has all the standard paladin class features, except as noted below.

Class Skills

Replace Diplomacy with Bluff on the class skill list.

Aura of Resolve (Su)

Beginning at 3rd level, a paladin of freedom is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects. This ability otherwise functions identically to the paladin's aura of courage class feature.

Spellcasting

Remove the following spells from the paladin's spell list: death ward, discern lies, dispel chaos, magic circle against chaos, protection from chaos.

Add the following spells to the paladin's spell list: 1st—protection from law; 3rd—magic circle against law; 4th—dispel law, freedom of movement.

Code of Conduct

A paladin of freedom must be of chaotic good alignment and loses all class abilities if he ever willingly commits an evil act. Additionally, a paladin of freedom's code requires that he respect individual liberty, help those in need (provided they do not use the help for lawful or evil ends), and punish those who threaten or curtail personal liberty.

Associates

While he may adventure with characters of any good or neutral alignment, a paladin of freedom will never knowingly associate with evil characters (except on some sort of undercover mission), nor will he continue an association with someone who consistently offends his moral code. A paladin of freedom may accept only henchmen, followers, or cohorts who are chaotic good.

Paladin of Slaughter Class Features

The paladin of slaughter has all the standard paladin class features, except as noted below.

Class Skills

Replace Diplomacy with Intimidate on the class skill list.

Aura of Evil (Ex)

The power of a paladin of slaughter's aura of evil (see the detect evil spell) is equal to her paladin of slaughter level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp)

At will, a paladin of slaughter can use detect good, as the spell.

Smite Good (Su)

Once per day, a paladin of slaughter may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of slaughter gains class levels.

Deadly Touch (Su)

Beginning at 2nd level, a paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of slaughter can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Debilitating Aura (Su)

Beginning at 3rd level, a paladin of slaughter radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su)

A paladin of slaughter rebukes undead rather than turning undead.

Cause Disease (Sp)

A paladin of slaughter can inflict disease with her touch (as the contagion spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting

Replace the standard paladin's spell list with the following spell list: 1st—bane, cause fear, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, endure elements, inflict light wounds, magic weapon, protection from good, protection from law, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd—blindness/deafness, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against good/law; 4th—break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword.

Code of Conduct

A paladin of slaughter must be of chaotic evil alignment and loses all class abilities if she ever willingly commits a good act. Additionally, a paladin of slaughter's code requires that she disrespect all authority figures who have not proven their physical superiority to her, refuse help to those in need, and sow destruction and death at all opportunities.

Associates

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

Paladin of Tyranny Class Features

The paladin of tyranny has all the standard paladin class features, except as noted below.

Aura of Evil (Ex)

The power of a paladin of tyranny's aura of evil (see the detect evil spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp)

At will, a paladin of tyranny can use detect good, as the spell.

Smite Good (Su)

Once per day, a paladin of tyranny may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of tyranny gains class levels.

Deadly Touch (Su)

Beginning at 2nd level, a paladin of tyranny can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of tyranny can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Aura of Despair (Su)

Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su)

A paladin of tyranny rebukes undead rather than turning undead.

Cause Disease (Sp)

A paladin of tyranny can inflict disease with his touch (as the contagion spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting

Replace the paladin's spell list with the following spell list: 1st—bane, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, doom, endure elements, inflict light wounds, magic weapon, protection from chaos, protection from good, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, hold person, inflict moderate wounds, owl's wisdom, resist energy,

undetectable alignment; 3rd—bestow curse, cure moderate wounds, deeper darkness, discern lies, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against chaos/good; 4th—break enchantment, cure serious wounds, dispel chaos, dispel good, dominate person, inflict critical wounds, unholy sword.

Code of conduct

A paladin of tyranny must be of lawful evil alignment and loses all class abilities if he ever willingly commits a good act. Additionally, a paladin of tyranny's code requires that he respect authority figures as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping firm control over those beneath his station, and so forth), help only those who help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

Associates

While he may adventure with characters of any evil or neutral alignment, a paladin of tyranny will never knowingly associate with good characters unless it serves his needs, nor will he continue an association with someone who consistently offends his moral code. A paladin of tyranny may accept henchmen and followers of any alignment, but may only accept cohorts who are lawful evil.

Ranger Variant: Planar Ranger

The planar ranger roams the multiverse instead of the wilderness, learning the secrets of the planes.

Class Skills

Eliminate Knowledge (nature) and Knowledge (dungeoneering) from the ranger's class skill list.

Add Knowledge (the planes) and Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran only) to the class skill list.

Class Features

The planar ranger has all the standard ranger class features, except as noted below.

Wild Empathy

A planar ranger takes no penalty on wild empathy checks made to influence magical beasts with the celestial or fiendish templates. However, he takes a -4 penalty when using this ability against animals.

Animal Companion

A nonevil planar ranger may have a celestial version of a normal animal as his animal companion. A nongood ranger may have a fiendish version of a normal animal as his animal companion.

Spellcasting

A planar ranger's spellcasting ability is largely unchanged from that of the standard ranger, with one exception: Any ranger spell that normally affects animals also affects celestial or fiendish versions of animals when cast by a planar ranger.

Ranger Variant: Urban Ranger

The urban ranger stalks the treacherous streets of the city, relying on his knowledge of alleyways and underworld contacts to keep him alive.

Class Skills

Eliminate Knowledge (nature), Knowledge (dungeoneering), and Survival from the ranger's class skill list. Add Gather Information, Knowledge (local), and Sense Motive to the class skill list.

Class Features

The urban ranger has all the standard ranger class features, except as noted below.

Animal Companion

An urban ranger cannot have an animal larger than Medium as his animal companion.

Urban Tracking

An urban ranger does not gain the Track feat at 1st level. Instead, he gains the Urban Tracking feat (see below), which allows him to use Gather Information to track down a missing person, suspect, or other individual within a community.

Wild Empathy

An urban ranger adds only one-half his class level to wild empathy checks, reflecting his limited connection with the natural world.

Favored Enemy

At the game master's discretion, an urban ranger may select an organization instead of a creature type as his favored enemy. For example, a character might select a particular thieves' guild, merchant house, or even the city guard. The favored enemy bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype.

Spellcasting

The urban ranger's spell list is different from the standard ranger list. The following spells are eliminated from the urban ranger's spell list: animal messenger, charm animal, detect animals or plants, speak with animals, bear's endurance, hold animal, snare, speak with plants, command plants, diminish plants, plant growth, reduce animal, tree shape, water walk, commune with nature, and tree stride.

In exchange, the urban ranger adds the following spells to his class spell list: 1st—comprehend languages, detect chaos/good/evil/law, detect secret doors, message; 2nd—detect thoughts, eagle's splendor, knock, locate object; 3rd—discern lies, invisibility, speak with dead, tongues; 4th—dimensional anchor, locate creature, mage's faithful hound, true seeing.

Woodland Stride

An urban ranger does not gain this ability.

Swift Tracker (Ex)

Beginning at 8th level, an urban ranger may make a Gather Information check for his Urban Tracking feat every half hour without taking the normal -5 penalty.

Camouflage

An urban ranger does not gain this ability.

Hide in Plain Sight (Ex)

An urban ranger can use this ability in any area, whether natural terrain or not.

Urban Tracking [General]

Community Size	DC Checks Required	
Thorp, hamlet, or village	51d3	
Small or large town	101d4+1	
Small or large city	152d4	
Metropolis	202d4+2	
Conditions		DC Modifier
Every three creatures in the group being sought		-1
Every 24 hours party has been missing/sought		+1
Tracked party "lies low"		+5
Tracked party matches community's primary racial demographic		+2

Tracked party does not match
community's
primary, or secondary racial demographic

-2

You can track down the location of missing persons or wanted individuals within communities.

Benefit

To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions:

If you fail a Gather Information check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal

A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special

A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Rogue Variant: Wilderness Rogue

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

Class Skills

Remove the following rogue class skills from the wilderness rogue's class skill list: Appraise, Diplomacy, Decipher Script, Forgery, and Gather Information.

Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival.

Class Features

The wilderness rogue has all the standard rogue class features, except as noted below.

Special Abilities

Add woodland stride (as the 7th-level ranger ability), camouflage (as the 13th-level ranger ability) and hide in plain sight (as the 17th-level ranger ability, requires the rogue to already have the camouflage ability) to the list of special abilities that can be chosen by the wilderness rogue.

Sorcerer Variant: Battle Sorcerer

The battle sorcerer is no weak arcanist, hiding behind the fighters. Instead, she is a capable physical combatant who mixes magical prowess with fighting skill.

Hit Die

d8.

Base Attack Bonus

The battle sorcerer uses the base attack bonus progression of the cleric.

Class Skills

Remove Bluff from the battle sorcerer's class skill list. Add Intimidate to the battle sorcerer's class skill list.

Class Features

The battle sorcerer has all the standard sorcerer class features, except as noted below.

Weapon and Armor Proficiency

At 1st level, a battle sorcerer gains proficiency with any light or one-handed martial weapon of the character's choice. She also gains proficiency with light armor.

Spellcasting

A battle sorcerer can cast sorcerer spells derived from her class levels of battle sorcerer while in light armor without the normal arcane spell failure chance.

A battle sorcerer has fewer daily spell slots than a standard sorcerer. Subtract one spell per day from each spell level on Table: The Sorcerer (to a minimum of zero spells per day). For example, a 1st-level battle sorcerer may cast four 0-level spells and two 1st-level spells per day (plus bonus spells, if any).

A battle sorcerer knows fewer spells per spell level than a standard sorcerer. Subtract one spell known from each spell level on Table: Sorcerer Spells Known (to a minimum of one spell per spell level). For example, a 4th-level battle sorcerer knows five 0-level spells, two 1st-level spells, and one 2nd-level spell. When she reaches 5th level, the battle sorcerer learns one additional 1st-level spell, but doesn't learn an additional 2nd-level spell (since two minus one is one).

Wizard Variant: Domain Wizard

A wizard who uses the arcane domain system (called a domain wizard) selects a specific arcane domain of spells, much like a cleric selects a pair of domains associated with his deity. A domain wizard cannot also be a specialist wizard; in exchange for the versatility given up by specializing in a domain instead of an entire school, the domain wizard casts her chosen spells with increased power.

Some of the arcane domains described below have the same name as a divine domain. Regardless of any apparent similarity, these domains have no connection to one another.

Class Features

The domain wizard has all the standard wizard class features, except as noted below.

Arcane Domain

At 1st level, a domain wizard selects an arcane domain from those listed below. (At the game master's discretion, the player might create an alternatively themed domain instead.) Once selected, the domain may never be changed.

A domain wizard automatically adds each new domain spell to her list of known spells as soon as she becomes able to cast it. These spells do not count against her two new spells known per wizard level.

A domain wizard casts spells from her chosen domain (regardless of whether the spell was prepared as a domain spell or a normal spell) as a caster one level higher than her normal level. This bonus applies only to the spells listed for the domain, not all spells of the school or subtype whose name matches the domain name.

In some cases, an arcane domain includes spells not normally on the wizard's class spell list. These spells are treated as being on the character's class spell list (and thus she can use wands or arcane scrolls that hold those spells, or even prepare those spells in her normal wizard spell slots).

Spellcasting

A domain wizard prepares and casts spells like a normal wizard. However, a domain wizard gains one bonus spell per spell level, which must be filled with the spell from that level of the domain spell list (or with a lower-level domain spell that has been altered with a metamagic feat).

No Prohibited Schools

Unlike a specialist wizard, a domain wizard need not select any prohibited schools or domains. All wizard spells are available to her to learn.

Abjuration Domain

0—resistance; 1st—shield; 2nd—resist energy; 3rd—dispel magic; 4th—remove curse; 5th—mage's private sanctum; 6th—greater dispel magic; 7th—banishment; 8th—mind blank; 9th—prismatic sphere.

Antimagic Domain

0—detect magic; 1st—protection from chaos/evil/good/law; 2nd—obscure object; 3rd—dispel magic; 4th—minor globe of invulnerability; 5th—break enchantment; 6th—antimagic field; 7th—spell turning; 8th—protection from spells; 9th—mage's disjunction.

Battle Domain

0—daze; 1st—true strike; 2nd—protection from arrows; 3rd—greater magic weapon; 4th—fire shield; 5th—interposing hand; 6th—transformation; 7th—power word blind; 8th—moment of prescience; 9th—time stop.

Cold Domain

0—ray of frost; 1st—chill touch; 2nd—chill metal (as 2nd-level druid spell); 3rd—sleet storm; 4th—wall of ice; 5th—cone of cold; 6th—freezing sphere; 7th—delayed blast frostball (as delayed blast fireball, but deals cold damage instead of fire damage); 8th—polar ray; 9th—comet swarm (as meteor swarm, but deals cold damage instead of fire damage).

Conjuration Domain

0—acid splash; 1st—mage armor; 2nd—web; 3rd—stinking cloud; 4th—summon monster IV; 5th—wall of stone; 6th—acid fog; 7th—summon monster VII; 8th—maze; 9th—gate.

Divination Domain

0—detect magic; 1st—detect secret doors; 2nd—see invisibility; 3rd—arcane sight; 4th—arcane eye; 5th—prying eyes; 6th—true seeing; 7th—greater arcane sight; 8th—discern location; 9th—foresight.

Enchantment Domain

0—daze; 1st—charm person; 2nd—hideous laughter; 3rd—suggestion; 4th—confusion; 5th—hold monster; 6th—greater heroism; 7th—insanity; 8th—mass charm monster; 9th—dominate monster.

Evocation Domain

0—light; 1st—magic missile; 2nd—flaming sphere; 3rd—lightning bolt; 4th—shout; 5th—wall of force; 6th—forceful hand; 7th—mage's sword; 8th—telekinetic sphere; 9th—crushing hand.

Fire Domain

0—flare; 1st—burning hands; 2nd—scorching ray; 3rd—fireball; 4th—wall of fire; 5th—cone of fire (as cone of cold, but deals fire damage instead of cold damage); 6th—summon monster VI (fire creatures only); 7th—delayed blast fireball; 8th—incendiary cloud; 9th—meteor swarm.

Illusion Domain

0—ghost sound; 1st—disguise self; 2nd—invisibility; 3rd—major image; 4th—phantasmal killer; 5th—shadow evocation; 6th—mislead; 7th—mass invisibility; 8th—scintillating pattern; 9th—shades.

Necromancy Domain

0—disrupt undead; 1st—ray of enfeeblement; 2nd—false life; 3rd—vampiric touch; 4th—fear; 5th—waves of fatigue; 6th—circle of death; 7th—control undead; 8th—horrid wilting; 9th—energy drain.

Storm Domain

0—ray of frost; 1st—obscuring mist (as 1st-level cleric spell); 2nd—gust of wind; 3rd—lightning bolt; 4th—ice storm; 5th—control winds (as 5th-level druid spell); 6th—chain lightning; 7th—control weather; 8th—whirlwind (as 8th-level druid spell); 9th—storm of vengeance (as 9th-level cleric spell).

Transmutation Domain

0—mage hand; 1st—expeditious retreat; 2nd—levitate; 3rd—haste; 4th—polymorph; 5th—baleful polymorph; 6th—disintegrate; 7th—reverse gravity; 8th—iron body; 9th—shapechange.

Other Class Variants

These variants simply swap one or more of that class's features for one or more class features of another class. A class feature gained works just as it did for its original class, including the level at which it is gained and any other effects, except as noted below.

Barbarian

A barbarian who prefers crafty hunting over pure ferocity might choose to exchange his rage ability for certain ranger class features.

Gain

Favored enemy (as ranger); archery combat style, improved archery combat style, and archery combat style mastery (as ranger).

Lose

Rage, greater rage, indomitable will, tireless rage, mighty rage.

Bard

A rare bard might display a special link to nature and the mysterious world of the fey. Such characters tend to be more aloof and less inspiring than standard bards.

Gain

Animal companion (as druid), nature sense (as druid), resist nature's lure (as druid), wild empathy (as druid).

Lose

Bardic knowledge, inspire courage, inspire competence, inspire greatness, inspire heroics.

Cleric

Some clerics prefer to be champions of good (or evil), standing at the forefront of the battle against the enemy.

Gain

Smite evil, if the cleric would normally channel positive energy, or smite good, if the cleric would normally channel negative energy (as paladin); aura of courage (as paladin).

Lose

Turn undead.

Druid

The druid might choose to give up her wild shape ability in exchange for becoming a swift and deadly hunter.

Gain

Bonus to Armor Class when unarmored (as monk, including Wisdom bonus to AC), fast movement (as monk), favored enemy (as ranger), swift tracker (as ranger), Track feat (as ranger).

Lose

Armor and shield proficiency, wild shape (all versions).

Fighter

Some fighters prefer stealth and cunning over martial skill. This variant can also be combined with the thug variant.

Gain

Sneak attack (as rogue).

Lose

Bonus feats.

Monk

A monk might choose to give up some of her mobility in exchange for the ability to withstand attacks.

Gain

Damage reduction (as barbarian).

Lose

Enhancement bonus to unarmored speed, bonus to Armor Class when unarmored (retain Wisdom bonus to AC when unarmored).

Paladin

The paladin who takes an active role in hunting her foul enemies must give up her defensive powers.

Gain

Favored enemy (as ranger; may only select aberrations, dragons, giants, monstrous humanoids, evil outsiders, or undead).

Lose

Lay on hands, turn undead, remove disease.

Ranger

A ranger might forgo training in weapon combat in exchange for the ability to take animal form and move swiftly through the woodlands.

Gain

Wild shape (as druid; Small or Medium animals only), fast movement (as barbarian).

Lose

Combat style, improved combat style, combat style mastery.

Rogue

The rogue who favors martial training over stealth and cunning can profit if she chooses her fights carefully.

Gain

Bonus feats (as fighter).

Lose

Sneak attack.

Sorcerer/Wizard

A sorcerer or wizard might desire a more durable companion to accompany him on excursions into the wilderness.

Gain

Animal companion (as druid; treat sorcerer or wizard as a druid of half his class level).

Lose

Familiar.

Wizard

Some wizards trade their knowledge of magic and craft to improve their combat prowess.

Gain

Bonus feat list (as fighter; bonus feats gained at 1st level and every five levels as wizard).

Lose

Scribe Scroll, wizard bonus feat list.

Combat

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Table: Size Modifiers

Size	Size Modifier
Colossal	-8
Gargantuan	-4

n

Huge -2

Large -1

Medium +0

Small +1

Tiny +2

Diminutive +4

Fine +8

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Base Attack Bonus

A base attack bonus is an attack roll bonus derived from character class and level or creature type and Hit Dice (or combinations thereof). Base attack bonuses increase at different rates for different character classes and creature types. A second attack is gained when a 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 sources, such as when a character is a multiclass character, stack.

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage

If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus

When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon

When you deal damage with a weapon in your off hand, you add only $\frac{1}{2}$ your Strength bonus.

Wielding a Weapon Two-Handed

When you deal damage with a weapon that you are wielding two-handed, you add $1\frac{1}{2}$ times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage

Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage

Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers

Many other factors modify your AC.

Enhancement Bonuses

Enhancement effects make your armor better.

Deflection Bonus

Magical deflection effects ward off attacks and improve your AC.

Natural Armor

Natural armor improves your AC.

Dodge Bonuses

Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks

Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to -10, you're dead.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

Base Save Bonus

A saving throw modifier derived from character 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.

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude

These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex

These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Will

These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Automatic Failures and Successes

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

Abilities

Special Abilities

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex)

Extraordinary abilities are nonmagical, though they may break the laws of physics. They are not something that just anyone can do or even learn to do without extensive training.

These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an antimagic field.

Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are standard actions unless otherwise noted.

Spell-Like Abilities (Sp)

Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability takes the same amount of time to complete as the spell that it mimics (usually 1 standard action) unless otherwise stated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled. In all other ways, a spell-like ability functions just like a spell:

Using a spell-like ability while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities are subject to spell resistance and to being dispelled by dispel magic. They do not function in areas where magic is suppressed or negated.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is:

10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

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

Supernatural Abilities (Su)

Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance, counterspells, or to being dispelled by dispel magic. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is:

$10 + \frac{1}{2} \text{ the creature's HD} + \text{the creature's ability modifier (usually Charisma)}$.

Ability Descriptions

Ability Score Loss

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Ability Damage

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice).

Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well.

Ability Drain

This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC $10 + \frac{1}{2}$ draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Points lost to ability drain, is permanent, though restoration can restore even those lost ability score points.

Alternate Form

A creature with this special quality has the ability to assume one or more specific alternate forms. A true seeing spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.) Gear returns to normal size if dropped.

Antimagic

An antimagic field spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal creatures, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.

- Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- Wall of force, prismatic wall, and prismatic sphere are not affected by antimagic. Break enchantment, dispel magic, and greater dispel magic spells do not dispel antimagic. Mage's disjunction has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Blindsight And Blindsense

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description.

The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsense

Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- A breath weapon attack usually deals damage and is often based on some type of energy.
- Breath weapons usually allow a Reflex save for half damage (DC 10 + $\frac{1}{2}$ breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.
- Breath weapons are supernatural abilities except where noted.
- A creature is immune to its own breath weapon unless otherwise noted.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Change Shape

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A true seeing spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and viceversa.) Gear returns to normal size if dropped.

Charm And Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any magical ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (-) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- Raise dead doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how she died, has -10 hit points.
- The spell death ward protects a character against these attacks.

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease

Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection

The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC

The Difficulty Class for the Fortitude saving throws to prevent infection, or (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period

The time before damage begins.

Damage

The ability damage the character takes after incubation and each day afterward.

Table: Diseases

Disease	Infection	DC	Incubation	Damage
<ol style="list-style-type: none">Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.The victim must make three successful Fortitude saving throws in a row to recover from devil chills.Successful saves do not allow the character to recover. Only magical healing can save the character.				

Blinding sickness	Ingested	16	1d3 days	1d4 Str1
Cackle fever	Inhaled	16	1 day	1d6 Wis
<i>Demon fever</i>	Injury	18	1 day	1d6 Con2
<i>Devil chills</i> 3	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3

Disease	Infection	DC	Incubation	Damage
				Con
Mindfire	Inhaled	12	1 day	1d4 Int
<i>Mummy rot</i> ⁴	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con ²

Types of Diseases

Typical diseases include the following:

Blinding Sickness

Spread in tainted water.

Cackle Fever

Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Demon Fever

Night hags spread it. Can cause permanent ability drain.

Devil Chills

Barbazus and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever

Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire

Feels like your brain is burning. Causes stupor.

Mummy Rot

Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache

Skin turns red, bloated, and warm to the touch.

The Shakes

Causes involuntary twitches, tremors, and fits.

Slimy Doom

Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing A Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Energy Drain And Negative Levels

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. A creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows (though not if the negative level is caused by a spell or similar effect). These temporary hit points last for a maximum of 1 hour.

A creature takes the following penalties for each negative level it has gained:

- -1 on all skill checks and ability checks.
- -1 on attack rolls and saving throws.
- -5 hit points.
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).
- If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + $\frac{1}{2}$ draining creature's racial HD +

draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight.

Etherealness

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Evasion And Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

Fear

Spells, magic items, and certain monsters can affect characters with fear. If a fear effect allows a saving throw, it is a Will save (DC 10 + $\frac{1}{2}$ fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects. A failed roll usually means that the character is shaken, frightened, or panicked.

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Fear Aura (**Su**)

The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (**Sp**) and Rays (**Su**)

These effects usually work like the fear spell.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + $\frac{1}{2}$ frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours.

Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks. Gaze attacks can affect ethereal opponents.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round.

Improved Grab

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes

during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeality

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses 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, including darkvision. It has total concealment; even if an attacker correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

Listen Check DCs to Detect Invisible Creatures	
Invisible Creature Is...	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -5
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Level Loss

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat— in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow

A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because

the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- *Perfect*: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- *Good*: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- *Average*: The creature can fly as adroitly as a small bird.
- *Poor*: The creature flies as well as a very large bird.
- *Clumsy*: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Swim

A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of

opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite

The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon

The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore

The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam

The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting

The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle

The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw. The Fortitude save DC against a creature's natural poison attack is equal to $10 + \frac{1}{2}$ poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage

The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage

The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils Of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon. A creature with a poison attack is immune to its own poison and the poison of others of its kind.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
1. Permanent drain, not temporary damage.				
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp

Poison	Type	Initial Damage	Secondary Damage	Price
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha1	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con1	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str1	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp

Poison	Type	Initial Damage	Secondary Damage	Price
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

Polymorph

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The polymorph spell defines the general polymorph effect.

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Pounce

When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others. Psionic abilities are usually usable at will.

Rake

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate per round, as given in the creature's entry.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

A creature must have a Constitution score to have the regeneration ability.

Resistance To Energy

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Sonic Attacks

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-

affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Spell Immunity

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells

Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If

several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells

Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells

Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration

The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration

These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination

These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment

Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation

If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion

These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy

Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation

These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as magic stone. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against magic stone only if the creature with spell resistance is holding the stones when the cleric casts magic stone on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does not need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + $1\frac{1}{2}$ times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is $10 + \frac{1}{2}$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Turn Resistance

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Magic

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options.

Most spellcasters prepare their spells in advance—whether from a spellbook or through devout prayers and meditation— while some cast spells spontaneously without preparation.

Despite these different ways that characters use to learn or prepare their spells, when it comes to casting them, the spells are very much alike.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

Casting Spells

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

Choosing A Spell

First you must choose which spell to cast. If you're a cleric, druid, experienced paladin, experienced ranger, or wizard, you select from among spells prepared earlier in the day and not yet cast (see [Preparing Wizard Spells](#) and [Preparing Divine Spells](#)).

If you're a bard or sorcerer, you can select any spell you know, provided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare (or

learn, in the case of a bard or sorcerer) a specific version of the spell.

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

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must

make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

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

If you are taking continuous damage half the damage is considered to take place while you are casting a spell.

You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

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

of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw,

it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand.

Even so, you must make a Concentration check (DC 20 + the level of the spell you're casting) or lose the spell.

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

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

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

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

Counterspells

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

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

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

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself.

If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

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

The Spell's Result

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

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

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

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

Level Loss: Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If

the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal means, even wish or miracle. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution 86 by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

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

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

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

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see

Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

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

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

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

School (Subschool)

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

Almost every spell belongs to one of eight schools of magic.

A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

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

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

Conjuration

Each conjuration spell belongs to one of five subschools.

Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands. A creature or object brought into being or transported to

your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances

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under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

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

Healing: Certain divine conjurations heal creatures or even bring them back to life.

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

When the spell that summoned a creature ends and the

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

Teleportation: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries.

Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

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

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity

that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

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

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

Compulsion: A compulsion spell forces the subject to act in some manner or changes the way her mind works.

Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

Evocation

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

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

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

Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or

creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

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

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like

something else, or even seem to disappear.

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

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

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions

can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife,

and the life force. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

[Descriptor]

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

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

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other

spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says the spell fails.

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

Level

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

A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows:

bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

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

Components

A spell's components are what you must do or possess

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

Verbal (V): A verbal component is a spoken incantation.

To provide a verbal component, you must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

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

Material (M): A material component is one or more physical substances or objects that are annihilated by the

spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible.

Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort.

Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Divine Focus (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

XP Cost (XP): Some powerful spells entail an experience

point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

Casting Time

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

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

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

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

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

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

Range

A spell's range indicates how far from you it can reach, as

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

Personal: The spell affects only you.

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

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

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

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

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

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

Aiming A Spell

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

Target or Targets

Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

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

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

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

Effect

Some spells create or summon things rather than affecting things that are already present.

You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

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

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

Spread: Some effects, notably clouds and fogs, spread

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

Area

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

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of

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origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a

spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one

square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance.

If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the

spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread.

In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The

default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

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

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

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

A cone-shaped spell shoots away from you in a quartercircle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

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

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all

creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst,

a cone-shaped burst, or some other shape.

Many spells affect “living creatures,” which means all creatures other than constructs and undead. Creatures in the spell’s area that are not of the appropriate type do not count against the creatures affected.

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

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

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

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

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst’s center point, a cone-shaped burst’s starting point, a cylinder’s circle, or an emanation’s point of origin).

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

Duration

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

Timed Durations: Many durations are measured in

rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

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

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity.

Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after you cease concentrating.

Subjects, Effects, and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such

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an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration.

Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates. Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spell lasts for a set duration or

until triggered or discharged.

(D) Dismissible: If the Duration line ends with “(D),” you can dismiss the spell at will. You must be within range of the spell’s effect and must speak words of dismissal, which are usually a modified form of the spell’s verbal component.

If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

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

None: No saving throw is allowed.

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

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature’s saving throw bonus unless its own bonus is greater.

(This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item’s saving throw bonuses are each equal to 2 + one-half the item’s caster level.

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

Saving Throw Difficulty Class: A saving throw against

your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell's level can vary depending on your class. Always use the spell level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical

effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

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

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or

worn by a creature are assumed to survive a magical attack.

If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to *Table: Items Affected by Magical Attacks*. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal.

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

Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you

must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check. The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance

Items Affected by Magical Attacks

Order1 Item

1st Shield

2nd Armor

3rd Magic helmet, hat, or headband

4th Item in hand (including weapon, wand, or the like)

5th Magic cloak

6th Stowed or sheathed weapon

7th Magic bracers

8th Magic clothing

9th Magic jewelry (including rings)

10th Anything else

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

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(a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

Descriptive Text

This portion of a spell description details what the spell

does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found.

Arcane Spells

Wizards, sorcerers, and bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results.

Preparing Wizard Spells

A wizard’s level limits the number of spells she can prepare and cast. Her high Intelligence score might allow her to prepare a few extra spells. She can prepare the same spell more than once, but each preparation counts as one spell toward her daily limit. To prepare a spell the wizard must have an Intelligence score of at least $10 + \text{the spell's level}$.

Rest: To prepare her daily spells, a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to preparing her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions: If a wizard has cast spells recently, the drain on her resources reduces her capacity to prepare new spells. When she prepares spells for the coming day, all the spells she has cast within the last 8 hours count against her daily limit.

Preparation Environment: To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard’s surroundings need not be luxurious, but they must be free from overt distractions.

Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the

character might experience while studying. Wizards also

must have access to their spellbooks to study from and sufficient light to read them by.

There is one major exception:

A wizard can prepare a read magic spell even without a spellbook.

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

Spell Selection and Preparation: Until she prepares spells from her spellbook, the only spells a wizard has available to cast are the ones that she already had prepared from the previous day and has not yet used. During the study period, she chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, a wizard can leave some of these spell slots open. Later during that day, she can repeat the preparation process as often as she likes, time and circumstances permitting. During these extra sessions of preparation, the wizard can fill these unused spell slots. She cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of her spells.

Spell Slots: The various character class tables show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

Prepared Spell Retention: Once a wizard prepares a spell, it remains in her mind as a nearly cast spell until she

uses the prescribed components to complete and trigger it or until she abandons it. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

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

Arcane Magical Writings

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until she takes time to study and decipher it.

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

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell she already knows and has recorded in her own spellbook,

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

Adding Spells to a Wizard's Spellbook

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

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of her choice to add to her spellbook. The two free spells must be of spell levels she can cast. If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.

Spells Copied from Another's Spellbook or a Scroll: A wizard can also add a spell to her book whenever she encounters one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see Arcane Magical Writings, above). Next, she must spend a day studying the spell. At the end of the day, she must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft check if the new spell is from her specialty school. She cannot, however, learn any spells from her prohibited schools. If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the

parchment.

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

In most cases, wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to the spell's level $\times 50$ gp.

Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

Writing a New Spell into a Spellbook

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

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

Space in the Spellbook: A spell takes up one page of the spellbook per spell level. Even a 0-level spell (cantrip) takes one page. A spellbook has one hundred pages.

Materials and Costs: Materials for writing the spell cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells she gains for free at each new level.

Replacing and Copying Spellbooks

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

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

Selling a Spellbook

Captured spellbooks can be sold for a gp amount equal to one-half the cost of purchasing and inscribing the spells

within (that is, one-half of 100 gp per page of spells).

A spellbook entirely filled with spells (that is, with one hundred pages of spells inscribed in it) is worth 5,000 gp.

Sorcerers And Bards

Sorcerers and bards cast arcane spells, but they do not have spellbooks and do not prepare their spells. A sorcerer's or bard's class level limits the number of spells he can

cast (see these class descriptions). His high Charisma score might allow him to cast a few extra spells. A member of either class must have a Charisma score of at least 10 + a spell's level to cast the spell.

Daily Reading of Spells: Each day, sorcerers and bards must focus their minds on the task of casting their spells.

A sorcerer or bard needs 8 hours of rest (just like a wizard), after which he spends 15 minutes concentrating. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the sorcerer or bard readies his mind to cast his daily allotment of spells.

Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

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

Adding Spells to a Sorcerer's or Bard's Repertoire: A sorcerer or bard gains spells each time he attains a new level in his class and never gains spells any other way.

When your sorcerer or bard gains a new level, consult Table: Bard Spells Known or Table: Sorcerer Spells Known to learn how many spells from the appropriate spell list he now knows. With permission, sorcerers and bards can also select the spells they gain from new and unusual spells that they have gained some understanding of.

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Divine Spells

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells

draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law

and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of 10 + the spell's level. Likewise, bonus spells are based on Wisdom.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part

of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

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

Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for his or her class. Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell

level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the cleric spell list, it can be prepared only in a domain spell slot.

Spell Slots: The character class tables show how many spells of each level a character can cast per day.

These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

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

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

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

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher

the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

New Divine Spells

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

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

Independent Research: A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others.

Add-ins:

In this chapter Add-ins will be introduced a few changes for_D&D SRD document also format.

What is Ekron RPG?

Storeytelling

We are in a time with no hope at Arcana.

Arcana is lost in time..,

Men and Kings are hidden in the middle of nowhere.

Faith, belief and conquestness are lost in time too.

Harel lost war after the House Of Flies conquered Arcana, Harel lost His belief in men.

These men took too many years to bring piece to Arcana City.

Harel and their men created a belief and started to wash their Kingdom brains men, women and children with a story about a man.

A Man will born lost in time...

Where is no men belief and faith will prevail as a thought inside their heads.

Arcana died after two War Era.

These means two war Era are and still the same.

This belief tell a Man born and came from the stars whom will bring a new Arcana. A new life to Arcana after so many years.

When no ones thought Arcana's life is coming or came...

These stories are about a King, the Last King of Arcana. His name is Karlyn.

In the year of 2213, the stars will be aligned.

In the day of born of Karlyn...

A mother at the hospital of Arcana, an Arcana where is no born. In due of forbidden.

A mother is giving light a child. Anyone expected the child were a boy, in that day of the stars aligned.

After a day long of labor, the child born.

Mother gave the name to her boy Karlyn and died after spoke His name.

This name ever since is the name of hope...

Where's no hope at all between Men and Harel descendents.

23 years past:

Karlyn: "In these 23 years where are my parents?"

Harel: "The son,son,son of the first Harel: "Your mother my sister died at the same day as You born.

Ever since You're hope between Us. Ever You realised that.

Do You know the prophecy about You?

Besides the origin of Your name?"

Karlyn: "I do not"

Harel: "I'm gonna tell You. The prophecy about You. Our grandparent imposed in all Men a belief about a child with a name Karlyn and what His gonna do.

Bring light..."

Karlyn:"Why me?"

Harel: "You're special kind, You have fear and when You're in fear You can fight against all the fear demons from the old City.

So, You're the the Man with fear to fight fear.

The man with belief to bring belief, to bring faith in our Men"

Karlyn: "Yes, You're right. I am."

Harel: "I've forgot. Best wishes about your birthday."

Karlyn: " Thank You so much."

Karlyn: "Harel What I need to bring Arcana's Life, light, hope and belief in our men."

Harel: "Come. Let's gonna walk."

Karlyn:" That's fine. Let's go."

In the streets of Arcana...

Two royal persons walking in the middle of their Kingdom...

Karlyn:"These streets have no light, life."

Harel:"You're right. You've chose the right words. Since Harel lost war against House of Flies Arcana changed."

"His brother made a rebellion against us. So his son Orphyn is training ever since to kill You and making a new rebellion against us."

Karlyn: " House of Flies? That house is not the rebellion Army of Arcana?"

Harel:"Yes indeed. Orphyn made a promiss to himself were to give more darkness to Arcana. So, we're starting to gather too many people as possible to fight Him."

Karlyn: "How can we do that?"

Harel:"For now we are just two"

Karlyn:"Just two?"

Harel:" Yes two, Us. Were the reason to walk with me at the Arcana's streets. It's to gather Men and train them all to fight our cousin."

Meanwhile...

In the House of Flies:

Orphyn: " My cousins are nearby here. What they're doing here? I cannot detect any mind thought in those two. They're blocking me."

Orphyn yelled to a servent in the same room as him.

With anger Orphyn screamed too loud into their heads. THEN those two screamed too like two children yelling with pain in the head like headaches.

House of Flies:

Orphyn: "What the hell happened with my blocking device."

Orin: "What do You mean?"

Orphyn: " My device probably is not working. It's frequency is too higher. Probably these frequencies will kill us with all these frequencies. FRquencies to read mind people."

Orin: "Probably You'll need to test it better. I think."

Orphyn: "I'll test it better. Make some improvements to work and get it work to read mind thoughts and what all are saying."

Back in time...

In an Era past and far, far, so far away...

The mind reader device was created and forged by man's evil hands.

Who's hands?

We need to back in time...

In an era of peace. Where man were at peace.

In an inner peace at Arcana's life behind walls.

By the hands of Orlin were forged the device.

A device capable to read people's mind.

Where people did not thought were possible in that time.

Orlain got knowledge to made it.

So, Orlain told to the Kingdom how it was made.

In a press conference these words were said. Words that shocked people's life.

Orlain: " I've got knowledge to made a device forged by the hands of the Elders. I've got the manuscripts of the ancients.

Why Arcana got the manuscripts?

Why Arcana are the people evolution?

Arcana got the manuscripts because Arcana after the two wars Era became an oldest City of Knowledge.

Arcana were the last city of Earth on milky way.

Where it lies, the last evolution of whole knowledge between people and life between all of them.

Back in time...

Back to nowadays...

Back to the Era of Karlyn...

Outside Arcana...

In the desert Horel...

Karel: "Help me?"

"Someone...?"

Nearby there...

Karlyn and Harel heard the voice screamed too loud.

Karlyn: "Who is screaming?"

Harel, after the Karlyn words.

Harel: "Let's help the person"

Karlyn and Harel when they came:

Both at the same time said: "Horel, What's happening?"

Horel: "Help me out! Don't you see what's happening? I'm inside sands."

Karlyn: "Ohh! I did not see it!"

Nearby of them Harel were looking for a stick.

He found it.

Then they said: "Grab the stick. We're going to pull You out." "Make some strength"

In a couple of minutes Harel out of the sands.

Harel:" Thank You so much cousins."

Karlyn and Horel : "There's no problem."

Harel:"Let's go back to Arcana's Palace.

I need to rest. For tomorrow back in search of Men to fight mind machine of my brother and himself.

I thought yesterday to call Adorphun Elite. They're an Elite where anyone knows how many maggots they are."

Karlyn: "I've heard about Adorphun Elite. Is the name of an Assassin, contract killer?

Whom has an Elite of Assassins to work with Him. Let's call'em. You're so right."

Horel: "Tomorrow a new search. Tomorrow a new life to Arcana. Long Live the King. Long live the King of the lasts kings.

Long lives King Karlyn."

2nd Episode of the 1st Volume:

Why two War Era happened?

I'll tell it as an Odyssey.

The epilogue...

We are at Arcana

A place where it lies life

Where 's born children as they come

To conquer darkness

Where it should be

A place to live in peace.

Horel and Orphyn The First Royal Blood

born in a place, between light

Horel The First has become life

A star between the fear within

And light

Orphyn became the Yellow Light

That light, the yellow one

Is the fear light

He became fearless

With fear inside His heart

With no mercy...

In Their 30 Years birthday

Came a star aligned and darkness

An yellow darkness

Horel sees it too

Orphyn could touch it

It happened like a rainbow.

Ever since He've changed

Horel became the Guardian of that light

A light have powers to change mind's rotted

And corrupted and fearless like Orphyn's mind

Ever since that day

The relationship between brothers

Became an emptiness relation

Inside the stronger relationship in Kingdom...

Now...

Ever since...

The War The First Wave has come to Arcana

A place with peace and no pain, no darkness within...

Since the War First Wave as known as begun

Orphyn is in an endless War against His brother

The Brother a person Who could care less

With a love's touch as family

A Royal touch within.

There's will be peace at Arcana someday?

People's living a nightmare among them.

Asking among them ever will be light between them.

There's a question to be answered...

Now...

What will be happened next? People's thinking ...

After one century of an Endless War a First Wave as known

Came another Wave called Bring Peace.

In this War Bring Peace have too many facts to tell about it.

Orphyn became more strong

Became too elder about knowledge

Became an evolution person

Through What?

Through the lost manuscripts of the ancients

He became immortal and too many younger

How He done it?

Arcana's asking around them

He became that through a paper

With all procedures to have water's life

for immortality

He went too on a quest outside Milky Way

To bring the knowledge about the mind's reader device

and blocker

The device acts like a blocker in His head

When He puts it on.

So the Horel the 5th have lost this War too

Why?

Because of these all facts.

He fought with all Men
His supposed Grand Grandparent.

Nowadays...

Karlyn's Era...

Era of Light, the future of Arcana...

A new day has come to Arcana...

A new dawn came. A new dawn brought Life, light to all Arcana's living...

In that moment...

Inside the Palace...

Karlyn awake and spoke:

Karlyn: "A new dawn, a new life to all of Us.

I'll bring life to all of Us.

Long live to Arcana's new dawn, a new life."

Past Three Hours...

Horel send a communication by a paper written to all Arcana's citizens...

Saying Karlyn will speak to the Citizens of Arcana at 15:00 Hours.

15:00:

Arcana citizens came to the center of the palace to hear the speech.

Horel did not expect that. The maggots in the center round, waiting to hear the words of Karlyn.

Karlyn came into the center...

Karlyn: "Welcome all of You, citizens of Arcana.

Thank You for coming.

Everyone knows I'm the King, lask King of the Kings living at Arcana.

I'm here to say Long Live Arcana.

I'm here to say and call Adorphun Elite.

I want to bring a new life to Arcana.

A new era of light to Arcana.

I'll gather all the strength to fight my cousin and the House of Flies, brother of Horel.

I want to peace at Arcana's City.

Who's with me?

Long Live Arcana.

Long live to the people of Arcana.

Long live the new dawn."

Horel: "Long Live Karlyn."

Arcana's citizens at the same time screamed too loud:

"Long live Karlyn. The King of the Kings."

Before...

Going back into Arcana's present days...

I'll tell the songs which are sung at Arcana...

How them call to their Gods through singing the devotion songs...

3rd Chapter - The songs for the Gods

Volume 1 : The Adorphun Call

1st track : A summoning call

Before the Two War Era begun

Arcana's living in peace

There's a summoning call for life

There's a sung to Gods

To destroy fears within

There's a sung to Gods

in name of peace

has began as it should be

the war within

among us

There's a summoning call

To our Gods

In protection of Us

Arcana is living right now

Our sung to Gods

Will prevail and remain

alive among Us into the

end of an Era

An era among us with life and peace.

2nd track : A World at Her Feet

A world at her feet

I desire You, I want You

Near me...

I wake up to the missing World

I slept at Your feet

Seems to be small

I stand at Her feet

To me the World do not have love

You took my hand

And shown the differences

A World at Her Feet

Seems to be small

My differences are small

You took my hand to show

How to live in better place

We will go to Summerland

You took my hand To feel and...

This song is lost in time...

3rd Track : The path , My sadness

I walked, I've seen

the stairs seems to have no end

flowers don't grow, they don't born

we're goin to be

dead inside.

the path seems to have something there

my end is near

people have fear
i'm not scared
i'm just inside of somethin'
butterflies seems to have a snapshot of my head
they're controlling me.

my sadness is getting more freedom
than I think about it
people are scared i'm not
darkness is getting more from me
i'm dying am i
i don't think I am
'cause i have too much pain
to put outside me
and show my sadness to all.

I'm breaking
I'm falling
to an empty end
without things to hate

stairs are breaking
I'm falling
to an end
am I dreaming I do not think i am
stairs seems to have no end
i'm getting down
to an empty end

4th Track: Amorth (God elder of the yellow light)

I felt though my eternal mourning
looking inside my heart shining
i'm the one who cares
in the eternal night, in the eternal fight
I'm looking for Amorth the Elder of the Yellow light
i'm death nearby and passed near
i felt through the night
shined by a suicidal ceremony of the virgin
i will sacrifice the virgin eternal smile
I'm Amorth Elder of The Yellow Light and the eternal dark alliance
I will save You
I'm not yours anymore my sweet love breaker...

Episode 4:

Adorphun Elite:

Back in time...

Back to 2013...

Back in...

We are in 2013, in the end of 2013.

World began a biochemical War.

What it will happen to Us?

Answers to be answered...

Why a biochemical War, and two War Era Endless Wars?

We people of Europe went into War with Cuba, North Korea.

Two distant countries in the globe but people with no mercy to began a war.

We've called the other countries of the world to fight Cuba and North Korea .

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Portugal peacefully began an exile for the Alliance.

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This committee, their laws began to work in that time.

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The city changed his name to Arcana. Why? Question to be answered.

And Why a royal dictator?

And this first wave prevail an Era, a century.

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Came a man of the military alliance, a man of a kind. With charisma and perseverance...came...

His name Colonel Adorphun... his name is lost in time...

He began on the service of the Alliance in a project called Lisbon.

He's trying to find how it happened all the things on him.

He's Adorphun a mutation of Hell on Earth, an experimental unsuccessful.

So he began to avenge his lost name in time...

In a distant time.. in a distant city...

so far away from here...

In the underground cities...

A man lies...

A man lies in the sewers...

Lay down...

Calling for help...

Calling for someone nearby...

Help me? - He called for help for about 20 minutes.

A man with no face, a man with nano technology with a name lost in time.

Passing by... He helped him.

The man lied in were helped.

By a Colonel with no name, a name lost in time.

When the man lied in asked him the name.

The name were said like a whispered calling.

Name were Colonel Adorphun.

The lied in doesn't believe in the name.

After than He asked again the real name.

Colonel Adorphun does not wanted to say his real name.

But Colonel after it disappeared so fast like a shadow gone from us.

About in a couple of hours past...

Colonel Adorphun woke up from a blackout...

Where the dreams and flashbacks are alive inside his head.

Last Words

Good morning!

The voice you've been hearing

Are deteriorating

You're feeling more lost

Inside you

Close the eyes

The fortress will fall

People like you

Are the reason

to live

in a room

full with stars

Shining your deep

With shared birds

With your soul mate

Each corner

Each alley

Has a light to keep you alive

Don't ask to shutdown

Your life

Leave the last words

You must to live

And let the light far away

Reanimate you

Ask to the doctor a heal

To your deep inside

The white birds and shared

Will wait always for you.

Don't destroy you

We are going to keep here a support

alive and well alive

Your soul mate will be

Your placebo

of the cure.

Resign

I woke nearby you

I'm the reason to keep me alive

People like

People like you

Are

the violent scene

for the reason to keep me apart

Each corner of the street

I desire violence on you

Each corner of the road

Will be shadows

Of a world apart

Each consequence has a reason

Each consequence of a life apart

Will be a dead wish

Imposing violence

to be so in movement

Don't take my hand

My last wish

Is to keep you in a judgment

Don't be so erased my love

I'll save you

through my voices

I won't resign

by the love felt for you

I won't resign

from demon's fears

from a resigned past

to be forgotten

through times

Don't dream

I'll be your savior

of a 7th sea

of a unknown ocean

Without feelings

taken through a pic

I'll put the shadows

In each every corner of the street

A forgotten road

Where it lies a forgotten road

of love

A mountain of darkness

will be never the same

When the lights came from the awaken woods

Don't be ignorant

Echoing centuries

A wrong feeling

An autumnal morning

I heard voices

to keep me alive

to seek who I am

suffering

without knowing

breaking stages.

Sadness

I'm staring at the mirror

terrified

in deep sadness

from I stand

standing on this

sadness

empty

this world apart

where I lay

to where i'm going

crawling in sadness

God called me

through my inner self

together alone

I won't die

i'm in love

books written

are in the shelf

sadness something cruel

where am i

in a deep sadness

inside my head

i'm feeling so alive

go away sadness

ain't real

go away

i'm feeling so alive

in a little touch of love

stars aligned

like my birth a write choice

a choice, a reason to live

around all

alive, am i

alive... alive...

feeling so alive....

I rather live a life

fulfill with meanings

I rather to believe

in a feeling of reasons

I will like to scream

shouting with a growled voice

in a name of creed and belief

i'm so distant

so alive

inside a carousel

a turn table

in a order to keep me alive

shout like never before

I rather live a life

with meanings

I rather to believe

in a way of reasons

don't go life

beyond my fingers

is so far away

to kill bad choices

for don't live

a life with meaning

a life full with hearts

I rather live

in a feeling of love

I rather live

Contos contínuos

Congelado no tempo...
Congelado no tempo...
Suspirando pelo vento,
esquecido pelas almas,
vividas por nós,
quebrando os céus,
virá Ekron,
Quem? Pergunta feita, pensada por todos.

Congelado no tempo...
Congelado no tempo...
Ekron, filho de Karlyn.
O futuro dos crentes.

A crença tornar-se-á verdade,
verdade, verdade, verdade...

Tornar-se-á o nosso credo,
perante todos,
este guerreiro terá o poder,
a força de mudar tudo,
na coroa já esquecida.

Congelado no tempo...
Em breve... preenchido,
Um tempo quebrado como
verdadeiro e já esquecido
num local sem coroa.
Rei, seu pai perdera
a fé, crença e credo numa vida
que deveria ser para todo o tempo
lembrado.

O tempo de Ekron,
O verdadeiro rei de Arcana,
chegou como o tempo
deveria ser e descongelado.

Agora o tempo chegou para sempre...
forte e mais forte que nunca
Contra Karlyn, o fraco,
O rei fraco, onde tudo
deveria ser lembrado
como forte
num tempo de escuridão e sem esperança.

O tempo de Ekron chegou para...
Chegou.... E veio...

Mudanças são precisas

Por vezes...

O tempo congela,
esquecido numa terra,
onde os patriotas de uma nação,
recomendam o seu Rei.

Um rei sem salvação,
Um rei que proferiu
palavras horríveis como uma frase que inclui
medo dentro da sua boca.

Um rei falou, onde não existe coroa,
Onde não existe reino, cujo o reino desapareceu.

O reino desaparecido tem nome,
forjado pelo seu avô,
por um nome já esquecido
num tempo, que congelou.

E esquecido por si,
donde toda a sua inspiração veio.
E tornara-se perdida após anos de realeza.
Al'throyin, seu avô,
profetizara Arcana com o seu nome.

“Agora, meu pai Karlyn, Deve,
Deverá acordar dos seus demónios do seu passado.”

“O senhor tornou-se assombrado ano após ano.”

“Deverá acordar, deve acordar.”

“Se não acordar e esquecer o seu passado.

Tenho o direito de ocupar o seu lugar de Arcana, Cidade de Bachleron.

A maior mega cidade por perto.”

“Acorde pai.” - Grunhi perante ele como uma canção cantada com todas as forças dos acordes vindo da minha garganta.

“mudanças são necessárias, devem ser feitas para todo o bem.” - dissera isto a meu pai.

Pensara que deveria fazê-lo, mas, meu pai tomou-me como um bobo, um tolo.

“deverá acordar, lembre-se que é. Ou quem for a antes.”

“acorde.”

“acorde desses demónios. Estão a assombrá-lo, consumindo-o por dentro inclusivé o seu coração brilhante e puro.”

Raiva de Deus

Forjando os céus,
quebrando as fendas no céu,
estaremos em misericórdia por Deus,
Onde ESTÁ?
Como devemos combater os demónios do passado?

Deus, mostre-nos a sua ira como deveria ser, suposto.

Ira de Deus será a caçada de um fantasma.

Um fantasma do qual não existe.

“Deus, deveremos usar fenix para sempre?”

“Deveremos fazer uma guerra interina?”

“deveremos forjar os novos céus”

“céus cinzentos e negros sem luz.

onde devemos forjar os céus

para que nos dê a luz branca.”

“Mostre-nos a sua Ira”

“Mostre-nos a ira do medo interino.”

“Não somos fantasmas”

“Nosso rei, meu pai impôs-nos um reino fantasma,

onde todos começamos a acreditar num reino com coroa e não esquecido.”

Ira de Deus,

Um caçador Mítico,

Com uma espada fenix,

Iremos caçar os demónios,

de um passado interino.

2nd Episode of the 1st Volume:

Why two War Era happened?

I'll tell it as an Odessey.

The epilogue...

We are at Arcana

A place where it lies life

Where 's born children as they come

To conquer darkness

Where it should be

A place to live in peace.

Horel and Orphyn The First Royal Blood

born in a place, between light

Horel The First has become life

A star between the fear within

and light

Orphyn became the Yellow Light

That light, the yellow one

is the fear light

He became fearless

With fear inside His heart

With no mercy...

In Their 30 Years birthday

Came a star aligned and darkness

An yellow darkness

Horel sees it too

Orphyn could touch it

It happenned like a rainbow.

Ever since He've changed
Horel became the Guardian of that light
A light have powers to change mind's rotted
and corrupted and fearless like Orphyn's mind

Ever since that day
The relationship between brothers
became an emptiness relation
Inside the stronger relationship in Kingdom...

Now...

Ever since...

The War The First Wave came to Arcana
A place with peace and no pain, no darkness within
...

Since the War First Wave as known as begun

Orphyn is in an endless War against His brother
The Brother a person Who could care less
With a love's touch as family
A Royal touch within.

There's will be peace at Arcana someday?

People's living a nightmare among them.

Asking among them ever will be light between them.

There's a question to be answered...

Now...

What will be happened next? People's thinking ...

After one century of an Endless War a First Wave as known

Came another Wave called Bring Peace.

In this War Bring Peace have too many facts to tell about it.

Orphyn became more stronger

Became too elder about knowledge

Became an evolution person

Through What?

Through the losts manuscripts of the ancients

He became immortal and too many younger

How He done it?

Arcana's asking around them

He became that through a paper

With all procedures to have water's life

for immortality

He went too on a quest outside Milky Way

To bring the knowledge about the mind's reader device

and blocker

The device acts like a blocker in His head

When He puts it on.

So the Horel the 5th have lost this War too

Why?

Because of these all facts.

He fought with all Men

His supposed Grand Grandparent.

Nowadays...

Karlyn's Era...

Era of Light , the future of Arcana...

A new day has come to Arcana...

A new dawn came. A new dawn brought Life, light to all Arcana's living...

In that moment...

Inside the Palace...

Karlyn awake and spoke:

Karlyn: "A new dawn, a new life to all of Us.

I'll bring life to all of Us.

Long live to Arcana's new dawn, a new life."

Past Three Hours...

Horel send a communication by a paper written to all Arcana's citizens...

Saying Karlyn will speak to the Citizens of Arcana at 15:00 Hours.

15:00:

Arcana citizens came to the center of the palace to hear the speech.

Horel did not expected that. The maggots in the center waiting and to hear the words of Karlyn.

Karlyn came into the center...

Karlyn: "Welcome all of You, citizens of Arcana.

Thank You for coming.

Everyone knows I'm the King, lask King of the Kings living at Arcana.

I'm here to say Long Live Arcana.

I'm here to say and call Adorphun Elite.

I want to bring a new life to Arcana.

A new era of light to Arcana.

I'll gather all the strength to fight my cousin and the House of Flies, brother of Horel.

I want to peace at Arcana's City.

Who's with me?

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Arcana is living right now
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An era among us with life and peace.

2nd track : A World at Her Feet

A world at her feet
I desire You, I want You
Near me...
I wake up to the missing World
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Seems to be small

I stand at Her feet
To me the World do not have love
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This song is lost in time...
Anyone ever knew Who wrote it.

3rd Track : The path , My sadness

I walked, I've seen
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flowers don't grow, they don't born
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am I dreaming I do not think i am
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4th Track: Amorth (God elder of the yellow light)

I felt though my eternal mourning
looking inside my heart shining
i'm the one who cares
in the eternal night, in the eternal fight
I'm looking for Amorth the Elder of the Yellow light
i'm death nearby and passed near
i felt through the night
shined by a suicidal ceremony of the virgin
i will sacrifice the virgin eternal smile
I'm Amorth Elder of The Yellow Light and the eternal dark alliance
I will save You
I'm not yours anymore my sweet love breaker...

This track was written by a singer of the Yellow light with bipolarity symptoms.
The person freaked out at asylum of Arcana. Singer not revealed kept unknown.

Episode 4:

Adorphun Elite:

Back in time...

Back to 2013...

Back in...

We are in 2013, in the end of 2013.

World began a bioquematical War.

What it will happen to Us?

Answers to be answered...

Why a bioquematical War, and two War Era Endless Wars?

We people of Europe went into War with Cuba, North Korea.

Two distant countries in the globe but people with no mercy to began a war.

We've called the other countries of the world to fight Cuba and North Korea .

We've founded an Alliance and fight the Horde of those two countries.

In Europe, Portugal were an outsider of this whole thing.

Portugal peacefull began an exyle for the Alliance.

More specific in Lisbon, began a committe to bring peace but with no success.

This committee, their laws began to work in that time.

After a while, they changed the laws between us.

The city changed his name to Arcana. Why? Question to be answered.

And Why a royal dictator?

And this first wave prevail an Era, a century.

In that moment...of the century the new began...

Came a man of the military alliance, a man of a kind. With charisma and perserverance...came...

His name Colonel Adorphun... his name is lost in time...

He began on the service of the Alliance in a project called Lisbon.

He's trying to found how it happenned all the things on him.

He's Adorphun a mutation of Hell on Earth, an experimental unsuccessful.

So he began to avenge his lost name in time...

In a distant time.. in a distant city...

so far away from here...

In the underground cities...

A man lies...

A man lies in the sewers...

Layd down...

Calling for help...

Calling for someone nearby...

Help me? - He called for help for about 20 minutes.

A man with no face, a man with nano technology with a name lost in time.

Passing by... He helped him.

The man lied in were helped.

By a Colonel with no name, a name were lost in time.

When the man lied in asked him the name.

The name were said like a whispered calling.

Name were Colonel Adorphun.

The lied in doesn't believed in the name.

After than He asked again the real name.

Colonel Adorphun does not wanted to say his real name.

But Colonel after it disappeared so fast like a shadow gone from us.

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Calling for someone nearby...

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Unfinished Poetry

Last Words

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You're feeling more lost

Inside you

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to live

in a room

full with stars

Shining your deep

With shared birds

With your soul mate

Each corner

Each alley

Has a light to keep you alive

Don't ask to shutdown

Your life

Leave the last words

You must to live

And let the light far away

Reanimate you

Ask to the doctor a heal

To your deep inside

The white birds and shared

Will wait always for you.

Don't destroy you

We are going to keep here a support

alive and well alive

Your soul mate will be

Your placebo

of the cure.

Resign

I woke neaby you

I'm the reason to keep me alive

People like

People like you

Are

the violent scene

for the reason to keep me apart

Each corner of the street

I desire violence on you

Each corner of the road

Will be shadows

Of a world apart

Each consequence has a reason

Each consequence of a life apart

Will be a dead wish

Imposing violence

to be so in movement

Don't take my hand

My last wish

Is to keep you in a judgment

Don't be so erased my love

I'll save you

through my voices

I won't resign

by the love felt for you

I won't resign

from demon's fears

from a resigned past

to be forgotten

through times

Don't dream

I'll be your savior

of a 7th sea

of a unknown ocean

Without feelings

taken through a pic

I'll put the shadows

In each every corner of the street

A forgotten road

Where it lies a forgotten road

of love

A mountain of darkness

will be never the same

When the lights came from the awaken woods

Don't be ignorant

Echoing centuries

A wrong feeling

An autumnal morning

I heard voices

to keep me alive

to seek who I am

suffering

without knowing

breaking stages.

Sadness

I'm staring at the mirror

terrified

in deep sadness

from I stand

standing on this

sadness

empty

this world apart

where I lay

to where i'm going

crawling in sadness

God called me

through my inner self

together alone

I won't die

i'm in love

books written

are in the shelf

sadness something cruel

where am i

in a deep sadnesss

inside my head

i'm feeling so alive

go away sadness

ain't real

go away

i'm feeling so alive

in a little touch of love

stars aligned

like my birth a write choice

a choice, a reason to live

around all

alive, am i

alive... alive...

feeling so alive....

I rather a live a life

fullfil with meanings

I rather to believe

in a feeling of reasons

I will like to scream

shouting with a growled voice

in a name of creed and belief

i'm so distant

so alive

inside a carousel

a turn table

in a order to keep me alive

shout like never before

I rather live a life

with meanings

I rather to believe

in a way of reasons

don't go life

beyond my fingers

is so far away

to kill bad choices

for don't live

a life with meaning

a life full with hearts

I rather live

in a feeling of love

I rather live

Perdido num tempo

Estou perdido,
Perdido num tempo...
Não pertenço a lado nenhum,
Não existem chances,
Do local de onde venho,
Sentimentos escondidos,
Dentro da minha cabeça,
Estou perdido num local qualquer,
Eu sou o que sou,
Estou sentido perdão,
Eu desejo, eu desejo,
Dá-me uma estalada,
Bate as tuas mão em direcção à minha cara,
O meu reino perdido, sem local incerto,
Tornei-me num fantasma,
Serei fantasma num local sem incerteza,
Estarei acordado,
Estarei tão vivo,
Num local que devo pertencer,
De qualquer maneira,
Irei mergulhar em tristeza profunda,
Madeira morta tornou-se tão sangrenta,
Senhor da escuridão está aqui,
Para não se tornar “Eu”,
O meu interior,
Tão acordado, Tão real,
Dreads são tão obscuros como a luz,
Vinda de um isqueiro,
Para se tornarem como pagadores,
E incendiários da escuridão,
Tão finos como o ar que respiramos,

O senhor pagador terá a sua vingança,
Porque o seu sentimento tão vivo e
Não tão morto.
Dá-me! Dá-me! Dá-me almas!
Iremos para a guerra sob um ritmo de um som de baterias
De guerra.
Aquele som parecido com morte,
Como respirámos e como o cheiramos
Através do nunca, através do nunca.

Madeira morta tornou-se tão perdida,
Tão escondida de nós,
Por muito tempo e como tão esquecida,
Perdido num tempo... num tempo onde,
As coisas tornaram-se pó e lenda,
Meu senhor empreste-me a sua espada,
Eu com toda a minha força.
Como uma força que me deu.
Mias forte que nunca, tornar-me-á,

“Meu senhor, tornar-me-ei como o senhor.
Um rei onde o medo não existe perante os olhos, Onde a misericórdia e
A pena coexistirem como uma razão
De vingança direta a mim.”
A misericórdia sempre existirá,
Dentro de nós. Como um sentimento forte.
Tão forte dentro dos nossos corações
E fortes como uma razão para viver.
Em paz entre nós,
Cantarei canções com toda a força do elemento.
Um elemento que se tornará as forças dentro dos nossos corações.

“Meu senhor. Meu rei, meu primo Karlyn.

Serei sempre o teu braço direito nas escolhas que tomarás para o nosso reino. Não imponhas o ideal que não és o nosso rei até mesmo rei sem coroa e num reino já esquecido.”

Perdido num tempo

Estou perdido,
Perdido num tempo...
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Não existem chances,
Do local de onde venho,
Sentimentos escondidos,
Dentro da minha cabeça,
Estou perdido num local qualquer,
Eu sou o que sou,
Estou sentido perdão,
Eu desejo, eu desejo,
Dá-me uma estalada,
Bate as tuas mão em direção à minha cara,
O meu reino perdido, sem local incerto,
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Estarei acordado,
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Num local que devo pertencer,
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Congelado no tempo...

O tempo chegou,
ninguém reparou,
agora congelado no tempo,
tornou-se fatal,
congelado no tempo,
estou desmaiando,
sou fantasma ou não?
Consciente? Pensativo?
Tocado pela mão,
da guerra,
razão para se tornar tão vivo,
tão vivo,
num tempo congelado,
num tempo esquecido,
onde os heróis tornam-se lendas em pó,
onde nós todos temos a razão
para os esquecer-mos,
como a revolução humana pelos tempos anciões.

Não os esqueçam,
esquecendo é pior,
porque eles tornar-se-ão para sempre lendas.

Estes tempos de guerra,
num tempo congelado,
das razões vivas,
não os esqueçamos,
como eles foram os nossos heróis.

Temos que não esquecer como foram lendas
nos tempos deles.
Em tempos anciões.

Congelado no tempo...
Congelado no tempo,
anciões esquecidos,
não podemos, não poderemos
esquecê-los como nossos heróis do passado,
das terras sem nada,
como terras desconhecidas.

Canta as canções,
como últimos pensamentos,
correndo nas nossas veias,
não os tornem em vão,
Nossa Rainha, parva também,
não deverá viver nas terras,
Nosso senhor deverá enviá-la,
directa para a guilhotina.
E cortar a sua cabeça,
em nome de lealdade como pura
das nossas mentes limpas.

Estas linhas, estes pensamentos,
devem ser a última coisa em Arcana.

Congelado no tempo...
Congelado no tempo...
Suspirando pelo vento,
esquecido pelas almas,
vivas por nós,
quebrando os céus,
virá Ekron,
Quem? Pergunta feita, pensada por todos.

Congelado no tempo...

Congelado no tempo...

Ekron, filho de Karlyn.

O futuro dos crentes.

A crença tornar-se-á verdade,

verdade, verdade, verdade...

Tornar-se-á o nosso credo,

perante todos,

este guerreiro terá o poder,

a força de mudar tudo,

na coroa já esquecida.

Congelado no tempo...

Em breve... preenchido,

Um tempo quebrado como

verdadeiro e já esquecido

num local sem coroa.

Rei, seu pai perdera

a fé, crença e credo numa vida

que deveria ser para todo o tempo

lembrado.

O tempo de Ekron,

O verdadeiro rei de Arcana,

chegou como o tempo

deveria ser e descongelado.

Agora o tempo chegou para sempre...

forte e mais forte que nunca

Contra Karlyn, o fraco,

O rei fraco, onde tudo

deveria ser lembrado

como forte

num tempo de escuridão e sem esperança.

O tempo de Ekron chegou para...

Chegou.... E veio...

Mudanças são precisas

Por vezes...

O tempo congela,
esquecido numa terra,
onde os patriotas de uma nação,
recomendam o seu Rei.

Um rei sem salvação,
Um rei que proferiu
palavras horríveis como uma frase que inclui
medo dentro da sua boca.

Um rei falou, onde não existe coroa,
Onde não existe reino, cujo o reino desapareceu.

O reino desaparecido tem nome,
forjado pelo seu avô,
por um nome já esquecido
num tempo, que congelou.

E esquecido por si,
donde toda a sua inspiração veio.
E tornara-se perdida após anos de realeza.
Al'throyin, seu avô,
profetizara Arcana com o seu nome.

“Agora, meu pai Karlyn, Deve,
Deverá acordar dos seus demónios do seu passado.”

“O senhor tornou-se assombrado ano após ano.”

“Deverá acordar, deve acordar.”

“Se não acordar e esquecer o seu passado.

Tenho o direito de ocupar o seu lugar de Arcana, Cidade de Bachleron.

A maior mega cidade por perto.”

“Acorde pai.” - Grunhi perante ele como uma canção cantada com todas as forças dos acordes vindo da minha garganta.

“mudanças são necessárias, devem ser feitas para todo o bem.” - dissera isto a meu pai.

Pensara que deveria fazê-lo, mas, meu pai tomou-me como um bobo, um tolo.

“deverá acordar, lembre-se que é. Ou quem for a antes.”

“acorde.”

“acorde desses demónios. Estão a haunting them, consumindo-o por dentro inclusivé o seu coração brilhante e puro.”

Raiva de Deus

Forjando os céus,
quebrando as fendas no céu,
estaremos em misericórdia por Deus,
Onde ESTÁ?
Como devemos combater os demónios do passado?

Deus, mostre-nos a sua ira como deveria ser, suposto.

Ira de Deus será a caçada de um fantasma.

Um fantasma do qual não existe.

“Deus, deveremos usar fenix para sempre?”

“Deveremos fazer uma guerra interina?”

“deveremos forjar os novos céus”

“céus cinzentos e negros sem luz.

onde devemos forjar os céus

para que nos dê a luz branca.”

“Mostre-nos a sua Ira”

“Mostre-nos a ira do medo interino.”

“Não somos fantasmas”

“Nosso rei, meu pai impôs-nos um reino fantasma,

onde todos começamos a acreditar num reino com coroa e não esquecido.”

Ira de Deus,

Um caçador Mítico,

Com uma espada fenix,

Iremos caçar os demónios,

de um passado interino.

We are in a time with no hope at Arcana.

Arcana is lost in time..,

Men and Kings are hidden in the middle of nowhere.

Faith, belief and conquestness are lost in time too.

Harel lost war after the House Of Flies conquered Arcana, Harel lost His belief in men.

These men took too many years to bring piece to Arcana City.

Harel and their men created a belief and started to wash their Kingdom brains men, women and children with a story about a man.

A Man will born lost in time.

Where is no men belief and faith will prevail as a thought inside their heads.

Arcana died after two War Era.

These means two war Era are and still are two century endless wars.

This belief tell a Man born and came from stars will bring a new Arcana, a new life to Arcana after there's no faith and belief in Men.

When there's no one thought Arcana's life is coming...

These stories are about a King, the Last King of Arcana. His name is Karlyn.

In the year of 2213, the stars will be aligned.

In the day of born of Karlyn.

The day is 13th May.

Year 2213, day 13th May:

A mother at the hospital of Arcana, an Arcana where is no born.

A mother is giving light a child. Anyone expected the child were a boy, in the day of the stars aligned.

After a day long of labor, the child born.

Mother give the name to her boy Karlyn and died after spoke His name.

This name ever since is the name of hope...

Where's no hope at all between Men and Harel descendents.

23 years past:

Karlyn: "In these 23 years where are my parents?"

Harel: "The son,son,son of the first Harel: "Your mother my sister died at the same day as You born

Ever since You're hope between Us. Ever You realised that Do You know the prophecy about You?

Besides the origin of Your name?"

Karlyn: "I do not"

Harel: "I'm gonna tell You. The prophecy about You. Our grandparent imposed in all Men a belief about a child with a name Karlyn and what His gonna do.

Bring light..."

Karlyn: "Why me?"

Harel: "You're special kind, You have fear and when You're in fear You can fight against all the fear demons from the old City.

So, You're the the Man with fear to fight fear.

The man with belief to bring belief, to bring faith in our Men"

Karlyn: "Yes, You're right. I am."

Harel: "I've forgot. Best wishes about your birthday."

Karlyn: " Thank You so much."

Karlyn: "Harel What I need to bring Arcana's Life, light, hope and belief in our men."

Harel: "Come. Let's gonna walk."

Karlyn: " That's fine. Let's go."

In the streets of Arcana...

Two royal persons walking in the middle of their Kingdom...

Karlyn: "These streets have no light, lige."

Harel: "You're right. You've chose the right words. Since Harel lost war against House of Flies Arcana changed."

"His brother made a rebellion against us. So his son Orphyn is training ever since to kill You and making a new rebellion against us."

Karlyn: " House of Flies? Those house is not the rebellion Army of Arcana?"

Harel: "Yes indeed. Orphyn made a promise to himself is to give more darkness to Arcana. So, we're starting to gather too many people as possible to fight Him."

Karlyn: "How can we do that?"

Harel: "For now we are just two"

Karlyn: "Just two?"

Harel: " Yes two, Us. Were the reason to walk with me in Arcana's streets. It's to gather Men and train them all to fight our cousing."

Meanwhile...

In the House of Flies:

Orphyn: " My cousins are nearby here. What they're doing here? I cannot detect any mind thought in those two. They're blocking me."

Orphyn yelled to a servant in the same room as him.

With anger Orphyn screamed too loud into their heads. THEN those two screamed too like two children yelling with pain in the head like headaches.

House of Flies:

Orphyn: "Watta hell happened with my blocking device."

Orin:"What do You mean?"

Orphyn:" My device probably is not working. It's frequency is too higher. Probably these frequencies will kill us with all these frequencies. FRquencies to read mind people."

Orin:"Probably You'll need to test it better. I think."

Orphyn:"I'll test it better. Make some improvements to work and get it work to read mind thoughts and what all are saying."

Back in time...

In an Era past and far far so far away...

The mind reader device was created and forged by man's evil hands.

Who's hands?

We need to back in time...

In an era of peace. Where man were at peace.

In an inner peace at Arcana's life behind walls.

By the hands of Orlin were forged the device.

A device capable to read people's mind.

Where people did not thought were possible in that time.

Orlain got knowledge to made it.

People of Arcana to themselves thinking how it was possible.

So, Orlain told to the Kingdom how it was made.

In a press conference these words were said. Words that shocked people's life.

Orlain: " I've got knowledge to made a device forged by the hands of the Elders. I've got the manuscripts of the ancients. Manuscripts where we can give evolution, an evolved race between Arcana life and people living there.

Why Arcana got the manuscripts?

Why Arcana is the people evolution?

Arcana got the manuscripts because Arcana after the two war Era became an oldest City of Knowledge.

Arcana is the last city of Earth on milky way.

Where it lies the last evolution of whole knowledge between people and life between all of them.

Back in time...

Back to nowadays...

Today...

Back to the Era of Karlyn...

To be continued...

Back in time...

Back to nowadays...

Today...

Back to the Era of Karlyn...

Outside Arcana...

In the desert Horel...

Karel: "Help me?"

"Someone...?"

Nearby there...

Karlyn and Harel heard the voice screamed too loud.

Karlyn: "Who's screaming?"

Harel after the Karlyn words.

Harel: "Let's help the person"

Karlyn and Harel when it came there:

Both at the same time said: "Harel, What's happening?"

Harel: "Help me out! Don't you see what's happening. I'm inside sands."

Karlyn: "Ohh! I did not see it!"

Nearby of them Harel were looking for a stick.

He found it.

Then they said: "Grab the stick. We're going to pull You out." "Make some strength"

In a couple of minutes Harel out of the sands.

Harel: "Thank You so much cousins."

Karlyn and Harel : "There's no problem."

Harel: "Let's go back to Arcana's Palace.

I need to rest. For tomorrow back in search of Men to fight mind machine of my brother and himself.

I thought yesterday to call Adorphun Elite. They're an Elite where anyone knows how many maggots they are."

Karlyn: "I've heard Adorphun Elite is the name of an Assassin, contract killer.

Whom has an Elite of Assassins to work with Him. Let's call'em. You're so right."

Horel: "Tomorrow a new search. Tomorrow a new life to Arcana. Long Live the King. Long live the King of the last Kings.

Long live King Karlyn."

2nd Episode of the 1st Volume:

Why two War Era happened?

I'll tell it as an Odessey.

The epilogue...

We are at Arcana

A place where it lies life

Where 's born children as they come

To conquer darkness

Where it should be

A place to live in peace.

Horel and Orphyn The First Royal Blood

born in a place, between light

Horel The First has become life

A star between the fear within

and light

Orphyn became the Yellow Light

That light, the yellow one

is the fear light

He became fearless
With fear inside His heart
With no mercy...

In Their 30 Years birthday
Came a star aligned and darkness
An yellow darkness
Horel sees it too
Orphyn could touch it
It happened like a rainbow.
Ever since He've changed
Horel became the Guardian of that light
A light have powers to change mind's rotted
and corrupted and fearless like Orphyn's mind

Ever since that day
The relationship between brothers
became an emptiness relation
Inside the stronger relationship in Kingdom...

Now...

Ever since...

The War The First Wave has come to Arcana
A place with peace and no pain, no darkness within
...

Since the War First Wave as known as begun

Orphyn is in an endless War against His brother
The Brother a person Who could care less
With a love's touch as family

A Royal touch within.

There's will be peace at Arcana someday?

People's living a nightmare among them.

Asking among them ever will be light between them.

There's a question to be answered...

Now...

What will be happened next? People's thinking ...

After one century of an Endless War a First Wave as known

Came another Wave called Bring Peace.

In this War Bring Peace have too many facts to tell about it.

Orphyn became more stronger

Became too elder about knowledge

Became an evolution person

Through What?

Through the losts manuscripts of the ancients

He became immortal and too many younger

How He done it?

Arcana's asking around them

He became that through a paper

With all procedures to have water's life

for immortality

He went too on a quest outside Milky Way

To bring the knowledge about the mind's reader device
and blocker

The device acts like a blocker in His head
When He puts it on.

So the Horel the 5th have lost this War too
Why?

Because of these all facts.

He fought with all Men

His supposed Grand Grandparent.

Nowadays...