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.

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).

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.
### Table: Ability Modifiers and Bonus Spells

<table>
<thead>
<tr>
<th>Score</th>
<th>Modifier</th>
<th>0</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
<th>7th</th>
<th>8th</th>
<th>9th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>–5</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>2–3</td>
<td>–4</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>4–5</td>
<td>–3</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>6–7</td>
<td>–2</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>8–9</td>
<td>–1</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>10–11</td>
<td>0</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>12–13</td>
<td>+1</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>14–15</td>
<td>+2</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>16–17</td>
<td>+3</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>18–19</td>
<td>+4</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>20–21</td>
<td>+5</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>22–23</td>
<td>+6</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>24–25</td>
<td>+7</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>26–27</td>
<td>+8</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>28–29</td>
<td>+9</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>30–31</td>
<td>+10</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>32–33</td>
<td>+11</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>34–35</td>
<td>+12</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>36–37</td>
<td>+13</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>38–39</td>
<td>+14</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>40–41</td>
<td>+15</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>42–43</td>
<td>+16</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>44–45</td>
<td>+17</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>etc.</td>
<td>.</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

### 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. (See the class descriptions for details.)

### 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 + 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
- +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
• +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
• +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
• 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
• +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
• +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, 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.
• +2 racial bonus on Listen checks.
• 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.
BARBARIAN

Alignment: Any nonlawful.
Hit Die: d12.

Class Skills
The barbarian’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.
Skill Points at Each Additional Level: 4 + Int modifier.

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Fast movement, illiteracy, rage 1/day</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>Uncanny dodge</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>Trap sense +1</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Rage 2/day</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Improved uncanny dodge</td>
</tr>
<tr>
<td>6th</td>
<td>+6/+1</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Trap sense +2</td>
</tr>
<tr>
<td>7th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Damage reduction 1/—</td>
</tr>
<tr>
<td>8th</td>
<td>+8/+3</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td>Rage 3/day</td>
</tr>
<tr>
<td>9th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td>Trap sense +3</td>
</tr>
<tr>
<td>10th</td>
<td>+10/+5</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Damage reduction 2/—</td>
</tr>
<tr>
<td>11th</td>
<td>+11/+6/+1</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Greater rage</td>
</tr>
<tr>
<td>12th</td>
<td>+12/+7/+2</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td>Rage 4/day, trap sense +4</td>
</tr>
<tr>
<td>13th</td>
<td>+13/+8/+3</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td>Damage reduction 3/—</td>
</tr>
<tr>
<td>14th</td>
<td>+14/+9/+4</td>
<td>+9</td>
<td>+4</td>
<td>+4</td>
<td>Indomitable will</td>
</tr>
<tr>
<td>15th</td>
<td>+15/+10/+5</td>
<td>+9</td>
<td>+5</td>
<td>+5</td>
<td>Trap sense +5</td>
</tr>
<tr>
<td>16th</td>
<td>+16/+11/+6/+1</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td>Damage reduction 4/—, rage 5/day</td>
</tr>
<tr>
<td>17th</td>
<td>+17/+12/+7/+2</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td>Tireless rage</td>
</tr>
<tr>
<td>18th</td>
<td>+18/+13/+8/+3</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td>Trap sense +6</td>
</tr>
<tr>
<td>19th</td>
<td>+19/+14/+9/+4</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td>Damage reduction 5/—</td>
</tr>
<tr>
<td>20th</td>
<td>+20/+15/+10/+5</td>
<td>+12</td>
<td>+6</td>
<td>+6</td>
<td>Mighty rage, rage 6/day</td>
</tr>
</tbody>
</table>

Class Features
All of the following are class features of the barbarian.

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

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

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except...
for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or
collection, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or
spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and
metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character’s (newly improved) Constitution
modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and
restrictions and becomes fatigued (~2 penalty to Strength, ~2 penalty to Dexterity, can’t charge or run) for the duration of the
current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).
A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other
benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or
struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has
uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.
Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge
bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th,
15th, and 18th level). Trap sense bonuses gained from multiple classes stack.
Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue
the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target
has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically
gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the
minimum level a rogue must be to flank the character.
Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes
each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter
(13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below
0.
Greater Rage (Ex): At 11th level, a barbarian’s bonuses to Strength and Constitution during his rage each increase to +6,
and his morale bonus on Will saves increases to +3. The penalty to AC remains at ~2.
Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist
enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives
during his rage.
Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.
Mighty Rage (Ex): At 20th level, a barbarian’s bonuses to Strength and Constitution during his rage each increase to +8, and
his morale bonus on Will saves increases to +4. The penalty to AC remains at ~2.

Ex-Barbarians
A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other
benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

BARD
Alignment: Any nonlawful.
Hit Die: d6.

Class Skills
The bard’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str),
Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather
Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently
(Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int),
Swim (Str), Tumble (Dex), and Use Magic Device (Cha).
Skill Points at 1st Level: (6 + Int modifier) x4.
Skill Points at Each Additional Level: 6 + Int modifier.
Table: The Bard

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
</table>
| 1st   | +0               | +0       | +2       | +2       | Bardic music, bardic knowledge, countersong, 
|       |                  |          |          |          | fascinate, inspire courage +1 |
| 2nd   | +1               | +0       | +3       | +3       | Inspire competence |
| 3rd   | +2               | +1       | +3       | +3       | Inspire competence |
| 4th   | +3               | +1       | +4       | +4       | Inspire competence |
| 5th   | +3               | +1       | +4       | +4       | Inspire competence |
| 6th   | +4               | +2       | +5       | +5       | Suggestion |
| 7th   | +5               | +2       | +5       | +5       | Suggestion |
| 8th   | +6/+1            | +2       | +6       | +6       | Inspire courage +2 |
| 9th   | +6/+1            | +3       | +6       | +6       | Inspire greatness |
| 10th  | +7/+2            | +3       | +7       | +7       | Inspire greatness |
| 11th  | +8/+3            | +3       | +7       | +7       | Inspire greatness |
| 12th  | +9/+4            | +4       | +8       | +8       | Suggestion |
| 13th  | +9/+4            | +4       | +8       | +8       | Suggestion |
| 14th  | +10/+5           | +4       | +9       | +9       | Inspire courage +3 |
| 15th  | +11/+6/+1        | +5       | +9       | +9       | Inspire heroics |
| 16th  | +12/+7/+2        | +5       | +10      | +10      | Inspire heroics |
| 17th  | +12/+7/+2        | +5       | +10      | +10      | Inspire heroics |
| 18th  | +13/+8/+3        | +6       | +11      | +11      | Mass suggestion |
| 19th  | +14/+9/+4        | +6       | +11      | +11      | Mass suggestion |
| 20th  | +15/+10/+5       | +6       | +12      | +12      | Inspire courage +4 |

Provided the bard has a high enough Charisma score to have a bonus spell of this level.

Table: Bard Spells Known

<table>
<thead>
<tr>
<th>Level</th>
<th>0</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>5</td>
<td>2¹</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>6</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>6</td>
<td>3</td>
<td>2¹</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>6</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>2¹</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2¹</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2¹</td>
<td></td>
</tr>
<tr>
<td>14th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>15th</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>16th</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2¹</td>
<td></td>
</tr>
<tr>
<td>17th</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>18th</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>19th</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>20th</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

¹ Provided the bard has a high enough Charisma score to have a bonus spell of this level.
Class Features
All of the following are class features of the bard.

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

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

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard’s selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

**Bardic Knowledge:** A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

<table>
<thead>
<tr>
<th>Type of Knowledge</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>10</strong></td>
<td>Common, known by at least a substantial minority drinking; common legends of the local population.</td>
</tr>
<tr>
<td><strong>20</strong></td>
<td>Uncommon but available, known by only a few people legends.</td>
</tr>
<tr>
<td><strong>25</strong></td>
<td>Obscure, known by few, hard to come by.</td>
</tr>
<tr>
<td><strong>30</strong></td>
<td>Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don’t understand the significance of the knowledge.</td>
</tr>
</tbody>
</table>

**Bardic Music:** Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn’t require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

**Countersong (Su):** A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform
check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard’s Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard’s Perform check result for the save. Countersong has no effect against effects that don’t allow saves. The bard may keep up the countersong for 10 rounds. 

*Fascinate (Sp):* A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature’s Will save against the effect. If a creature’s saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

*Inspire Courage (Su):* A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

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

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

*Suggestion (Sp):* A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard’s concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn’t count against a bard’s daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard’s level + bard’s Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

*Inspire Greatness (Su):* A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target’s Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

*Song of Freedom (Sp):* A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character’s bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can’t use *song of freedom* on himself.

*Inspire Heroics (Su):* A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

*Mass Suggestion (Sp):* This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.
**Ex-Bards**

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

**CLERIC**

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

**Hit Die:** d8.

**Class Skills**

The cleric’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

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

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

---

Table: The Cleric

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Turn or rebuke undead</th>
<th>Spells per Day1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>3</td>
<td>1+1</td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>4</td>
<td>2+1</td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>4</td>
<td>2+1 1+1</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>5</td>
<td>3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>5</td>
<td>3+1 2+1 1+1</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>5</td>
<td>3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>6</td>
<td>4+1 3+1 2+1 1+1</td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>6</td>
<td>4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>9th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>6</td>
<td>4+1 4+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>+7/+2</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>6</td>
<td>4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>11th</td>
<td>+8/+3</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>6</td>
<td>5+1 4+1 4+1 3+1 2+1 1+1</td>
<td></td>
</tr>
<tr>
<td>12th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+4</td>
<td>+8</td>
<td>6</td>
<td>5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>13th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+4</td>
<td>+8</td>
<td>6</td>
<td>5+1 5+1 4+1 4+1 3+1 2+1 1+1</td>
<td></td>
</tr>
<tr>
<td>14th</td>
<td>+10/+5</td>
<td>+9</td>
<td>+4</td>
<td>+9</td>
<td>6</td>
<td>5+1 5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>15th</td>
<td>+11/+6/+1</td>
<td>+9</td>
<td>+5</td>
<td>+9</td>
<td>6</td>
<td>5+1 5+1 5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+5</td>
<td>+10</td>
<td>6</td>
<td>5+1 5+1 5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+5</td>
<td>+10</td>
<td>6</td>
<td>5+1 5+1 5+1 5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>18th</td>
<td>+13/+8/+3</td>
<td>+11</td>
<td>+6</td>
<td>+11</td>
<td>6</td>
<td>5+1 5+1 5+1 5+1 4+1 4+1 3+1 3+1 2+1</td>
<td></td>
</tr>
<tr>
<td>19th</td>
<td>+14/+9/+4</td>
<td>+11</td>
<td>+6</td>
<td>+11</td>
<td>6</td>
<td>5+1 5+1 5+1 5+1 4+1 4+1 4+1 3+1 3+1</td>
<td></td>
</tr>
<tr>
<td>20th</td>
<td>+15/+10/+5</td>
<td>+12</td>
<td>+6</td>
<td>+12</td>
<td>6</td>
<td>5+1 5+1 5+1 5+1 4+1 4+1 4+1 4+1 4+1</td>
<td></td>
</tr>
</tbody>
</table>

1 In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st.

The “+1” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.
Class Features

All of the following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity’s weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity’s alignment (see the detect evil spell for details). Clerics who don’t worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

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

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

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

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

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

**Spontaneous Casting:** A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

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

**Turn or Rebuke Undead (Su):** Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Languages:** A cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.
Ex-Clerics
A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and
shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he
atoness (see the atonement spell description).

DRUID
Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.
Hit Die: d8.

Class Skills
The druid’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle
Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis),
Survival (Wis), and Swim (Str).
Skill Points at 1st Level: (4 + Int modifier) x4.
Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Druid

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>0</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
<th>7th</th>
<th>8th</th>
<th>9th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>4</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+4</td>
<td>7</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+5</td>
<td>8</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>9</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>+6/+1</td>
<td>10</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9th</td>
<td>+7/+2</td>
<td>11</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>+7/+3</td>
<td>12</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>11th</td>
<td>+8/+4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>12th</td>
<td>+9/+4</td>
<td>14</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>13th</td>
<td>+10/+5</td>
<td>15</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>14th</td>
<td>+10/+5</td>
<td>16</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td>15th</td>
<td>+11/+6/+1</td>
<td>17</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>18</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
<td>19</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
</tr>
<tr>
<td>18th</td>
<td>+13/+8/+3</td>
<td>20</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
</tr>
<tr>
<td>19th</td>
<td>+14/+9/+4</td>
<td>21</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
</tr>
<tr>
<td>20th</td>
<td>+15/+10/+5</td>
<td>22</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
</tr>
</tbody>
</table>

Spells per Day:
- Animal companion, nature sense, wild empathy
- Woodland stride
- Resist nature’s lure
- Wild shape (1/day)
- Wild shape (2/day)
- Wood shape (3/day)
- Wood shape (Large)
- Venom immunity
- Wild shape (4/day)
- Wild shape (Tiny)
- Wild shape (plant)
- A thousand faces
- Wild shape (5/day)
- Timeless body, wild shape (Huge)
- Wild shape (elemental 1/day)
- Wild elemental (elemental 2/day)
- Wild shape (elemental 3/day, Huge elemental)
Class Features
All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

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

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

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

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

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Spontaneous Casting:** A druid can channel stored spell energy into summoning spells that she hasn’t prepared ahead of time. She can “lose” a prepared spell in order to cast any *summon nature’s ally* spell of the same level or lower. Chaotic, Evil, Good, and Lawful Spells: A druid can’t cast spells of an alignment opposed to her own or her deity’s (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Bonus Languages:** A druid’s bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

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

Druidic has its own alphabet.

**Animal Companion (Ex):** A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid’s companion is completely typical for its kind except as noted below. As a druid advances in level, the animal’s power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character’s druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character’s druid level and compare the result with the druid level entry on the table to determine the animal companion’s powers. (If this adjustment would reduce the druid’s effective level to 0 or lower, she can’t have that animal as a companion.)

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on
the check.

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

**Trackless Step (Ex):** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

**Resist Nature’s Lure (Ex):** Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

**Wild Shape (Su):** At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn’t provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.) A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form’s Hit Dice can’t exceed the character’s druid level. At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can’t use this ability to take the form of a plant that isn’t a creature.) At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental’s extraordinary, supernatural, and spell-like abilities. She also gains the elemental’s feats for as long as she maintains the wild shape, but she retains her own creature type. At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

**Venom Immunity (Ex):** At 9th level, a druid gains immunity to all poisons.

**A Thousand Faces (Su):** At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

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

**Ex-Druids**

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

**THE DRUID’S ANIMAL COMPANION**

A druid’s animal companion is different from a normal animal of its kind in many ways. The companion is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal’s HD, base attack bonus, saves, skill points, and feats). It is superior to a normal animal of its kind and has special powers, as described below.

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Bonus HD</th>
<th>Natural Armor Adj.</th>
<th>Str/Dex Adj.</th>
<th>Bonus Tricks</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st–2nd</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>1</td>
<td>Link, share spells</td>
</tr>
<tr>
<td>3rd–5th</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>2</td>
<td>Evasion</td>
</tr>
<tr>
<td>6th–8th</td>
<td>+4</td>
<td>+4</td>
<td>+2</td>
<td>3</td>
<td>Devotion</td>
</tr>
<tr>
<td>9th–11th</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>4</td>
<td>Multiattack</td>
</tr>
<tr>
<td>12th–14th</td>
<td>+8</td>
<td>+8</td>
<td>+4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>15th–17th</td>
<td>+10</td>
<td>+10</td>
<td>+5</td>
<td>6</td>
<td>Improved evasion</td>
</tr>
<tr>
<td>18th–20th</td>
<td>+12</td>
<td>+12</td>
<td>+6</td>
<td>7</td>
<td></td>
</tr>
</tbody>
</table>
**Animal Companion Basics:** Use the base statistics for a creature of the companion’s kind, but make the following changes.

**Class Level:** The character’s druid level. The druid’s class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion’s abilities and the alternative lists available to the character.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion’s base attack and base save bonuses. An animal companion’s base attack bonus is the same as that of a druid of a level equal to the animal’s HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster’s Hit Dice.

**Natural Armor Adj.:** The number noted here is an improvement to the animal companion’s existing natural armor bonus.

**Str/Dex Adj.:** Add this value to the animal companion’s Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of “bonus” tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don’t require any training time or Handle Animal checks, and they don’t count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can’t be changed.

**Link (Ex):** A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn’t have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** At the druid’s option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of “You” on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a −5 penalty.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

**ALTERNATIVE ANIMAL COMPANIONS**

A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid’s level (in parentheses) for purposes of determining the companion’s characteristics and special abilities.

**4th Level or Higher (Level −3)**
- Ape (animal)
- Bear, black (animal)
- Bison (animal)
- Boar (animal)
- Cheetah (animal)
- Crocodile (animal)¹
- Dire badger
- Dire bat
- Dire weasel
- Leopard (animal)
- Lizard, monitor (animal)
- Shark, Large¹ (animal)
- Snake, constrictor (animal)
- Snake, Large viper (animal)
- Wolverine (animal)

**7th Level or Higher (Level −6)**
- Bear, brown (animal)
- Dire wolverine
- Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolf
Elasmosaurus descriptions (dinosaur)
Lion (animal)
Rhinoceros (animal)
Snake, Huge viper (animal)
Tiger (animal)

**10th Level or Higher (Level –9)**
Bear, polar (animal)
Dire lion
Megaraptor (dinosaur)
Shark, Huge descriptions (animal)
Snake, giant constrictor (animal)
Whale, orca descriptions (animal)

**13th Level or Higher (Level –12)**
Dire bear
Elephant (animal)
Octopus, giant descriptions (animal)

**16th Level or Higher (Level –15)**
Dire shark descriptions
Dire tiger
Squid, giant descriptions (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)

1 Available only in an aquatic environment.

**FIGHTER**
Alignment: Any.
Hit Die: d10.

**Class Skills**
The fighter’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).
Skill Points at 1st Level: \((2 + \text{Int modifier}) \times 4\).
Skill Points at Each Additional Level: \(2 + \text{Int modifier}\).
Table: The Fighter

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+6/+1</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>7th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>+8/+3</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>9th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>+10/+5</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>11th</td>
<td>+11/+6/+1</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td></td>
</tr>
<tr>
<td>12th</td>
<td>+12/+7/+2</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>13th</td>
<td>+13/+8/+3</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>14th</td>
<td>+14/+9/+4</td>
<td>+9</td>
<td>+4</td>
<td>+4</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>15th</td>
<td>+15/+10/+5</td>
<td>+9</td>
<td>+5</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>16th</td>
<td>+16/+11/+6/+1</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>17th</td>
<td>+17/+12/+7/+2</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>18th</td>
<td>+18/+13/+8/+3</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>19th</td>
<td>+19/+14/+9/+4</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>20th</td>
<td>+20/+15/+10/+5</td>
<td>+12</td>
<td>+6</td>
<td>+6</td>
<td>Bonus feat</td>
</tr>
</tbody>
</table>

Class Features

All of the following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Bonus Feats:** At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

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

**MONK**

**Alignment:** Any lawful.

**Hit Die:** d8.

**Class Skills**

The monk’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.
### Table: The Monk

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Flurry of Blows Attack Bonus</th>
<th>Unarmed Damage(^1)</th>
<th>AC Bonus</th>
<th>Unarmored Speed Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>Bonus feat, flurry of blows, unarmed strike</td>
<td>–2/-2</td>
<td>1d6</td>
<td>+0</td>
<td>+0 ft.</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
<td>Bonus feat, evasion</td>
<td>–1/-1</td>
<td>1d6</td>
<td>+0</td>
<td>+0 ft.</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
<td>Still mind</td>
<td>+0/+0</td>
<td>1d6</td>
<td>+0</td>
<td>+10 ft.</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td></td>
<td>+1/+1</td>
<td>1d8</td>
<td>+0</td>
<td>+10 ft.</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>Purity of body</td>
<td>+2/+2</td>
<td>1d8</td>
<td>+1</td>
<td>+10 ft.</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td></td>
<td></td>
<td>1d8</td>
<td>+1</td>
<td>+20 ft.</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>Wholeness of body</td>
<td>+4/+4</td>
<td>1d8</td>
<td>+1</td>
<td>+20 ft.</td>
</tr>
<tr>
<td>8th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+6</td>
<td>+6</td>
<td>Slow fall 40 ft.</td>
<td>+5/+5/+0</td>
<td>1d10</td>
<td>+1</td>
<td>+20 ft.</td>
</tr>
<tr>
<td>9th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+6</td>
<td>+6</td>
<td>Improved evasion</td>
<td>+6/+6/+1</td>
<td>1d10</td>
<td>+1</td>
<td>+30 ft.</td>
</tr>
<tr>
<td>10th</td>
<td>+7/+2</td>
<td>+7</td>
<td>+7</td>
<td>+7</td>
<td>Ki strike (lawful), slow fall 50 ft.</td>
<td>+7/+7/+2</td>
<td>1d10</td>
<td>+2</td>
<td>+30 ft.</td>
</tr>
<tr>
<td>11th</td>
<td>+8/+3</td>
<td>+7</td>
<td>+7</td>
<td>+7</td>
<td>Diamond body, greater flurry</td>
<td>+8/+8/+8/+8/+3</td>
<td>1d10</td>
<td>+2</td>
<td>+30 ft.</td>
</tr>
<tr>
<td>12th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+8</td>
<td>+8</td>
<td>Abundant step, slow fall 60 ft.</td>
<td>+9/+9/+9/+9/+4</td>
<td>2d6</td>
<td>+2</td>
<td>+40 ft.</td>
</tr>
<tr>
<td>13th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+8</td>
<td>+8</td>
<td>Diamond soul</td>
<td>+9/+9/+9/+9/+4</td>
<td>2d6</td>
<td>+2</td>
<td>+40 ft.</td>
</tr>
<tr>
<td>14th</td>
<td>+10/+5</td>
<td>+9</td>
<td>+9</td>
<td>+9</td>
<td>Slow fall 70 ft.</td>
<td>+10/+10/+10/+5</td>
<td>2d6</td>
<td>+2</td>
<td>+40 ft.</td>
</tr>
<tr>
<td>15th</td>
<td>+11/+6/+1</td>
<td>+9</td>
<td>+9</td>
<td>+9</td>
<td>Quivering palm</td>
<td>+11/+11/+11/+6/+1</td>
<td>2d6</td>
<td>+3</td>
<td>+50 ft.</td>
</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+10</td>
<td>+10</td>
<td>Ki strike (adamantine), slow fall 80 ft.</td>
<td>+12/+12/+12/+7/+2</td>
<td>2d8</td>
<td>+3</td>
<td>+50 ft.</td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+10</td>
<td>+10</td>
<td>Timeless body, tongue of the sun and moon</td>
<td>+12/+12/+12/+7/+2</td>
<td>2d8</td>
<td>+3</td>
<td>+50 ft.</td>
</tr>
<tr>
<td>18th</td>
<td>+13/+8/+3</td>
<td>+11</td>
<td>+11</td>
<td>+11</td>
<td>Slow fall 90 ft.</td>
<td>+13/+13/+13/+8/+3</td>
<td>2d8</td>
<td>+3</td>
<td>+60 ft.</td>
</tr>
<tr>
<td>19th</td>
<td>+14/+9/+4</td>
<td>+11</td>
<td>+11</td>
<td>+11</td>
<td>Empty body</td>
<td>+14/+14/+14/+9/+4</td>
<td>2d8</td>
<td>+3</td>
<td>+60 ft.</td>
</tr>
<tr>
<td>20th</td>
<td>+15/+10/+5</td>
<td>+12</td>
<td>+12</td>
<td>+12</td>
<td>Perfect self, slow fall any distance</td>
<td>+15/+15/+15/+10/+5</td>
<td>2d10</td>
<td>+4</td>
<td>+60 ft.</td>
</tr>
</tbody>
</table>

\(^1\) The value shown is for Medium monks. See Table: Small or Large Monk Unarmed Damage for Small or Large monks.

### Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Monks are not proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

**Flurry of Blows (Ex):** When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmored strikes or with special monk weapons (kama, nunchaku,
quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus $\times \frac{1}{2}$ or $\times \frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can’t use any weapon other than a special monk weapon as part of a flurry of blows.

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

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

**Unarmed Strike:** At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk’s attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all successful attacks. A monk’s unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

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

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Damage (Small Monk)</th>
<th>Damage (Large Monk)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st–3rd</td>
<td>1d4</td>
<td>1d8</td>
</tr>
<tr>
<td>4th–7th</td>
<td>1d6</td>
<td>2d6</td>
</tr>
<tr>
<td>8th–11th</td>
<td>1d8</td>
<td>2d8</td>
</tr>
<tr>
<td>12th–15th</td>
<td>1d10</td>
<td>3d6</td>
</tr>
<tr>
<td>16th–19th</td>
<td>2d6</td>
<td>3d8</td>
</tr>
<tr>
<td>20th</td>
<td>2d8</td>
<td>4d8</td>
</tr>
</tbody>
</table>

**Bonus Feat:** At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

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

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

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Ki Strike (Su):** At 4th level, a monk’s unarmed attacks are empowered with $ki$. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. $Ki$ strike improves with the character’s monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

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

**Purity of Body (Ex):** At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

**Wholeness of Body (Su):** At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

**Improved Evasion (Ex):** At 9th level, a monk’s evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.
Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk’s spell resistance.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk’s level + the monk’s Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *etherealness*. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the monk’s creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn’t have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

Ex-Monks
A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.
Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

PALADIN
Alignment: Lawful good.
Hit Die: d10.

Class Skills
The paladin’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).
Skill Points at 1st Level: (2 + Int modifier) x4.
Skill Points at Each Additional Level: 2 + Int modifier.
# Table: The Paladin

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Aura of good, detect evil, smite evil 1/day</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>Divine grace, lay on hands</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>Aura of courage, divine health</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Turn undead</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Smite evil 2/day, special mount</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+6/+1</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Remove disease 1/week</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>+8/+3</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td>Remove disease 2/week</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>+10/+5</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Smite evil 3/day</td>
<td>1</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11th</td>
<td>+11/+6/+1</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td></td>
<td>1</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>12th</td>
<td>+12/+7/+2</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td>Remove disease 3/week</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>13th</td>
<td>+13/+8/+3</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
<td></td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>14th</td>
<td>+14/+9/+4</td>
<td>+9</td>
<td>+4</td>
<td>+4</td>
<td></td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>15th</td>
<td>+15/+10/+5</td>
<td>+9</td>
<td>+5</td>
<td>+5</td>
<td>Remove disease 4/week, smite evil 4/day</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>16th</td>
<td>+16/+11/+6/+1</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td></td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>17th</td>
<td>+17/+12/+7/+2</td>
<td>+10</td>
<td>+5</td>
<td>+5</td>
<td></td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>18th</td>
<td>+18/+13/+8/+3</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td>Remove disease 5/week</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>19th</td>
<td>+19/+14/+9/+4</td>
<td>+11</td>
<td>+6</td>
<td>+6</td>
<td></td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>20th</td>
<td>+20/+15/+10/+5</td>
<td>+12</td>
<td>+6</td>
<td>+6</td>
<td>Smite evil 5/day</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

## Class Features

All of the following are class features of the paladin.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

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

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

**Smite Evil (Su):** Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

**Divine Grace (Su):** At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Lay on Hands (Su):** Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn’t have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn’t provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

**Aura of Courage (Su):** Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

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

**Turn Undead (Su):** When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower.

**Spells:** Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.
To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin’s spell is 10 + the spell level + the paladin’s Wisdom modifier.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

**Special Mount (Sp):** Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should the paladin’s mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

**Remove Disease (Sp):** At 6th level, a paladin can produce a remove disease effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

**Code of Conduct:** A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, a paladin’s code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

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

**Ex-Paladins**

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin’s mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description), as appropriate.

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

**THE PALADIN’S MOUNT**

The paladin’s mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfing paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin’s mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal’s HD, base attack bonus, saves, skill points, and feats).
### Paladin’s Mount Basics

Use the base statistics for a creature of the mount’s kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount’s base attack and base save bonuses. A special mount’s base attack bonus is equal to that of a cleric of a level equal to the mount’s HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster’s Hit Dice.

**Natural Armor Adj.:** The number on the table is an improvement to the mount’s existing natural armor bonus.

**Str Adj.:** Add this figure to the mount’s Strength score.

**Int:** The mount’s Intelligence score.

**Empathic Link (Su):** The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount’s eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

**Share Spells:** At the paladin’s option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of “You” on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount’s type (magical beast).

**Share Saving Throws:** For each of its saving throws, the mount uses its own base save bonus or the paladin’s, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the master might have.

**Improved Speed (Ex):** The mount’s speed increases by 10 feet.

**Command (Sp):** Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the command spell, but the mount must make a DC 21 Concentration check to succeed if it’s being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount’s daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin’s level + paladin’s Cha modifier) to negate the effect.

**Spell Resistance (Ex):** A mount’s spell resistance equals its master’s paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount’s spell resistance.

### Ranger

**Alignment:** Any.

**Hit Die:** d8.

### Class Skills

The ranger’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis),
Swim (Str), and Use Rope (Dex).
Skill Points at 1st Level: (6 + Int modifier) x 4.
Skill Points at Each Additional Level: 6 + Int modifier.

<table>
<thead>
<tr>
<th>Skill Points at Each Additional Level: 6 + Int modifier.</th>
</tr>
</thead>
</table>

### Table: The Ranger

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>1st favored enemy, Track, wild empathy</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+0</td>
<td>Combat style</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>Endurance</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Animal companion</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>2nd favored enemy</td>
</tr>
<tr>
<td>6th</td>
<td>+6/+1</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Improved combat style</td>
</tr>
<tr>
<td>7th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Woodland stride</td>
</tr>
<tr>
<td>8th</td>
<td>+8/+3</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>Swift tracker</td>
</tr>
<tr>
<td>9th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Evasion</td>
</tr>
<tr>
<td>10th</td>
<td>+10/+5</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>3rd favored enemy</td>
</tr>
<tr>
<td>11th</td>
<td>+11/+6/+1</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Combat style mastery</td>
</tr>
<tr>
<td>12th</td>
<td>+12/+7/+2</td>
<td>+8</td>
<td>+8</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>13th</td>
<td>+13/+8/+3</td>
<td>+8</td>
<td>+8</td>
<td>+4</td>
<td>Camouflage</td>
</tr>
<tr>
<td>14th</td>
<td>+14/+9/+4</td>
<td>+9</td>
<td>+9</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>15th</td>
<td>+15/+10/+5</td>
<td>+9</td>
<td>+9</td>
<td>+5</td>
<td>4th favored enemy</td>
</tr>
<tr>
<td>16th</td>
<td>+16/+11/+6/+1</td>
<td>+10</td>
<td>+10</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>17th</td>
<td>+17/+12/+7/+2</td>
<td>+10</td>
<td>+10</td>
<td>+5</td>
<td>Hide in plain sight</td>
</tr>
<tr>
<td>18th</td>
<td>+18/+13/+8/+3</td>
<td>+11</td>
<td>+11</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>19th</td>
<td>+19/+14/+9/+4</td>
<td>+11</td>
<td>+11</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>20th</td>
<td>+20/+15/+10/+5</td>
<td>+12</td>
<td>+12</td>
<td>+6</td>
<td>5th favored enemy</td>
</tr>
</tbody>
</table>

### Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

**Favored Enemy (Ex):** At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger’s bonuses do not stack; he simply uses whichever bonus is higher.
### Table: Ranger Favored Enemies

<table>
<thead>
<tr>
<th>Type (Subtype)</th>
<th>Type (Subtype)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aberration</td>
<td>Humanoid (reptilian)</td>
</tr>
<tr>
<td>Animal</td>
<td>Magical beast</td>
</tr>
<tr>
<td>Construct</td>
<td>Monstrous humanoid</td>
</tr>
<tr>
<td>Dragon</td>
<td>Ooze</td>
</tr>
<tr>
<td>Elemental</td>
<td>Outsider (air)</td>
</tr>
<tr>
<td>Fey</td>
<td>Outsider (chaotic)</td>
</tr>
<tr>
<td>Giant</td>
<td>Outsider (earth)</td>
</tr>
<tr>
<td>Humanoid (aquatic)</td>
<td>Outsider (evil)</td>
</tr>
<tr>
<td>Humanoid (dwarf)</td>
<td>Outsider (fire)</td>
</tr>
<tr>
<td>Humanoid (elf)</td>
<td>Outsider (good)</td>
</tr>
<tr>
<td>Humanoid (goblinoid)</td>
<td>Outsider (lawful)</td>
</tr>
<tr>
<td>Humanoid (gnoll)</td>
<td>Outsider (native)</td>
</tr>
<tr>
<td>Humanoid (gnome)</td>
<td>Outsider (water)</td>
</tr>
<tr>
<td>Humanoid (halfling)</td>
<td>Plant</td>
</tr>
<tr>
<td>Humanoid (human)</td>
<td>Undead</td>
</tr>
<tr>
<td>Humanoid (orc)</td>
<td>Vermin</td>
</tr>
</tbody>
</table>

### Track:
A ranger gains Track as a bonus feat.

### Wild Empathy (Ex):
A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

### Combat Style (Ex):
At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character’s class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

### Endurance:
A ranger gains Endurance as a bonus feat at 3rd level.

### Animal Companion (Ex):
At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger’s list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger’s effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

### Spells:
Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must prepare and cast spells to draw them from the spell list. A ranger must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.
A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

**Improved Combat Style (Ex):** At 6th level, a ranger’s aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

**Woodland Stride (Ex):** Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

**Combat Style Mastery (Ex):** At 11th level, a ranger’s aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

**Camouflage (Ex):** A ranger of 13th level or higher can use the *Hide* skill in any sort of natural terrain, even if the terrain doesn’t grant cover or concealment.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a ranger of 17th level or higher can use the *Hide* skill even while being observed.

---

**ROGUE**

**Alignment:** Any.

**Hit Die:** d6.

**Class Skills**

The rogue’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), *Hide* (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

**Skill Points at 1st Level:** \(8 + \text{Int modifier}\) x4.

**Skill Points at Each Additional Level:** \(8 + \text{Int modifier}\).
Table: The Rogue

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Sneak attack +1d6, trapfinding</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>Evasion</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Sneak attack +2d6, trap sense +1</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Uncanny dodge</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Sneak attack +3d6</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Trap sense +2</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Sneak attack +4d6</td>
</tr>
<tr>
<td>8th</td>
<td>+6/+1</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Improved uncanny dodge</td>
</tr>
<tr>
<td>9th</td>
<td>+6/+1</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Sneak attack +5d6, trap sense +3</td>
</tr>
<tr>
<td>10th</td>
<td>+7/+2</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Special ability</td>
</tr>
<tr>
<td>11th</td>
<td>+8/+3</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Sneak attack +6d6</td>
</tr>
<tr>
<td>12th</td>
<td>+9/+4</td>
<td>+4</td>
<td>+8</td>
<td>+4</td>
<td>Trap sense +4</td>
</tr>
<tr>
<td>13th</td>
<td>+9/+4</td>
<td>+4</td>
<td>+8</td>
<td>+4</td>
<td>Sneak attack +7d6, special ability</td>
</tr>
<tr>
<td>14th</td>
<td>+10/+5</td>
<td>+4</td>
<td>+9</td>
<td>+4</td>
<td>—</td>
</tr>
<tr>
<td>15th</td>
<td>+11/+6/+1</td>
<td>+5</td>
<td>+9</td>
<td>+5</td>
<td>Sneak attack +8d6, trap sense +5</td>
</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>+5</td>
<td>+10</td>
<td>+5</td>
<td>Special ability</td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
<td>+5</td>
<td>+10</td>
<td>+5</td>
<td>Sneak attack +9d6</td>
</tr>
<tr>
<td>18th</td>
<td>+13/+8/+3</td>
<td>+6</td>
<td>+11</td>
<td>+6</td>
<td>Trap sense +6</td>
</tr>
<tr>
<td>19th</td>
<td>+14/+9/+4</td>
<td>+6</td>
<td>+11</td>
<td>+6</td>
<td>Sneak attack +10d6, special ability</td>
</tr>
<tr>
<td>20th</td>
<td>+15/+10/+5</td>
<td>+6</td>
<td>+12</td>
<td>+6</td>
<td>—</td>
</tr>
</tbody>
</table>

Class Features

All of the following are class features of the rogue.

**Weapon and Armor Proficiency:** Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue’s attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Trapfinding:** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap’s DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

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

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

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue’s attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can’t use the opportunist ability more than once per round.

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

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

Feat: A rogue may gain a bonus feat in place of a special ability.

SORCERER

Alignment: Any.
Hit Die: d4.

Class Skills

The sorcerer’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.
Skill Points at Each Additional Level: 2 + Int modifier.
Table: The Sorcerer

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th</td>
</tr>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td></td>
<td>5 3 — — — — — — — —</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td></td>
<td>6 4 — — — — — — — —</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td></td>
<td>6 5 — — — — — — — —</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td></td>
<td>6 6 3 — — — — — — — —</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td></td>
<td>6 6 4 — — — — — — — —</td>
</tr>
<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td></td>
<td>6 6 5 3 — — — — — — — —</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td></td>
<td>6 6 6 4 — — — — — — — —</td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+2</td>
<td>+2</td>
<td>+6</td>
<td></td>
<td>6 6 6 5 3 — — — — — — — —</td>
</tr>
<tr>
<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+6</td>
<td></td>
<td>6 6 6 6 4 — — — — — — — — —</td>
</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td></td>
<td>6 6 6 6 5 3 — — — — — — — —</td>
</tr>
<tr>
<td>11th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td></td>
<td>6 6 6 6 6 6 4 — — — — — — — —</td>
</tr>
<tr>
<td>12th</td>
<td>+6/+1</td>
<td>+4</td>
<td>+4</td>
<td>+8</td>
<td></td>
<td>6 6 6 6 6 6 5 3 — — — — — — —</td>
</tr>
<tr>
<td>13th</td>
<td>+6/+1</td>
<td>+4</td>
<td>+4</td>
<td>+8</td>
<td></td>
<td>6 6 6 6 6 6 6 4 — — — — — — —</td>
</tr>
<tr>
<td>14th</td>
<td>+7/+2</td>
<td>+4</td>
<td>+4</td>
<td>+9</td>
<td></td>
<td>6 6 6 6 6 6 6 5 3 — — — — — — —</td>
</tr>
<tr>
<td>15th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+5</td>
<td>+9</td>
<td></td>
<td>6 6 6 6 6 6 6 6 4 — — — — — — —</td>
</tr>
<tr>
<td>16th</td>
<td>+8/+3</td>
<td>+5</td>
<td>+5</td>
<td>+10</td>
<td></td>
<td>6 6 6 6 6 6 6 6 5 3 — — — — — — —</td>
</tr>
<tr>
<td>17th</td>
<td>+8/+3</td>
<td>+5</td>
<td>+5</td>
<td>+10</td>
<td></td>
<td>6 6 6 6 6 6 6 6 4 — — — — — — —</td>
</tr>
<tr>
<td>18th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+6</td>
<td>+11</td>
<td></td>
<td>6 6 6 6 6 6 6 6 5 3 — — — — — — —</td>
</tr>
<tr>
<td>19th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+6</td>
<td>+11</td>
<td></td>
<td>6 6 6 6 6 6 6 6 6 4 — — — — — — — — —</td>
</tr>
<tr>
<td>20th</td>
<td>+10/+5</td>
<td>+6</td>
<td>+6</td>
<td>+12</td>
<td></td>
<td>6 6 6 6 6 6 6 6 6 6 6 6 — — — — — — — — —</td>
</tr>
</tbody>
</table>

Table: Sorcerer Spells Known

<table>
<thead>
<tr>
<th>Level</th>
<th>Spells Known</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th</td>
</tr>
<tr>
<td>1st</td>
<td>4 2 — — — — — — — —</td>
</tr>
<tr>
<td>2nd</td>
<td>5 2 — — — — — — — —</td>
</tr>
<tr>
<td>3rd</td>
<td>5 3 — — — — — — — —</td>
</tr>
<tr>
<td>4th</td>
<td>6 3 1 — — — — — — —</td>
</tr>
<tr>
<td>5th</td>
<td>6 4 2 — — — — — — —</td>
</tr>
<tr>
<td>6th</td>
<td>7 4 2 1 — — — — — —</td>
</tr>
<tr>
<td>7th</td>
<td>7 5 3 2 — — — — — —</td>
</tr>
<tr>
<td>8th</td>
<td>8 5 3 2 1 — — — — —</td>
</tr>
<tr>
<td>9th</td>
<td>8 5 4 3 2 — — — — —</td>
</tr>
<tr>
<td>10th</td>
<td>9 5 4 3 2 1 — — — —</td>
</tr>
<tr>
<td>11th</td>
<td>9 5 5 4 3 2 — — — —</td>
</tr>
<tr>
<td>12th</td>
<td>9 5 5 4 3 2 1 — — —</td>
</tr>
<tr>
<td>13th</td>
<td>9 5 5 4 4 3 2 2 — —</td>
</tr>
<tr>
<td>14th</td>
<td>9 5 5 4 4 3 2 2 1 —</td>
</tr>
<tr>
<td>15th</td>
<td>9 5 5 4 4 3 2 2 1 —</td>
</tr>
<tr>
<td>16th</td>
<td>9 5 5 4 4 4 3 2 1 —</td>
</tr>
<tr>
<td>17th</td>
<td>9 5 5 4 4 4 3 3 2 —</td>
</tr>
<tr>
<td>18th</td>
<td>9 5 5 4 4 4 3 3 2 1</td>
</tr>
<tr>
<td>19th</td>
<td>9 5 5 4 4 4 3 3 3 2</td>
</tr>
<tr>
<td>20th</td>
<td>9 5 5 4 4 4 3 3 3 3</td>
</tr>
</tbody>
</table>

Class Features

All of the following are class features of the sorcerer.

**Weapon and Armor Proficiency:** Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer’s gestures, which can cause his spells with somatic components.
to fail.

**Spells:** A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

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

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer’s selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can’t use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he’ll cast.

**Familiar:** A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer’s experience point total can never go below 0 as the result of a familiar’s demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

---

**WIZARD**

**Alignment:** Any.

**Hit Die:** d4.

---

**Class Skills**

The wizard’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2 + Int modifier.
### Table: The Wizard

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td></td>
<td>3 1</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td></td>
<td>4 2 1</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td></td>
<td>4 2 1</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td></td>
<td>4 3 2</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Bonus feat</td>
<td>4 3 2 1</td>
</tr>
<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td></td>
<td>4 3 3 2</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td></td>
<td>4 4 3 2 1</td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+2</td>
<td>+2</td>
<td>+6</td>
<td></td>
<td>4 4 3 3 2</td>
</tr>
<tr>
<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+6</td>
<td>Bonus feat</td>
<td>4 4 4 3 2 1</td>
</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td>Bonus feat</td>
<td>4 4 4 3 3 2</td>
</tr>
<tr>
<td>11th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td></td>
<td>4 4 4 3 2 1</td>
</tr>
<tr>
<td>12th</td>
<td>+6/+1</td>
<td>+4</td>
<td>+4</td>
<td>+8</td>
<td></td>
<td>4 4 4 4 3 2</td>
</tr>
<tr>
<td>13th</td>
<td>+6/+1</td>
<td>+4</td>
<td>+4</td>
<td>+8</td>
<td></td>
<td>4 4 4 4 4 3 2</td>
</tr>
<tr>
<td>14th</td>
<td>+7/+2</td>
<td>+4</td>
<td>+4</td>
<td>+9</td>
<td></td>
<td>4 4 4 4 4 3 2</td>
</tr>
<tr>
<td>15th</td>
<td>+7/+2</td>
<td>+5</td>
<td>+5</td>
<td>+9</td>
<td>Bonus feat</td>
<td>4 4 4 4 4 3 2</td>
</tr>
<tr>
<td>16th</td>
<td>+8/+3</td>
<td>+5</td>
<td>+5</td>
<td>+10</td>
<td></td>
<td>4 4 4 4 4 3 2</td>
</tr>
<tr>
<td>17th</td>
<td>+8/+3</td>
<td>+5</td>
<td>+5</td>
<td>+10</td>
<td></td>
<td>4 4 4 4 4 4 3</td>
</tr>
<tr>
<td>18th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+6</td>
<td>+11</td>
<td></td>
<td>4 4 4 4 4 4 3</td>
</tr>
<tr>
<td>19th</td>
<td>+9/+4</td>
<td>+6</td>
<td>+6</td>
<td>+11</td>
<td></td>
<td>4 4 4 4 4 4 3</td>
</tr>
<tr>
<td>20th</td>
<td>+10/+5</td>
<td>+6</td>
<td>+6</td>
<td>+12</td>
<td>Bonus feat</td>
<td>4 4 4 4 4 4 4</td>
</tr>
</tbody>
</table>

**Spells per Day**
- 0
- 1st
- 2nd
- 3rd
- 4th
- 5th
- 6th
- 7th
- 8th
- 9th

### Class Features

All of the following are class features of the wizard.

**Weapon and Armor Proficiency:** Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard’s movements, which can cause her spells with somatic components to fail.

**Spells:** A wizard casts arcane spells which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard’s spell is 10 + the spell level + the wizard’s Intelligence modifier. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score. Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night’s sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

**Bonus Languages:** A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

**Familiar:** A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

**Scribe Scroll:** At 1st level, a wizard gains Scribe Scroll as a bonus feat.

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

**Spellbooks:** A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory.
A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards’ spellbooks to her own.

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

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

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

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

**Abjuration**: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

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

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

**Enchantment**: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

**Evocation**: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

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

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

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

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

FAMILIARS
A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master’s level.

<table>
<thead>
<tr>
<th>Familiar</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bat</td>
<td>Master gains a +3 bonus on Listen checks</td>
</tr>
<tr>
<td>Cat</td>
<td>Master gains a +3 bonus on Move Silently checks</td>
</tr>
<tr>
<td>Hawk</td>
<td>Master gains a +3 bonus on Spot checks in bright light</td>
</tr>
<tr>
<td>Lizard</td>
<td>Master gains a +3 bonus on Climb checks</td>
</tr>
<tr>
<td>Owl</td>
<td>Master gains a +3 bonus on Spot checks in shadows</td>
</tr>
<tr>
<td>Rat</td>
<td>Master gains a +2 bonus on Fortitude saves</td>
</tr>
<tr>
<td>Raven¹</td>
<td>Master gains a +3 bonus on Appraise checks</td>
</tr>
<tr>
<td>Snake²</td>
<td>Master gains a +3 bonus on Bluff checks</td>
</tr>
<tr>
<td>Toad</td>
<td>Master gains +3 hit points</td>
</tr>
<tr>
<td>Weasel</td>
<td>Master gains a +2 bonus on Reflex saves</td>
</tr>
</tbody>
</table>

¹ A raven familiar can speak one language of its master’s choice as a supernatural ability.
² Tiny viper.
**Familiar Basics:** Use the basic statistics for a creature of the familiar’s kind, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of Hit Dice, use the master’s character level or the familiar’s normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master’s total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

*Attacks:* Use the master’s base attack bonus, as calculated from all his classes. Use the familiar’s Dexterity or Strength modifier, whichever is greater, to get the familiar’s melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar’s kind.

*Saving Throws:* For each saving throw, use either the familiar’s base save bonus (Fortitude +2, Reflex +2, Will +0) or the master’s (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn’t share any of the other bonuses that the master might have on saves.

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master’s skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar’s total skill modifiers, some skills may remain beyond the familiar’s ability to use.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master’s combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

**Natural Armor Adj.:** The number noted here is an improvement to the familiar’s existing natural armor bonus.

**Int:** The familiar’s Intelligence score.

**Alertness (Ex):** While a familiar is within arm’s reach, the master gains the Alertness feat.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Share Spells:** At the master’s option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar uses its own ability modifiers to saves, and it doesn’t share any of the other bonuses that the master might have on saves. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of “You” on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar’s type (magical beast).

**Empathic Link (Su):** The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his familiar does.

**Deliver Touch Spells (Su):** If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Speak with Master (Ex):** If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Speak with Animals of Its Kind (Ex):** If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

**Spell Resistance (Ex):** If the master is 11th level or higher, a familiar gains spell resistance equal to the master’s level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

**Scry on Familiar (Sp):** If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.
<table>
<thead>
<tr>
<th>Master Class Level</th>
<th>Natural Armor Adj.</th>
<th>Int</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st–2nd</td>
<td>+1</td>
<td>6</td>
<td>Alertness, improved evasion, share spells, empathic link</td>
</tr>
<tr>
<td>3rd–4th</td>
<td>+2</td>
<td>7</td>
<td>Deliver touch spells</td>
</tr>
<tr>
<td>5th–6th</td>
<td>+3</td>
<td>8</td>
<td>Speak with master</td>
</tr>
<tr>
<td>7th–8th</td>
<td>+4</td>
<td>9</td>
<td>Speak with animals of its kind</td>
</tr>
<tr>
<td>9th–10th</td>
<td>+5</td>
<td>10</td>
<td>—</td>
</tr>
<tr>
<td>11th–12th</td>
<td>+6</td>
<td>11</td>
<td>Spell resistance</td>
</tr>
<tr>
<td>13th–14th</td>
<td>+7</td>
<td>12</td>
<td>Scry on familiar</td>
</tr>
<tr>
<td>15th–16th</td>
<td>+8</td>
<td>13</td>
<td>—</td>
</tr>
<tr>
<td>17th–18th</td>
<td>+9</td>
<td>14</td>
<td>—</td>
</tr>
<tr>
<td>19th–20th</td>
<td>+10</td>
<td>15</td>
<td>—</td>
</tr>
</tbody>
</table>

**ARCANE SPELLS AND ARMOR**

Wizards and sorcerers do not know how to wear armor effectively. If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields. By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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

**MULTICLASS CHARACTERS**

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

**CLASS AND LEVEL FEATURES**

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character’s classes.

**Level**: “Character level” is a character's total number of levels. It is used to determine when feats and ability score boosts are gained.

“Class level” is a character’s level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

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

**Base Attack Bonus**: Add the base attack bonuses acquired for each class to get the character’s base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.

**Saving Throws**: Add the base save bonuses for each class together.

**Skills**: If a skill is a class skill for any of a multiclass character’s classes, then character level determines a skill’s maximum rank. (The maximum rank for a class skill is 3 + character level.) If a skill is not a class skill for any of a multiclass character’s classes, the maximum rank for that skill is one-half the maximum for a class skill.

**Class Features**: A multiclass character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes. (Exception: A character who acquires the barbarian class does not become illiterate.) In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character’s paladin level is 4th or higher, her effective turning level is her cleric level plus her paladin level minus 3.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a
barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it. Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar’s natural armor, Intelligence score, and special abilities.

**Feats:** A multiclass character gains feats based on character levels, regardless of individual class level.

**Ability Increases:** A multiclass character gains ability score increases based on character level, regardless of individual class level.

**Spells:** The character gains spells from all of his or her spellcasting classes and keeps a separate spell list for each class. If a spell’s effect is based on the class level of the caster, the player must keep track of which class’s spell list the character is casting the spell from.
PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

Definitions of Terms
Here are definitions of some terms used in this section.
- **Base Class**: One of the standard eleven classes.
- **Caster Level**: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.
- **Character Level**: The total level of the character, which is the sum of all class levels held by that character.
- **Class Level**: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

ARCANE ARCHER

**Hit Die**: d8.

**Requirements**
To qualify to become an arcane archer, a character must fulfill all the following criteria.
- **Race**: Elf or half-elf.
- **Base Attack Bonus**: +6.
- **Feats**: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).
- **Spells**: Ability to cast 1st-level arcane spells.

**Class Skills**
The arcane archer’s class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).

**Skill Points at Each Level**: 4 + Int modifier.

---

**Table: The Arcane Archer**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>Enhance arrow +1</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+0</td>
<td><em>Imbue arrow</em></td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>Enhance arrow +2</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td><em>Seeker arrow</em></td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Enhance arrow +3</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td><em>Phase arrow</em></td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Enhance arrow +4</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td><em>Hail of arrows</em></td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Enhance arrow +5</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td><em>Arrow of death</em></td>
</tr>
</tbody>
</table>
Class Features
All of the following are Class Features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer’s magic arrows only function for her. For every two levels the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow (Sp): At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell’s area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow’s range rather than the spell’s range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow’s range prevents the arrow’s flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow (Sp): At 6th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of her regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer’s primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Sp): At 10th level, an arcane archer can create an arrow of death that forces the target, if damaged by the arrow’s attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the arcane archer who created it. The arrow of death lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

ARCANE TRICKSTER

Hit Die: d4.

Requirements
To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast mage hand and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

Class Skills
The arcane trickster’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.
## Table: The Arcane Trickster

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>Ranged legerdemain 1/day</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+3</td>
<td>Sneak attack +1d6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>+3</td>
<td>Impromptu sneak attack 1/day</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+4</td>
<td>+4</td>
<td>Sneak attack +2d6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+4</td>
<td>+4</td>
<td>Ranged legerdemain 2/day</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+5</td>
<td>+5</td>
<td>Sneak attack +3d6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
<td>+2</td>
<td>+5</td>
<td>+5</td>
<td>Impromptu sneak attack 2/day</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+2</td>
<td>+6</td>
<td>+6</td>
<td>Sneak attack +4d6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+6</td>
<td>+6</td>
<td>Ranged legerdemain 3/day</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+7</td>
<td>+7</td>
<td>Sneak attack +5d6</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

### Class Features
All of the following are Class Features of the arcane trickster prestige class.

**Weapon and Armor Proficiency:** Arcane tricksters gain no proficiency with any weapon or armor.

**Spells per Day:** When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Ranged Legerdemain:** An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.

**Impromptu Sneak Attack:** At 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

## ARCHMAGE

**Hit Die:** d4.

### Requirements
To qualify to become an archmage, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

**Feats:** Skill Focus (Spellcraft), Spell Focus in two schools of magic.

**Spells:** Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

### Class Skills
The archmage’s class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.
Table: The Archmage

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>High arcana</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>High arcana</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>High arcana</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>High arcana</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>High arcana</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
</tbody>
</table>

Class Features

All the following are Class Features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description. An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell’s casting time is unaffected. The caster decides whether to alter the spell’s energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell’s area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage’s effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell’s level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.
If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

**ASSASSIN**

**Hit Die:** d6.

**Requirements**

To qualify to become an assassin, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Skills:** Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

**Special:** The character must kill someone for no other reason than to join the assassins.

**Class Skills**

The assassin’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Sneak attack +1d6, death attack, poison use, spells</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>+1 save against poison, uncanny dodge</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Sneak attack +2d6</td>
<td>2</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>+2 save against poison</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Improved uncanny dodge, sneak attack +3d6</td>
<td>3</td>
<td>2</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>+3 save against poison</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Sneak attack +4d6</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>+4 save against poison, hide in plain sight</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Sneak attack +5d6</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>+5 save against poison</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Class Features**

All of the following are Class Features of the assassin prestige class.

**Weapon and Armor Proficiency:** Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an assassin gets a sneak attack bonus from another source the bonuses on damage stack.

**Death Attack:** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin’s choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC = 10 + the assassin’s class level + the assassin’s Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim’s saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use:** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Spells:** Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell’s level, so an assassin with an Intelligence of 10 or lower cannot cast these
spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin’s Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin’s spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

<table>
<thead>
<tr>
<th>Level</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>2¹</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>2nd</td>
<td>3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>3rd</td>
<td>3</td>
<td>2¹</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>4th</td>
<td>4</td>
<td>3</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>5th</td>
<td>4</td>
<td>3</td>
<td>2¹</td>
<td>—</td>
</tr>
<tr>
<td>6th</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>—</td>
</tr>
<tr>
<td>7th</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2¹</td>
</tr>
<tr>
<td>8th</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>9th</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>10th</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

¹ Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

**Save Bonus against Poison:** The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

**Uncanny Dodge (Ex):** Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

**Improved Uncanny Dodge (Ex):** At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

**Hide in Plain Sight (Su):** At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

**Assassin Spell List**

Assassins choose their spells from the following list:

1st Level: *disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.*

2nd Level: *alter self, cat’s grace, darkness, fox’s cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.*

3rd Level: *deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.*

4th Level: *clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.*

**BLACKGUARD**

**Hit Die:** d10.

**Requirements**

To qualify to become a blackguard, a character must fulfill all the following criteria.
Alignment: Any evil.
Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.
Feats: Cleave, Improved Sunder, Power Attack.
Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

Class Skills
The blackguard’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).
Skill Points at Each Level: 2 + Int modifier.

Table: The Blackguard

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>0</td>
<td>0</td>
<td>Aura of evil, detect good, poison use</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>0</td>
<td>0</td>
<td>Dark blessing, smite good 1/day</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>Command undead, aura of despair</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>++1</td>
<td>+1</td>
<td>Sneak attack +1d6</td>
<td>1</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Fiendish servant, smite good 2/day</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td></td>
<td>1</td>
<td>1</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Sneak attack +2d6</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td></td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td></td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Sneak attack +3d6, smite good 3/day</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Class Features
All of the following are Class Features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Aura of Evil (Ex): The power of a blackguard’s aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells: A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell’s level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard’s Wisdom modifier. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard’s spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast cure or inflict spells).

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per spell level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.
Blackguard Spell List

Blackguards choose their spells from the following list:

1st Level: cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.

2nd Level: bull’s strength, cure moderate wounds, darkness, death knell, eagle’s splendor, inflict moderate wounds, shatter, summon monster II*.

3rd Level: contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.

4th Level: cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.

* Evil creatures only.

Corrupt Weapon

Blackguards have access to a special spell, corrupt weapon, which is the opposing counterpart of the paladin spell bless weapon. Instead of improving a weapon’s effectiveness against evil foes corrupt weapon makes a weapon more effective against good foes.

Fallen Paladins

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1–2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level.

3–4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus x his level.

5–6: Sneak attack damage increased by +1d6. Smite good 2/day.

7–8: Fiendish summoning. Once per day, the blackguard can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the blackguard’s class level.

9–10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

11 or more: A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

The Blackguard’s Fiendish Servant

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard’s servant further gains HD and special abilities based on the blackguard’s character level (see the table below).

A blackguard may have only one fiendish servant at a time.

Should the blackguard’s servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard’s current level.

<table>
<thead>
<tr>
<th>Character Level</th>
<th>Bonus HD</th>
<th>Natural Armor Adj.</th>
<th>Str Adj.</th>
<th>Int</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>12th or lower</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>6</td>
<td>Empathic link, improved evasion, share saving throws, share spells</td>
</tr>
<tr>
<td>13th–15th</td>
<td>+4</td>
<td>+3</td>
<td>+2</td>
<td>7</td>
<td>Speak with blackguard</td>
</tr>
<tr>
<td>16th–18th</td>
<td>+6</td>
<td>+5</td>
<td>+3</td>
<td>8</td>
<td>Blood bond</td>
</tr>
<tr>
<td>19th–20th</td>
<td>+8</td>
<td>+7</td>
<td>+4</td>
<td>9</td>
<td>Spell resistance</td>
</tr>
</tbody>
</table>

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant’s base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant’s existing natural armor bonus.

Str Adj.: Add this figure to the servant’s Strength score.

Int: The servant’s Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)
The abilities mentioned in the “Special” column of the accompanying table are described below.

**Empathic Link (Su):** The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

**Share Saving Throws:** For each of its saving throws, the servant uses either its own base save bonus or the blackguard’s, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the blackguard might have.

**Share Spells:** At the blackguard’s option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet of the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if it returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of “You” on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant’s type (magical beast).

**Speak with Blackguard (Ex):** If the blackguard’s character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Blood Bond (Ex):** If the blackguard’s character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

**Spell Resistance (Ex):** If the blackguard’s character level is 19th or higher, the servant gains spell resistance equal to the blackguard’s level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant’s spell resistance.

---

**DRAGON DISCIPLE**

**Hit Die:** d12.

**Requirements**
To qualify to become a dragon disciple, a character must fulfill all the following criteria.

**Race:** Any nondragon (cannot already be a half-dragon).

**Skills:** Knowledge (arcana) 8 ranks.

**Languages:** Draconic.

**Spellcasting:** Ability to cast arcane spells without preparation.

**Special:** The player chooses a dragon variety when taking the first level in this prestige class.

**Class Skills**
The dragon disciple’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int) Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

**Skill Points at Each Level:** 2 + Int modifier.
Table: The Dragon Disciple

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Bonus Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Natural armor increase (+1)</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Ability boost (Str +2), claws and bite</td>
<td>1</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Breath weapon (2d8)</td>
<td>0</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Ability boost (Str +2), natural armor increase (+2)</td>
<td>1</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Blindsight 30 ft.</td>
<td>1</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Ability boost (Con +2)</td>
<td>1</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Breath weapon (4d8), natural armor increase (+3)</td>
<td>0</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Ability boost (Int +2)</td>
<td>1</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Wings</td>
<td>1</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Blindsight 60 ft., dragon apotheosis</td>
<td>0</td>
</tr>
</tbody>
</table>

Class Features

All of the following are Class Features of the dragon disciple prestige class.

**Weapon and Armor Proficiency:** Dragon disciples gain no proficiency with any weapon or armor.

**Bonus Spells:** Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table: The Dragon Disciple. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

**Natural Armor Increase (Ex):** At 1st, 4th, and 7th level, a gains an increase to the character’s existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor’s physical aspect.

**Claws and Bite (Ex):** At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple’s base claw and bite damage values, whichever are greater.

<table>
<thead>
<tr>
<th>Size</th>
<th>Bite Damage</th>
<th>Claw Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>1d4</td>
<td>1d3</td>
</tr>
<tr>
<td>Medium</td>
<td>1d6</td>
<td>1d4</td>
</tr>
<tr>
<td>Large</td>
<td>1d8</td>
<td>1d6</td>
</tr>
</tbody>
</table>

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a −5 penalty on claw attacks. The Multiattack feat reduces this penalty to only −2.

**Ability Boost (Ex):** As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

These increases stack and are gained as if through level advancement.

**Breath Weapon (Su):** At 3rd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.
**Dragon Variety**

<table>
<thead>
<tr>
<th>Variety</th>
<th>Breath Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>Line of acid</td>
</tr>
<tr>
<td>Blue</td>
<td>Line of lightning</td>
</tr>
<tr>
<td>Green</td>
<td>Cone of corrosive gas (acid)</td>
</tr>
<tr>
<td>Red</td>
<td>Cone of fire</td>
</tr>
<tr>
<td>White</td>
<td>Cone of cold</td>
</tr>
<tr>
<td>Brass</td>
<td>Line of fire</td>
</tr>
<tr>
<td>Bronze</td>
<td>Line of lightning</td>
</tr>
<tr>
<td>Copper</td>
<td>Line of acid</td>
</tr>
<tr>
<td>Gold</td>
<td>Cone of fire</td>
</tr>
<tr>
<td>Silver</td>
<td>Cone of cold</td>
</tr>
</tbody>
</table>

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

**Blindsight (Ex):** At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature. Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple 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. At 10th level, the range of this ability increases to 60 feet.

**Wings (Ex):** At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

**Dragon Apotheosis:** At 10th level, a dragon disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to *sleep* and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

---

**DUELIST**

**Hit Die:** d10.

**Requirements**
To qualify to become a duelist, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6.

**Skills:** Perform 3 ranks, Tumble 5 ranks.

**Feats:** Dodge, Mobility, Weapon Finesse.

**Class Skills**
The duelist’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Canny defense</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>Improved reaction +2</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Enhanced mobility</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Grace</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Precise strike +1d6</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Acrobatic charge</td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Elaborate parry</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Improved reaction +4</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Deflect Arrows</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Precise strike +2d6</td>
</tr>
</tbody>
</table>
Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist’s precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

DWARVEN DEFENDER

Hit Die: d12.

Requirements
To qualify to become a defender, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Class Skills
The defender’s class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Dwarven Defender

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>AC Bonus</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>+1</td>
<td>Defensive stance 1/day</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>+1</td>
<td>Uncanny dodge</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Defensive stance 2/day</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>+2</td>
<td>Trap sense +1</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>+2</td>
<td>Defensive stance 3/day</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Damage reduction 3/–, improved uncanny dodge</td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+3</td>
<td>Defensive stance 4/day</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>+3</td>
<td>Mobile defense, trap sense +2</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Defensive stance 5/day</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>+4</td>
<td>Damage reduction 6/–</td>
</tr>
</tbody>
</table>
Class Features
All of the following are Class Features of the dwarven defender prestige class.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender’s hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character’s (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table: The Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains damage reduction. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/–. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

ELDRITCH KNIGHT

Hit Die: d6.

Requirements
To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

Class Skills
The eldritch knight’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.
### Table: The Eldritch Knight

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>+1 level of existing arcane spellcasting class</td>
</tr>
</tbody>
</table>

### Class Features

All of the following are features of the eldritch knight prestige class.

**Weapon and Armor Proficiency:** Eldritch knights gain no proficiency with any weapon or armor.

**Bonus Feat:** At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

**Spells per Day:** From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to which class she adds each level of eldritch knight for the purpose of determining spells per day.

### Hierophant

**Hit Die:** d8.

**Requirements**

To qualify to become a hierophant, a character must fulfill all the following criteria.

**Skills:** Knowledge (religion) 15 ranks.

**Feats:** Any metamagic feat.

**Spells:** Able to cast 7th-level divine spells.

### Class Skills

The hierophant’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Table: The Hierophant

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Special ability</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Special ability</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Special ability</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Special ability</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Special ability</td>
</tr>
</tbody>
</table>
Class Features
All the following are Class Features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character’s base class, still stack with the character’s base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

Blast Infidel (Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

<table>
<thead>
<tr>
<th>Hierophant Alignment</th>
<th>Opposed Alignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lawful good</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Neutral good</td>
<td>Neutral evil</td>
</tr>
<tr>
<td>Chaotic good</td>
<td>Lawful evil</td>
</tr>
<tr>
<td>Lawful neutral</td>
<td>Chaotic neutral</td>
</tr>
<tr>
<td>Neutral</td>
<td>Lawful good, chaotic good, lawful evil, chaotic evil*</td>
</tr>
<tr>
<td>Chaotic neutral</td>
<td>Lawful neutral</td>
</tr>
<tr>
<td>Lawful evil</td>
<td>Chaotic good</td>
</tr>
<tr>
<td>Neutral evil</td>
<td>Neutral good</td>
</tr>
<tr>
<td>Chaotic evil</td>
<td>Lawful good</td>
</tr>
</tbody>
</table>

* A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

Divine Reach (Su): A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant’s cleric level but uses her own Charisma modifier.

Mastery of Energy (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant’s turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

MetamagicFeat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid’s wild shape ability can be partially or completely transferred. The hierophant chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases a hierophant’s effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components
when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP. The spell normally uses a spell slot of the spell’s level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HORIZON WALKER

Hit Die: d8.

Requirements
To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

Class Skills
The horizon walker’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Horizon Walker

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Terrain mastery</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>Terrain mastery</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>Terrain mastery</td>
</tr>
<tr>
<td>4th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Terrain mastery</td>
</tr>
<tr>
<td>5th</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Terrain mastery</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Planar terrain mastery</td>
</tr>
<tr>
<td>7th</td>
<td>+7</td>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>Planar terrain mastery</td>
</tr>
<tr>
<td>8th</td>
<td>+8</td>
<td>+6</td>
<td>+2</td>
<td>+2</td>
<td>Planar terrain mastery</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+3</td>
<td>Planar terrain mastery</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+3</td>
<td>Planar terrain mastery</td>
</tr>
</tbody>
</table>

Class Features
All of the following are features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Terrain Mastery: At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they’re actually in the relevant terrain or not.

Planar Terrain Mastery: Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level. The horizon walker can take a non-planar terrain type instead, if she wishes.

Terrain Mastery Benefits

Aquatic: You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.
Desert: You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar): You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar): You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar): You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don’t affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar): You gain tremorsense with a 30-foot range.

Other (Planar): If other planes are in use additional Planar Terrains can be created.

LOREMASTER

Hit Die: d4.

Requirements
To qualify to become a loremaster, a character must fulfill all the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

Class Skills
The loremaster’s class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.
Table: The Loremaster

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>Secret</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>Lore</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>Secret</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Bonus language</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Secret</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>Greater lore</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>Secret</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+6</td>
<td>Bonus language</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+6</td>
<td>Secret</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td>True lore</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

Class Features

All of the following are Class Features of the loremaster prestige class.

**Weapon and Armor Proficiency:** Loremasters gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** When a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Secret:** At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table below. Her level plus Intelligence modifier determines the total number of secrets she can choose. She can’t choose the same secret twice.

**Lore:** At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

**Bonus Languages:** A loremaster can choose any new language at 4th and 8th level.

**Greater Lore (Ex):** At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

**True Lore (Ex):** At 10th level, once per day a loremaster can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

Loremaster Secrets

<table>
<thead>
<tr>
<th>Level + Int Modifier</th>
<th>Secret</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Instant mastery</td>
<td>4 ranks of a skill in which the character has no ranks</td>
</tr>
<tr>
<td>2</td>
<td>Secret health</td>
<td>+3 hit points</td>
</tr>
<tr>
<td>3</td>
<td>Secrets of inner strength</td>
<td>+2 bonus on Will saves</td>
</tr>
<tr>
<td>4</td>
<td>The lore of true stamina</td>
<td>+2 bonus on Fortitude saves</td>
</tr>
<tr>
<td>5</td>
<td>Secret knowledge of avoidance</td>
<td>+2 bonus on Reflex saves</td>
</tr>
<tr>
<td>6</td>
<td>Weapon trick</td>
<td>+1 bonus on attack rolls</td>
</tr>
<tr>
<td>7</td>
<td>Dodge trick</td>
<td>+1 dodge bonus to AC</td>
</tr>
<tr>
<td>8</td>
<td>Applicable knowledge</td>
<td>Any one feat</td>
</tr>
<tr>
<td>9</td>
<td>Newfound arcana</td>
<td>1 bonus 1st-level spell*</td>
</tr>
<tr>
<td>10</td>
<td>More newfound arcana</td>
<td>1 bonus 2nd-level spell*</td>
</tr>
</tbody>
</table>

* As if gained through having a high ability score.
MYSTIC THEURGE

Hit Die: d4.

Requirements
To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

Class Skills
The mystic theurge’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Mystic Theurge

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+2</td>
<td>+2</td>
<td>+6</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+6</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td>+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class</td>
</tr>
</tbody>
</table>

Class Features
All of the following are features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

SHADOWDANCER

Hit Die: d8.

Requirements
To qualify to become a shadowdancer, a character must fulfill all the following criteria.

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.
Class Skills
The shadowdancer’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Table: The Shadowdancer

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Hide in plain sight</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>Evasion, darkvision, uncanny dodge</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Shadow illusion, summon shadow</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Shadow jump 20 ft.</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Defensive roll, improved uncanny dodge</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Shadow jump 40 ft., summon shadow</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Slippery mind</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Shadow jump 80 ft.</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Summon shadow</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Shadow jump 160 ft., improved evasion</td>
</tr>
</tbody>
</table>

Class Features
All of the following are features of the shadowdancer prestige class.

**Weapon and Armor Proficiency:** Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Evasion (Ex):** At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

**Darkvision (Su):** At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a darkvision spell.

**Uncanny Dodge (Ex):** Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions. This ability’s effect is identical to that of the arcane spell silent image and may be employed once per day.

**Summon Shadow (Su):** At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow’s alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer’s XP total can never go below 0 as the result of a shadow’s dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.
**Defensive Roll (Ex):** Starting at 5th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can’t attempt a defensive roll.

**Improved Uncanny Dodge (Ex):** At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

**Slippery Mind (Ex):** At 7th level, if a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell’s effects occur normally.

**Improved Evasion (Ex):** This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What’s more, she takes only half damage even if she fails her saving throw.

---

**THAUMATURGIST**

**Hit Die:** d4.

**Requirements**

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

**Feats:** Spell Focus (conjuration).

**Spells:** Able to cast *lesser planar ally*.

**Class Skills**

The thaumaturgist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

---

### Table: The Thaumaturgist

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>Improved ally</td>
<td>+1 level of existing spellcasting class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>Augment Summoning</td>
<td>+1 level of existing spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>Extended summoning</td>
<td>+1 level of existing spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Contingent conjuration</td>
<td>+1 level of existing spellcasting class</td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Planar cohort</td>
<td>+1 level of existing spellcasting class</td>
</tr>
</tbody>
</table>

**Class Features**

All of the following are features of the thaumaturgist prestige class.

**Weapon and Armor Proficiency:** Thaumaturgists gain no proficiency with any weapon or armor.

**Spells per Day:** When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

**Improved Ally:** When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist’s Diplomacy check adjusts the creature’s attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist’s improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.
**Augment Summoning:** At 2nd level, a thaumaturgist gains the Augment Summoning feat.

**Extended Summoning:** At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don’t change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell’s level.

**Contingent Conjuration:** A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the **contingency** spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

**Planar Cohort:** A 5th-level thaumaturgist can use any of the **planar ally** spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature. To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can’t be used to reduce or eliminate this cost. The planar cohort can’t have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist’s character level –2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist’s existing cohort, if he has one by virtue of the Leadership feat.
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 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 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 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

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

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

<table>
<thead>
<tr>
<th>Task</th>
<th>Skill (Key Ability)</th>
<th>Opposing Skill (Key Ability)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Con someone</td>
<td>Bluff (Cha)</td>
<td>Sense Motive (Wis)</td>
</tr>
<tr>
<td>Pretend to be someone else</td>
<td>Disguise (Cha)</td>
<td>Spot (Wis)</td>
</tr>
<tr>
<td>Create a false map</td>
<td>Forgery (Int)</td>
<td>Forgery (Int)</td>
</tr>
<tr>
<td>Hide from someone</td>
<td>Hide (Dex)</td>
<td>Spot (Wis)</td>
</tr>
<tr>
<td>Make a bully back down</td>
<td>Intimidate (Cha)</td>
<td>Special¹</td>
</tr>
<tr>
<td>Sneak up on someone</td>
<td>Move Silently (Dex)</td>
<td>Listen (Wis)</td>
</tr>
<tr>
<td>Steal a coin pouch</td>
<td>Sleight of Hand (Dex)</td>
<td>Spot (Wis)</td>
</tr>
<tr>
<td>Tie a prisoner securely</td>
<td>Use Rope (Dex)</td>
<td>Escape Artist (Dex)</td>
</tr>
</tbody>
</table>

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

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.
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.

**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.

SKILL DESCRIPTIONS
This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.
Here is the format for skill descriptions.

SKILL NAME
The skill name line includes (in addition to the name of the skill) the following information.
Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has “None” as its key ability because the use of this skill does not require a check.
Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).
Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:
Check: What a character (“you” in the skill description) can do with a successful skill check and the check’s DC.
Action: The type of action using the skill requires, or the amount of time required for a check.
Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn’t allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can’t take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.
Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.
Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4–5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).
Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.
Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated as “Trained Only”).

APPRAISE (INT)
Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.
Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item’s value.
A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant’s scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.
These bonuses stack.
Action: Appraising an item takes 1 minute (ten consecutive full-round actions).
Try Again: No. You cannot try again on the same object, regardless of success.

Special: A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal). The master of a raven familiar gains a +3 bonus on Appraise checks. A character with the Diligent feat gains a +2 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

BALANCE (DEX; ARMOR CHECK PENALTY)

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

<table>
<thead>
<tr>
<th>Narrow Surface</th>
<th>Balance DC¹</th>
<th>Difficult Surface</th>
<th>Balance DC¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>7–12 inches wide</td>
<td>10</td>
<td>Uneven flagstone</td>
<td>10²</td>
</tr>
<tr>
<td>2–6 inches wide</td>
<td>15</td>
<td>Hewn stone floor</td>
<td>10²</td>
</tr>
<tr>
<td>Less than 2 inches wide</td>
<td>20</td>
<td>Sloped or angled floor</td>
<td>10²</td>
</tr>
</tbody>
</table>

¹ Add modifiers from Narrow Surface Modifiers, below, as appropriate.

² Only if running or charging. Failure by 4 or less means the character can’t run or charge, but may otherwise act normally.

Narrow Surface Modifiers

<table>
<thead>
<tr>
<th>Surface</th>
<th>DC Modifier¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightly obstructed</td>
<td>+2</td>
</tr>
<tr>
<td>Severely obstructed</td>
<td>+5</td>
</tr>
<tr>
<td>Lightly slippery</td>
<td>+2</td>
</tr>
<tr>
<td>Severely slippery</td>
<td>+5</td>
</tr>
<tr>
<td>Sloped or angled</td>
<td>+2</td>
</tr>
</tbody>
</table>

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

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can’t move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren’t considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A Balance check doesn’t require an action; it is made as part of another action or as a reaction to a situation.

Special: If you have the Agile feat, you get a +2 bonus on Balance checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

BLUFF (CHA)

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

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a suggestion spell.
A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed. *Feinting in Combat:* You can also use Bluff to mislead an opponent in melee combat (so that it can’t dodge your next attack effectively). To feint, make a Bluff check opposed by your target’s Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn. Feinting in this way against a nonhumanoid is difficult because it’s harder to read a strange creature’s body language; you take a –4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it’s even harder; you take a –8 penalty. Against a nonintelligent creature, it’s impossible. Feinting in combat does not provoke an attack of opportunity. *Creating a Diversion to Hide:* You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity. *Delivering a Secret Message:* You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can’t get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive). *Action:* Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn’t take an action; it is part of normal communication. *Try Again:* Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication. *Special:* A ranger gains a bonus on Bluff checks when using this skill against a favored enemy. The master of a snake familiar gains a +3 bonus on Bluff checks. If you have the Persuasive feat, you get a +2 bonus on Bluff checks. *Synergy:* If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you’re being observed and you try to act in character.  

### Bluff Examples

<table>
<thead>
<tr>
<th>Example Circumstances</th>
<th>Sense Motive Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>The target wants to believe you.</td>
<td>–5</td>
</tr>
<tr>
<td>The bluff is believable and doesn’t affect the target much.</td>
<td>+0</td>
</tr>
<tr>
<td>The bluff is a little hard to believe or puts the target at some risk.</td>
<td>+5</td>
</tr>
<tr>
<td>The bluff is hard to believe or puts the target at significant risk.</td>
<td>+10</td>
</tr>
<tr>
<td>The bluff is way out there, almost too incredible to consider.</td>
<td>+20</td>
</tr>
</tbody>
</table>

### CLIMB (STR; ARMOR CHECK PENALTY)

*Check:* With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained. A climber’s kit gives you a +2 circumstance bonus on Climb checks. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.
Climb DC

<table>
<thead>
<tr>
<th>DC</th>
<th>Example Surface or Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>A slope too steep to walk up, or a knotted rope with a wall to brace against.</td>
</tr>
<tr>
<td>5</td>
<td>A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.</td>
</tr>
<tr>
<td>10</td>
<td>A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.</td>
</tr>
<tr>
<td>15</td>
<td>Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.</td>
</tr>
<tr>
<td>20</td>
<td>An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.</td>
</tr>
<tr>
<td>25</td>
<td>A rough surface, such as a natural rock wall or a brick wall.</td>
</tr>
<tr>
<td>25</td>
<td>An overhang or ceiling with handholds but no footholds.</td>
</tr>
<tr>
<td>—</td>
<td>A perfectly smooth, flat, vertical surface cannot be climbed.</td>
</tr>
</tbody>
</table>

**Climb DC Modifier**

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Example Surface or Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>–10</td>
<td>Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).</td>
</tr>
<tr>
<td>–5</td>
<td>Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).</td>
</tr>
<tr>
<td>+5</td>
<td>Surface is slippery (increases DC by 5).</td>
</tr>
</tbody>
</table>

1 These modifiers are cumulative; use any that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can’t move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can’t use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

**Accelerated Climbing:** You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

**Making Your Own Handholds and Footholds:** You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

**Catching Yourself When Falling:** It’s practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall’s DC + 20) to do so. It’s much easier to catch yourself on a slope (DC = slope’s DC + 10).

**Catching a Falling Character While Climbing:** If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall’s DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character’s fall but don’t lose your grip on the wall. If you fail by 5 or more, you fail to stop the character’s fall and begin falling as well.

**Action:** Climbing is part of movement, so it’s generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn’t take an action.

**Special:** You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A halfling has a +2 racial bonus on Climb checks because halflings are agile and surefooted.

The master of a lizard familiar gains a +3 bonus on Climb checks.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.
CONCENTRATION (CON)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn’t normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

<table>
<thead>
<tr>
<th>Concentration DC</th>
<th>Distraction</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 + damage dealt</td>
<td>Damaged during the action.¹</td>
</tr>
<tr>
<td>10 + half of continuous</td>
<td>Taking continuous damage during the damage last dealt action.²</td>
</tr>
<tr>
<td>Distracting spell’s save DC</td>
<td>Distracted by nondamaging spell.⁴</td>
</tr>
<tr>
<td>10</td>
<td>Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).</td>
</tr>
<tr>
<td>15</td>
<td>Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).</td>
</tr>
<tr>
<td>20</td>
<td>Extraordinarily violent motion (earthquake).</td>
</tr>
<tr>
<td>15</td>
<td>Entangled.</td>
</tr>
<tr>
<td>20</td>
<td>Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)</td>
</tr>
<tr>
<td>5</td>
<td>Weather is a high wind carrying blinding rain or sleet.</td>
</tr>
<tr>
<td>10</td>
<td>Weather is wind-driven hail, dust, or debris.</td>
</tr>
<tr>
<td>Distracting spell’s save DC</td>
<td>Weather caused by a spell, such as storm of vengeance.⁴</td>
</tr>
</tbody>
</table>

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)

³ Such as from acid arrow.

⁴ If the spell allows no save, use the save DC it would have if it did allow a save.

Action: None. Making a Concentration check doesn’t take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn’t cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Special: You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn’t apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 (plus the spell’s level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn’t allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the offensive or while grappling or pinned.

CRAFT (INT)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.
A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

**Check:** You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft’s daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item’s finished price also determines the cost of raw materials. In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship. A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item. All crafts require artisan’s tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan’s tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item’s price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item’s price for the cost of raw materials.
4. Make an appropriate Craft check representing one week’s work. If the check succeeds, multiply your check result by the DC. If the result × the DC equals the price of the item in sp, then you have completed the item. (If the result × the DC equals double or triple the price of the item in silver pieces, then you’ve completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn’t equal the price, then it represents the progress you’ve made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

   If you fail a check by 4 or less, you make no progress this week.
   If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

   *Progress by the Day:* You can make checks by the day instead of by the week. In this case your progress (check result × DC) is in copper pieces instead of silver pieces.

**Creating Masterwork Items:** You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

**Repairing Items:** Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item’s price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.
<table>
<thead>
<tr>
<th>Item</th>
<th>Craft Skill</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid</td>
<td>Alchemy&lt;sup&gt;1&lt;/sup&gt;</td>
<td>15</td>
</tr>
<tr>
<td>Alchemist’s fire, smokestick, or tindertwig</td>
<td>Alchemy&lt;sup&gt;1&lt;/sup&gt;</td>
<td>20</td>
</tr>
<tr>
<td>Antitoxin, sunrod, tanglefoot bag, or thunderstone</td>
<td>Alchemy&lt;sup&gt;1&lt;/sup&gt;</td>
<td>25</td>
</tr>
<tr>
<td>Armor or shield</td>
<td>Armorsmithing</td>
<td>10 + AC bonus</td>
</tr>
<tr>
<td>Longbow or shortbow</td>
<td>Bowmaking</td>
<td>12</td>
</tr>
<tr>
<td>Composite longbow or composite shortbow</td>
<td>Bowmaking</td>
<td>15</td>
</tr>
<tr>
<td>Composite longbow or composite shortbow with high strength rating</td>
<td>Bowmaking</td>
<td>15 + (2 × rating)</td>
</tr>
<tr>
<td>Crossbow</td>
<td>Weaponsmithing</td>
<td>15</td>
</tr>
<tr>
<td>Simple melee or thrown weapon</td>
<td>Weaponsmithing</td>
<td>12</td>
</tr>
<tr>
<td>Martial melee or thrown weapon</td>
<td>Weaponsmithing</td>
<td>15</td>
</tr>
<tr>
<td>Exotic melee or thrown weapon</td>
<td>Weaponsmithing</td>
<td>18</td>
</tr>
<tr>
<td>Mechanical trap</td>
<td>Trapmaking</td>
<td>Varies&lt;sup&gt;2&lt;/sup&gt;</td>
</tr>
<tr>
<td>Very simple item (wooden spoon)</td>
<td>Varies</td>
<td>5</td>
</tr>
<tr>
<td>Typical item (iron pot)</td>
<td>Varies</td>
<td>10</td>
</tr>
<tr>
<td>High-quality item (bell)</td>
<td>Varies</td>
<td>15</td>
</tr>
<tr>
<td>Complex or superior item (lock)</td>
<td>Varies</td>
<td>20</td>
</tr>
</tbody>
</table>

<sup>1</sup> You must be a spellcaster to craft any of these items.

<sup>2</sup> Traps have their own rules for construction.

**Action:** Does not apply. Craft checks are made by the day or week (see above).

**Try Again:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Special:** A dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable with stonework and metalwork.

A gnome has a +2 racial bonus on Craft (alchemy) checks because gnomes have sensitive noses.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you’ll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist’s lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

**Synergy:** If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

---

**DECIPHER SCRIPT** (INT; TRAINED ONLY)

**Check:** You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can’t tell whether the conclusion you draw is true or false.

**Action:** Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

**Try Again:** No.

**Special:** A character with the Diligent feat gets a +2 bonus on Decipher Script checks.

**Synergy:** If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks involving scrolls.

---

**DIPLOMACY** (CHA)

**Check:** You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.
Action: Changing others’ attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: A half-elf has a +2 racial bonus on Diplomacy checks.
If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.
Synergy: If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

INFLUENCING NPC ATTITUDES
Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

<table>
<thead>
<tr>
<th>Initial Attitude</th>
<th>New Attitude (DC to achieve)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hostile</td>
<td>Hostile, Unfriendly, Indifferent, Friendly, Helpful</td>
</tr>
<tr>
<td>Unfriendly</td>
<td></td>
</tr>
<tr>
<td>Indifferent</td>
<td></td>
</tr>
<tr>
<td>Friendly</td>
<td></td>
</tr>
<tr>
<td>Helpful</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Attitude</th>
<th>Means</th>
<th>Possible Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hostile</td>
<td>Will take risks to hurt you</td>
<td>Attack, interfere, berate, flee</td>
</tr>
<tr>
<td>Unfriendly</td>
<td>Wishes you ill</td>
<td>Mislead, gossip, avoid, watch suspiciously, insult</td>
</tr>
<tr>
<td>Indifferent</td>
<td>Doesn’t much care</td>
<td>Socially expected interaction</td>
</tr>
<tr>
<td>Friendly</td>
<td>Wishes you well</td>
<td>Chat, advise, offer limited help, advocate</td>
</tr>
<tr>
<td>Helpful</td>
<td>Will take risks to help you</td>
<td>Protect, back up, heal, aid</td>
</tr>
</tbody>
</table>

DISABLE DEVICE (INT; TRAINED ONLY)
Check: The Disable Device check is made secretly, so that you don’t necessarily know whether you’ve succeeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.
If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you’re attempting some sort of sabotage, you think the device is disabled, but it still works normally.
You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

<table>
<thead>
<tr>
<th>Device</th>
<th>Time</th>
<th>Disable Device DC</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>1 round</td>
<td>10</td>
<td>Jam a lock</td>
</tr>
<tr>
<td>Tricky</td>
<td>1d4 rounds</td>
<td>15</td>
<td>Sabotage a wagon wheel</td>
</tr>
<tr>
<td>Difficult</td>
<td>2d4 rounds</td>
<td>20</td>
<td>Disarm a trap, reset a trap</td>
</tr>
<tr>
<td>Wicked</td>
<td>2d4 rounds</td>
<td>25</td>
<td>Disarm a complex trap, cleverly sabotage a clockwork device</td>
</tr>
</tbody>
</table>

If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.
A rogue who beats a trap’s DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

Restriction: Rogues (and other characters with the trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it. The spells fire trap, glyph of warding, symbol, and teleportation circle also create traps that a rogue can disarm with a
successful Disable Device check. *Spike growth* and *spike stones*, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

OTHER WAYS TO BEAT A TRAP
It’s possible to ruin many traps without making a Disable Device check.

**Ranged Attack Traps:** Once a trap’s location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it’s possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

**Melee Attack Traps:** These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

**Pits:** Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them—they break just as daggers do.

**Magic Traps:** *Dispel magic* helps here. Someone who succeeds on a caster level check against the level of the trap’s creator suppresses the trap for 1d4 rounds. This works only with a targeted *dispel magic*, not the area version (see the spell description).

**DISGUISE (CHA)**

**Check:** Your Disguise check result determines how good the disguise is, and it is opposed by others’ Spot check results. If you don’t draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can’t be sure how good the result is.

The effectiveness of your disguise depends in part on how much you’re attempting to change your appearance.

<table>
<thead>
<tr>
<th>Disguise</th>
<th>Disguise Check Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor details only</td>
<td>+5</td>
</tr>
<tr>
<td>Disguised as different gender</td>
<td>–2</td>
</tr>
<tr>
<td>Disguised as different race</td>
<td>–2</td>
</tr>
<tr>
<td>Disguised as different age category</td>
<td>–2*</td>
</tr>
</tbody>
</table>

*These modifiers are cumulative; use any that apply.

Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

<table>
<thead>
<tr>
<th>Familiarity</th>
<th>Viewer’s Spot Check Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognizes on sight</td>
<td>+4</td>
</tr>
<tr>
<td>Friends or associates</td>
<td>+6</td>
</tr>
<tr>
<td>Close friends</td>
<td>+8</td>
</tr>
<tr>
<td>Intimate</td>
<td>+10</td>
</tr>
</tbody>
</table>

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

**Action:** Creating a disguise requires 1d3×10 minutes of work.

**Try Again:** Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they’ll be more suspicious.

**Special:** Magic that alters your form, such as *alter self, disguise self, polymorph*, or *shapechange*, grants you a +10 bonus on
Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the *veil* spell. Divination magic that allows people to see through illusions (such as *true seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one. You must make a Disguise check when you cast a *simulacrum* spell to determine how good the likeness is.

If you have the Deceptive feat, you get a +2 bonus on Disguise checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you’re being observed and you try to act in character.

**ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY)**

**Check:** The table below gives the DCs to escape various forms of restraints.

- **Ropes:** Your Escape Artist check is opposed by the binder’s Use Rope check. Since it’s easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.
- **Manacles and Masterwork Manacles:** The DC for manacles is set by their construction.
- **Tight Space:** The DC noted on the table is for getting through a space where your head fits but your shoulders don’t. If the space is long you may need to make multiple checks. You can’t get through a space that your head does not fit through.
- **Grappler:** You can make an Escape Artist check opposed by your enemy’s grapple check to get out of a grapple or out of a pinned condition (so that you’re only grappling).

<table>
<thead>
<tr>
<th>Restraint</th>
<th>Escape Artist DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ropes Binder’s</td>
<td>Use Rope check at +10</td>
</tr>
<tr>
<td>Net, <em>animate rope</em> spell, command plants spell, <em>control plants</em> spell, or <em>entangle</em> spell</td>
<td>20</td>
</tr>
<tr>
<td>Snare spell</td>
<td>23</td>
</tr>
<tr>
<td>Manacles</td>
<td>30</td>
</tr>
<tr>
<td>Tight space</td>
<td>30</td>
</tr>
<tr>
<td>Masterwork manacles</td>
<td>35</td>
</tr>
<tr>
<td>Grappler</td>
<td>Grappler’s grapple check result</td>
</tr>
</tbody>
</table>

**Action:** Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

**Try Again:** Varies. You can make another check after a failed check if you’re squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you’re not being actively opposed.

**Special:** If you have the Agile feat, you get a +2 bonus on Escape Artist checks.

**Synergy:** If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

**FORGERY (INT)**

**Check:** Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you’re writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person’s handwriting is needed.

The Forgery check is made secretly, so that you’re not sure how good your forgery is. As with Disguise, you don’t even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.
A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character’s suspicion (and thus create favorable circumstances for the checker’s opposing Forgery check).

**Action:** Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

**Try Again:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can’t try using his own skill again, even if he’s suspicious about the document.

**Special:** If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

**Restriction:** Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A barbarian can’t learn the Forgery skill unless he has learned to read and write.

## Gather Information (Cha)

**Check:** An evening’s time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city’s major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

<table>
<thead>
<tr>
<th>Task Description</th>
<th>DC Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle an animal</td>
<td>10</td>
</tr>
<tr>
<td>“Push” an animal</td>
<td>25</td>
</tr>
<tr>
<td>Teach an animal a trick</td>
<td>15 or 20(^1)</td>
</tr>
<tr>
<td>Train an animal for a general purpose</td>
<td>15 or 20(^1)</td>
</tr>
<tr>
<td>Rear a wild animal</td>
<td>15 + HD of animal</td>
</tr>
</tbody>
</table>

\(^1\)See the specific trick or purpose below.

**Action:** A typical Gather Information check takes 1d4+1 hours.

**Try Again:** Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

**Special:** A half-elf has a +2 racial bonus on Gather Information checks.

If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

**Synergy:** If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

## Handle Animal (Cha; Trained Only)

**Check:** The DC depends on what you are trying to do.

<table>
<thead>
<tr>
<th>Task Description</th>
<th>Handle Animal DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle an animal</td>
<td>10</td>
</tr>
<tr>
<td>“Push” an animal</td>
<td>25</td>
</tr>
<tr>
<td>Teach an animal a trick</td>
<td>15 or 20(^1)</td>
</tr>
<tr>
<td>Train an animal for a general purpose</td>
<td>15 or 20(^1)</td>
</tr>
<tr>
<td>Rear a wild animal</td>
<td>15 + HD of animal</td>
</tr>
</tbody>
</table>

\(^1\)See the specific trick or purpose below.

**General Purpose**

<table>
<thead>
<tr>
<th>DC</th>
<th>General Purpose</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat</td>
<td>20</td>
<td>Hunting</td>
</tr>
<tr>
<td>Fighting</td>
<td>20</td>
<td>Performance</td>
</tr>
<tr>
<td>Guarding</td>
<td>20</td>
<td>Riding</td>
</tr>
<tr>
<td>Heavy labor</td>
<td>15</td>
<td></td>
</tr>
</tbody>
</table>

**Handle an Animal:** This task involves commanding an animal to perform a task or trick that it knows. If the animal is
wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

“Push” an Animal: To push an animal means to get it to perform a task or trick that it doesn’t know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn’t know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally wouldn’t go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal’s purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it’s being raised, or it can be taught as a
Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion. In addition, a druid’s or ranger’s animal companion knows one or more bonus tricks, which don’t count against the normal limit on tricks known and don’t require any training time or Handle Animal checks to teach.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can’t teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can’t teach, rear, or train other nondomestic animals.

HEAL (WIS)

Check: The DC and effect depend on the task you attempt.

<table>
<thead>
<tr>
<th>Task Heal</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>First aid</td>
<td>15</td>
</tr>
<tr>
<td>Long-term care</td>
<td>15</td>
</tr>
<tr>
<td>Treat wound from caltrop, spike growth, or spike stones</td>
<td>15</td>
</tr>
<tr>
<td>Treat poison</td>
<td>Poison’s save DC</td>
</tr>
<tr>
<td>Treat disease</td>
<td>Disease’s save DC</td>
</tr>
</tbody>
</table>

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty. A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim’s injuries and succeeding on a Heal check against the spell’s save DC.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can’t try a Heal check again without proof of the original check’s failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.
**Special:** A character with the Self-Sufficient feat gets a +2 bonus on Heal checks. A healer’s kit gives you a +2 circumstance bonus on Heal checks.

**HIDE (DEX; ARMOR CHECK PENALTY)**

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It’s practically impossible (–20 penalty) to hide while attacking, running or charging. A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16. You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway. If people are observing you, even casually, you can’t hide. You can run around a corner or behind cover so that you’re out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a –10 penalty because you have to move fast.

**Sniping:** If you’ve already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

**Creating a Diversion to Hide:** You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

**Action:** Usually none. Normally, you make a Hide check as part of movement, so it doesn’t take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

**Special:** If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you’re moving. If you have the Stealthy feat, you get a +2 bonus on Hide checks. A 13th-level ranger can attempt a Hide check in any sort of natural terrain, even if it doesn’t grant cover or concealment. A 17th-level ranger can do this even while being observed.

**INTIMIDATE (CHA)**

**Check:** You can change another’s behavior with a successful check. Your Intimidate check is opposed by the target’s modified level check (1d20 + character level or Hit Dice + target’s Wisdom bonus [if any] + target’s modifiers on saves against fear). If you beat your target’s check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target’s default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

**Demoralize Opponent:** You can also use Intimidate to weaken an opponent’s resolve in combat. To do so, make an Intimidate check opposed by the target’s modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a –2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

**Action:** Varies. Changing another’s behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn’t help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target. A character immune to fear can’t be intimidated, nor can nonintelligent creatures. If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

**JUMP (STR; ARMOR CHECK PENALTY)**

**Check:** The DC and the distance you can cover vary according to the type of jump you are attempting (see below). Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than
30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet. All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round. If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

*Long Jump:* A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don’t clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

### Jump DC\(^1\)

<table>
<thead>
<tr>
<th>Long Jump Distance</th>
<th>5 feet</th>
<th>10 feet</th>
<th>15 feet</th>
<th>20 feet</th>
<th>25 feet</th>
<th>30 feet</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
</tr>
</tbody>
</table>

\(^1\) Requires a 20-foot running start. Without a running start, double the DC.

*High Jump:* A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

### High Jump Distance\(^1\) Jump DC\(^2\)

<table>
<thead>
<tr>
<th>High Jump Distance(^1)</th>
<th>Jump DC(^2)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 foot</td>
<td>4</td>
</tr>
<tr>
<td>2 feet</td>
<td>8</td>
</tr>
<tr>
<td>3 feet</td>
<td>12</td>
</tr>
<tr>
<td>4 feet</td>
<td>16</td>
</tr>
<tr>
<td>5 feet</td>
<td>20</td>
</tr>
<tr>
<td>6 feet</td>
<td>24</td>
</tr>
<tr>
<td>7 feet</td>
<td>28</td>
</tr>
<tr>
<td>8 feet</td>
<td>32</td>
</tr>
</tbody>
</table>

\(^1\) Not including vertical reach; see below.  
\(^2\) Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) Quadrupedal creatures don’t have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

### Creature Size Vertical Reach

<table>
<thead>
<tr>
<th>Creature Size</th>
<th>Vertical Reach</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colossal</td>
<td>128 ft.</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>64 ft.</td>
</tr>
<tr>
<td>Huge</td>
<td>32 ft.</td>
</tr>
<tr>
<td>Large</td>
<td>16 ft.</td>
</tr>
<tr>
<td>Medium</td>
<td>8 ft.</td>
</tr>
<tr>
<td>Small</td>
<td>4 ft.</td>
</tr>
<tr>
<td>Tiny</td>
<td>2 ft.</td>
</tr>
</tbody>
</table>
**Hop Up:** You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

**Jumping Down:** If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

- **Action:** None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

- **Special:** Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

  - If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.
  - A halfling has a +2 racial bonus on Jump checks because halflings are agile and athletic.
  - If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

**Synergy:**
- If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.
- If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

**KNOWLEDGE** (INT; TRAINED ONLY)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- **Arcana** (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- **Architecture and engineering** (buildings, aqueducts, bridges, fortifications)
- **Dungeoneering** (aberrations, caverns, oozes, spelunking)
- **Geography** (lands, terrain, climate, people)
- **History** (royalty, wars, colonies, migrations, founding of cities)
- **Local** (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- **Nature** (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- **Nobility and royalty** (lineages, heraldry, family trees, mottoes, personalities)
- **Religion** (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- **The planes** (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

**Check:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster’s HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

- **Action:** Usually none. In most cases, making a Knowledge check doesn’t take an action—you simply know the answer or you don’t.

**Try Again:** No. The check represents what you know, and thinking about a topic a second time doesn’t let you know something that you never learned in the first place.

**Synergy:**
- If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.
- If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.
- If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.
- If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.
- If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.
- If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).
- If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.
- If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.
- If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.
- If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.
If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

**Untrained:** An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

**LISTEN (WIS)**

**Check:** Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target’s Move Silently check.

<table>
<thead>
<tr>
<th>Listen DC</th>
<th>Sound</th>
</tr>
</thead>
<tbody>
<tr>
<td>−10</td>
<td>A battle</td>
</tr>
<tr>
<td>0</td>
<td>People talking</td>
</tr>
<tr>
<td>5</td>
<td>A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.</td>
</tr>
<tr>
<td>10</td>
<td>An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise</td>
</tr>
<tr>
<td>15</td>
<td>A 1st-level rogue using Move Silently to sneak past the listener</td>
</tr>
<tr>
<td>15</td>
<td>People whispering</td>
</tr>
<tr>
<td>19</td>
<td>A cat stalking</td>
</tr>
<tr>
<td>30</td>
<td>An owl gliding in for a kill</td>
</tr>
</tbody>
</table>

1 If you beat the DC by 10 or more, you can make out what’s being said, assuming that you understand the language.

<table>
<thead>
<tr>
<th>Listen DC</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+5</td>
<td>Through a door</td>
</tr>
<tr>
<td>+15</td>
<td>Through a stone wall</td>
</tr>
<tr>
<td>−1</td>
<td>Per 10 feet of distance</td>
</tr>
<tr>
<td>−5</td>
<td>Listener distracted</td>
</tr>
</tbody>
</table>

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

**Action:** Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

**Try Again:** Yes. You can try to hear something that you failed to hear previously with no penalty.

**Special:** When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals’ Listen checks.

A fascinated creature takes a −4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A ranger gains a bonus on Listen checks when using this skill against a favored enemy.

An elf, gnome, or halfling has a +2 racial bonus on Listen checks.

A half-elf has a +1 racial bonus on Listen checks.

A sleeping character may make Listen checks at a −10 penalty. A successful check awakens the sleeper.

**MOVE SILENTLY (DEX; ARMOR CHECK PENALTY)**

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a −5 penalty. It’s practically impossible (−20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

<table>
<thead>
<tr>
<th>Surface</th>
<th>Check Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Noisy (scree, shallow or deep bog, undergrowth, dense rubble)</td>
<td>−2</td>
</tr>
<tr>
<td>Very noisy (dense undergrowth, deep snow)</td>
<td>−5</td>
</tr>
</tbody>
</table>

**Action:** None. A Move Silently check is included in your movement or other activity, so it is part of another action.

**Special:** The master of a cat familiar gains a +3 bonus on Move Silently checks.

A halfling has a +2 racial bonus on Move Silently checks.

If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.
OPEN LOCK (DEX; TRAINED ONLY)
Attempting an Open Lock check without a set of thieves’ tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves’ tools, you gain a +2 circumstance bonus on the check.

**Check:** The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

<table>
<thead>
<tr>
<th>Lock</th>
<th>DC</th>
<th>Lock</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very simple lock</td>
<td>20</td>
<td>Good lock</td>
<td>30</td>
</tr>
<tr>
<td>Average lock</td>
<td>25</td>
<td>Amazing lock</td>
<td>40</td>
</tr>
</tbody>
</table>

**Action:** Opening a lock is a full-round action.

**Special:** If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

**Untrained:** You cannot pick locks untrained, but you might successfully force them open.

PERFORM (CHA)
Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

**Check:** You can impress audiences with your talent and skill.

<table>
<thead>
<tr>
<th>Perform DC</th>
<th>Performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.</td>
</tr>
<tr>
<td>15</td>
<td>Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.</td>
</tr>
<tr>
<td>20</td>
<td>Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.</td>
</tr>
<tr>
<td>25</td>
<td>Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.</td>
</tr>
<tr>
<td>30</td>
<td>Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.</td>
</tr>
</tbody>
</table>

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

**Action:** Varies. Trying to earn money by playing in public requires anywhere from an evening’s work to a full day’s performance. The bard’s special Perform-based abilities are described in that class’s description.

**Try Again:** Yes. Retries are allowed, but they don’t negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

**Special:** A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his *fascinate* ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his *suggestion* ability, 12 ranks to inspire greatness, 15 ranks to use his *song of freedom* ability, 18 ranks to inspire heroics, and 21 ranks to use his *mass suggestion* ability. See Bardic Music in the bard class description.

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

PROFESSION (WIS; TRAINED ONLY)
Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

**Check:** You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession’s daily tasks, how to supervise helpers, and how to handle common problems.

**Action:** Not applicable. A single check generally represents a week of work.

**Try Again:** Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

**Untrained:** Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

### RIDE (DEX)

If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

**Check:** Typical riding actions don’t require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

<table>
<thead>
<tr>
<th>Task</th>
<th>Ride DC</th>
<th>Task</th>
<th>Ride DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guide with knees</td>
<td>5</td>
<td>Leap</td>
<td>15</td>
</tr>
<tr>
<td>Stay in saddle</td>
<td>5</td>
<td>Spur mount</td>
<td>15</td>
</tr>
<tr>
<td>Fight with warhorse</td>
<td>10</td>
<td>Control mount in battle</td>
<td>20</td>
</tr>
<tr>
<td>Cover</td>
<td>15</td>
<td>Fast mount or dismount</td>
<td>20(^1)</td>
</tr>
<tr>
<td>Soft fall</td>
<td>15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

\(^1\) Armor check penalty applies.

*Guide with Knees:* You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

*Stay in Saddle:* You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

*Fight with Warhorse:* If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

*Cover:* You can react instantly to drop down and hang alongside your mount, using it as cover. You can’t attack or cast spells while using your mount as cover. If you fail your Ride check, you don’t get the cover benefit. This usage does not take an action.

*Soft Fall:* You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

*Leap:* You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount’s Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount’s movement.

*Spur Mount:* You can spur your mount to greater speed with a move action. A successful Ride check increases the mount’s speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

*Control Mount in Battle:* As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

*Fast Mount or Dismount:* You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can’t use fast mount or dismount on a mount more than one size category larger than yourself.

**Action:** Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

**Special:** If you are riding bareback, you take a –5 penalty on Ride checks.
If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle. The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

**SEARCH (INT)**

**Check:** You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

<table>
<thead>
<tr>
<th>Task</th>
<th>Search DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ransack a chest full of junk to find a certain item</td>
<td>10</td>
</tr>
<tr>
<td>Notice a typical secret door or a simple trap</td>
<td>20</td>
</tr>
<tr>
<td>Find a difficult nonmagical trap (rogue only)</td>
<td>21 or higher</td>
</tr>
<tr>
<td>Find a magic trap (rogue only)</td>
<td>25 + level of spell used to create trap</td>
</tr>
<tr>
<td>Notice a well-hidden secret door</td>
<td>30</td>
</tr>
<tr>
<td>Find a footprint</td>
<td>Varies²</td>
</tr>
</tbody>
</table>

¹ Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.

² A successful Search check can find a footprint or similar sign of a creature’s passage, but it won’t let you find or follow a trail. See the Track feat for the appropriate DC.

**Action:** It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

**Special:** An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 feet of a secret or concealed door can make a Search check to find that door.

If you have the Investigator feat, you get a +2 bonus on Search checks. The spells explosive runes, fire trap, glyph of warding, symbol, and teleportation circle create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a *snarespell has a DC of 23. Spike growth and spike stones create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details. Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

**Synergy:** If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks. If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

**Restriction:** While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (Exception: The spell find traps temporarily enables a cleric to use the Search skill as if he were a rogue.) A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonecunning ability.

**SENSE MOTIVE (WIS)**

**Check:** A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone’s trustworthiness.

<table>
<thead>
<tr>
<th>Task</th>
<th>Sense Motive DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hunch</td>
<td>20</td>
</tr>
<tr>
<td>Sense enchantment</td>
<td>25 or 15</td>
</tr>
<tr>
<td>Discern secret message</td>
<td>Varies</td>
</tr>
</tbody>
</table>

**Hunch:** This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an imposter. Alternatively, you can get the feeling that someone is trustworthy.

**Sense Enchantment:** You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn’t aware of it. The usual DC is 25, but if the target is dominated (see dominate person), the DC is only 15 because of the limited range of the target’s activities.

**Discern Secret Message:** You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill.
In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.

**Action:** Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

**Try Again:** No, though you may make a Sense Motive check for each Bluff check made against you.

**Special:** A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy.

If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

**Synergy:** If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

**SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)**

**Check:** A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer’s Spot check. The observer’s success doesn’t prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it’s generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn’t provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of legerdemain, juggling, and the like.

**Sleight of Hand DC** | **Task**
--- | ---
10 | Palm a coin-sized object, make a coin disappear
20 | Lift a small object from a person

**Action:** Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

**Try Again:** Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

**Special:** If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

**Untrained:** An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can’t succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.
**SPEAK LANGUAGE (NONE; TRAINED ONLY)**

<table>
<thead>
<tr>
<th>Language</th>
<th>Typical Speakers</th>
<th>Alphabet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abyssal</td>
<td>Demons, chaotic evil outsiders</td>
<td>Infernal</td>
</tr>
<tr>
<td>Aquan</td>
<td>Water-based creatures</td>
<td>Elven</td>
</tr>
<tr>
<td>Auran</td>
<td>Air-based creatures</td>
<td>Draconic</td>
</tr>
<tr>
<td>Celestial</td>
<td>Good outsiders</td>
<td>Celestial</td>
</tr>
<tr>
<td>Common</td>
<td>Humans, halflings, half-elves, half-orcs</td>
<td>Common</td>
</tr>
<tr>
<td>Draconic</td>
<td>Kobolds, troglodytes, lizardfolk, dragons</td>
<td>Draconic</td>
</tr>
<tr>
<td>Druidic</td>
<td>Druids (only)</td>
<td>Druidic</td>
</tr>
<tr>
<td>Dwarven</td>
<td>Dwarves</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Elven</td>
<td>Elves</td>
<td>Elven</td>
</tr>
<tr>
<td>Giant</td>
<td>Ogres, giants</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Gnome</td>
<td>Gnomes</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Goblin</td>
<td>Goblins, hobgoblins, bugbears</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Gnoll</td>
<td>Gnolls</td>
<td>Common</td>
</tr>
<tr>
<td>Halfling</td>
<td>Halflings</td>
<td>Common</td>
</tr>
<tr>
<td>Ignan</td>
<td>Fire-based creatures</td>
<td>Draconic</td>
</tr>
<tr>
<td>Infernal</td>
<td>Devils, lawful evil outsiders</td>
<td>Infernal</td>
</tr>
<tr>
<td>Orc</td>
<td>Orcs</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Sylvan</td>
<td>Dryads, brownies, leprechauns</td>
<td>Elven</td>
</tr>
<tr>
<td>Terran</td>
<td>Xorns and other earth-based creatures</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Undercommon</td>
<td>Drow and other earth-based creatures</td>
<td>Elven</td>
</tr>
</tbody>
</table>

**Action:** Not applicable.

**Try Again:** Not applicable. There are no Speak Language checks to fail.

The Speak Language skill doesn’t work like other skills. Languages work as follows:

- You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.
- You don’t make Speak Language checks. You either know a language or you don’t.
- A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.
SPELLCRAFT (INT; TRAINED ONLY)

Use this skill to identify spells as they are cast or spells already in place.

<table>
<thead>
<tr>
<th>Spellcraft DC</th>
<th>Task</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>When using <em>read magic</em>, identify a <em>glyph of warding</em>. No action required.</td>
</tr>
<tr>
<td>15 + spell level</td>
<td>Identify a spell being cast. (You must see or hear the spell’s verbal or somatic components.) No action required. No retry.</td>
</tr>
<tr>
<td>15 + spell level</td>
<td>Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.</td>
</tr>
<tr>
<td>15 + spell level</td>
<td>Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.</td>
</tr>
<tr>
<td>15 + spell level</td>
<td>When casting <em>detect magic</em>, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.</td>
</tr>
<tr>
<td>19</td>
<td>When using <em>read magic</em>, identify a <em>symbol</em>. No action required.</td>
</tr>
<tr>
<td>20 + spell level</td>
<td>Identify a spell that’s already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.</td>
</tr>
<tr>
<td>20 + spell level</td>
<td>Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <em>wall of iron</em> spell. No action required. No retry.</td>
</tr>
<tr>
<td>20 + spell level</td>
<td>Decipher a written spell (such as a scroll) without using <em>read magic</em>. One try per day. Requires a full-round action.</td>
</tr>
<tr>
<td>25 + spell level</td>
<td>After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.</td>
</tr>
<tr>
<td>20</td>
<td>Identify a potion. Requires 1 minute. No retry.</td>
</tr>
<tr>
<td>20</td>
<td>Draw a diagram to allow <em>dimensional anchor</em> to be cast on a <em>magic circle</em> spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.</td>
</tr>
<tr>
<td>30 or higher</td>
<td>Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.</td>
</tr>
</tbody>
</table>

**Check:** You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

**Action:** Varies, as noted above.

**Try Again:** See above.

**Special:** If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a –5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks. If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls. If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls. Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

SPOT (WIS)

**Check:** The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn’t intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can’t actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can’t hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).
### Condition | Penalty
--- | ---
Per 10 feet of distance | –1
Spotter distracted | –5

**Read Lips:** To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker’s language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If your Spot check succeeds, you can understand the general content of a minute’s worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can’t read the speaker’s lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don’t know whether you succeeded or missed by 5.

**Action:** Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can’t perform any other action (other than moving at up to half speed) during this minute.

**Try Again:** Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

**Special:**
- A fascinated creature takes a –4 penalty on Spot checks made as reactions.
- If you have the Alertness feat, you get a +2 bonus on Spot checks.
- A ranger gains a bonus on Spot checks when using this skill against a favored enemy.
- An elf has a +2 racial bonus on Spot checks.
- A half-elf has a +1 racial bonus on Spot checks.
- The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.
- The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.

### Survival (WIS)

**Check:** You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

<table>
<thead>
<tr>
<th>Survival DC</th>
<th>Task</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.</td>
</tr>
<tr>
<td>15</td>
<td>Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.</td>
</tr>
<tr>
<td>15</td>
<td>Keep from getting lost or avoid natural hazards, such as quicksand.</td>
</tr>
<tr>
<td>15</td>
<td>Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.</td>
</tr>
<tr>
<td>Varies</td>
<td>Follow tracks (see the Track feat).</td>
</tr>
</tbody>
</table>

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**Try Again:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Restriction:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

**Special:**
- If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.
- A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.
If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

**Synergy:**
- If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.
- If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.
- If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).
- If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.
- If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.
- If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

**SWIM (STR; ARMOR CHECK PENALTY)**

**Check:** Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

<table>
<thead>
<tr>
<th>Water</th>
<th>Swim DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calm water</td>
<td>10</td>
</tr>
<tr>
<td>Rough water</td>
<td>15</td>
</tr>
<tr>
<td>Stormy water</td>
<td>20¹</td>
</tr>
</tbody>
</table>

¹ You can’t take 10 on a Swim check in stormy water, even if you aren’t otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

**Action:** A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

**Special:** Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

If you have the Athletic feat, you get a +2 bonus on Swim checks.
If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

**TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)**

You can’t use this skill if your speed has been reduced by armor, excess equipment, or loot.

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

15  Treat a fall as if it were 10 feet shorter than it really is when determining damage.

15  Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.

25  Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

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

<table>
<thead>
<tr>
<th>Surface Is . . .</th>
<th>DC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightly obstructed (scree, light rubble, shallow bog, undergrowth)</td>
<td>+2</td>
</tr>
<tr>
<td>Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)</td>
<td>+5</td>
</tr>
<tr>
<td>Lightly slippery (wet floor)</td>
<td>+2</td>
</tr>
<tr>
<td>Severely slippery (ice sheet)</td>
<td>+5</td>
</tr>
<tr>
<td>Sloped or angled</td>
<td>+2</td>
</tr>
</tbody>
</table>

1 Tumbling is impossible in a deep bog.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.
If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

Synergy: If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

USE MAGIC DEVICE (CHA; TRAINED ONLY)

Use this skill to activate magic

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.
Activate Blinding: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you’re not and even if you don’t know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you’ve activated the item in question at least once before. If you fail by 9 or less, you can’t activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn’t do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you’re emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don’t need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user’s alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll’s spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don’t have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above). This use of the skill also applies to other spell completion magic items.

Use a Wand: Normally, to use a wand, you must have the wand’s spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can’t try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Use ROPE (DEX)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

<table>
<thead>
<tr>
<th>Task</th>
<th>Use Magic Device DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate blindly</td>
<td>25</td>
</tr>
<tr>
<td>Decipher a written spell</td>
<td>25 + spell level</td>
</tr>
<tr>
<td>Use a scroll</td>
<td>20 + caster level</td>
</tr>
<tr>
<td>Use a wand</td>
<td>20</td>
</tr>
<tr>
<td>Emulate a class feature</td>
<td>20</td>
</tr>
<tr>
<td>Emulate an ability score</td>
<td>See text</td>
</tr>
<tr>
<td>Emulate a race</td>
<td>25</td>
</tr>
<tr>
<td>Emulate an alignment</td>
<td>30</td>
</tr>
</tbody>
</table>
### Task

<table>
<thead>
<tr>
<th>Use Rope DC</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Tie a firm knot</td>
</tr>
<tr>
<td>10†</td>
<td>Secure a grappling hook</td>
</tr>
<tr>
<td>15</td>
<td>Tie a special knot, such as one that slips, slides slowly, or loosens with a tug</td>
</tr>
<tr>
<td>15</td>
<td>Tie a rope around yourself one-handed</td>
</tr>
<tr>
<td>15†</td>
<td>Splice two ropes together</td>
</tr>
<tr>
<td>Varies</td>
<td>Bind a character</td>
</tr>
</tbody>
</table>

1 Add 2 to the DC for every 10 feet the hook is thrown; see below.

**Secure a Grappling Hook:** Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don’t know whether the rope will hold your weight.

**Bind a Character:** When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don’t even make your Use Rope check until someone tries to escape.

**Action:** Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

**Special:** A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.
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.

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 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 x caster level x 25 gp.
Potions: Base price = spell level x caster level x 50 gp.
Wands: Base price = spell level x caster level x 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

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 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 LIST**

**General Feats**

Acrobatic
Agile
Alertness
Animal Affinity
Armor Proficiency (light)
Armor Proficiency (medium)
Armor Proficiency (heavy)
Athletic
Augment Summoning
Blind-Fight
Combat Casting
**Combat Expertise**
Improved Disarm
Improved Feint
Improved Trip
Whirlwind Attack
Combat Reflexes
Deceitful
Deft Hands
Diligent
Dodge
Mobility
Spring Attack
Endurance
  Diehard
Eschew Materials
Exotic Weapon Proficiency
Extra Turning
Great Fortitude
Improved Counterspell
Improved Critical
Improved Initiative
Improved Turning
Improved Unarmed Strike
    Improved Grapple
    Deflect Arrows
    Snatch Arrows
    Stunning Fist
Investigator
Iron Will
Leadership
Lightning Reflexes
Magical Affinity
Martial Weapon Proficiency
Mounted Combat
    Mounted Archery
    Ride-By Attack
    Spirited Charge
    Trample
Natural Spell
Negotiator
Nimble Fingers
Persuasive
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
Run
Self-Sufficient
Shield Proficiency
    Improved Shield Bash
    Tower Shield Proficiency
Simple Weapon Proficiency
Skill Focus
Spell Focus
    Greater Spell Focus
Spell Mastery
Spell Penetration
    Greater Spell Penetration
Stealthy
Toughness
Track
Two-Weapon Fighting
    Two-Weapon Defense
    Improved Two-Weapon Fighting
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, Pick Pocket, 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 you create will have the chosen spell effects.
A 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 x the spell level x 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.

**DECEPTFUL [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 flatfooted.

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

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

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, 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 1-1/2). 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.

**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.

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).
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

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 the table above 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 below.

---

### 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 (see Sunder, page 158).
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 (see page 38).

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.
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.

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 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:

<table>
<thead>
<tr>
<th>Leader’s Reputation</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great renown</td>
<td>+2</td>
</tr>
<tr>
<td>Fairness and generosity</td>
<td>+1</td>
</tr>
<tr>
<td>Special power</td>
<td>+1</td>
</tr>
<tr>
<td>Failure</td>
<td>−1</td>
</tr>
<tr>
<td>Aloofness</td>
<td>−1</td>
</tr>
<tr>
<td>Cruelty</td>
<td>−2</td>
</tr>
</tbody>
</table>

Other modifiers may apply when the character tries to attract a cohort:

<table>
<thead>
<tr>
<th>The Leader . . .</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Has a familiar, special mount, or animal companion</td>
<td>−2</td>
</tr>
<tr>
<td>Recruits a cohort of a different alignment</td>
<td>−1</td>
</tr>
<tr>
<td>Caused the death of a cohort</td>
<td>−2*</td>
</tr>
</tbody>
</table>

* Cumulative per cohort killed.

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

<table>
<thead>
<tr>
<th>The Leader . . .</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Has a stronghold, base of operations, guildhouse, or the like</td>
<td>+2</td>
</tr>
<tr>
<td>Moves around a lot</td>
<td>−1</td>
</tr>
<tr>
<td>Caused the death of other followers</td>
<td>−1</td>
</tr>
<tr>
<td>Leadership Score</td>
<td>Cohort Level</td>
</tr>
<tr>
<td>------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>1 or lower</td>
<td>—</td>
</tr>
<tr>
<td>2</td>
<td>1st</td>
</tr>
<tr>
<td>3</td>
<td>2nd</td>
</tr>
<tr>
<td>4</td>
<td>3rd</td>
</tr>
<tr>
<td>5</td>
<td>3rd</td>
</tr>
<tr>
<td>6</td>
<td>4th</td>
</tr>
<tr>
<td>7</td>
<td>5th</td>
</tr>
<tr>
<td>8</td>
<td>5th</td>
</tr>
<tr>
<td>9</td>
<td>6th</td>
</tr>
<tr>
<td>10</td>
<td>7th</td>
</tr>
<tr>
<td>11</td>
<td>7th</td>
</tr>
<tr>
<td>12</td>
<td>8th</td>
</tr>
<tr>
<td>13</td>
<td>9th</td>
</tr>
<tr>
<td>14</td>
<td>10th</td>
</tr>
<tr>
<td>15</td>
<td>10th</td>
</tr>
<tr>
<td>16</td>
<td>11th</td>
</tr>
<tr>
<td>17</td>
<td>12th</td>
</tr>
<tr>
<td>18</td>
<td>12th</td>
</tr>
<tr>
<td>19</td>
<td>13th</td>
</tr>
<tr>
<td>20</td>
<td>14th</td>
</tr>
<tr>
<td>21</td>
<td>15th</td>
</tr>
<tr>
<td>22</td>
<td>15th</td>
</tr>
<tr>
<td>23</td>
<td>16th</td>
</tr>
<tr>
<td>24</td>
<td>17th</td>
</tr>
<tr>
<td>25 or higher</td>
<td>17th</td>
</tr>
</tbody>
</table>

**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—it’s 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.)

**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 a free 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 light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or 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 light or no armor and carrying no more than a light load) or three times your speed (if wearing medium or heavy armor or carrying a medium or 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 x its caster level x 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, rogues, 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 + 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 character can’t act, loses any Dexterity bonus to AC, and takes a –2 penalty 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.

---

**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 the table below:

<table>
<thead>
<tr>
<th>Surface</th>
<th>Survival DC</th>
<th>Surface Survival DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very soft ground</td>
<td>5</td>
<td>Firm ground</td>
</tr>
<tr>
<td>Soft ground</td>
<td>10</td>
<td>Hard ground</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Very Soft Ground:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

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

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

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

Several modifiers may apply to the Survival check, as given on the table below.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Survival DC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Every three creatures in the group being tracked</td>
<td>-1</td>
</tr>
<tr>
<td>Size of creature or creatures being tracked:¹</td>
<td></td>
</tr>
<tr>
<td>Fine</td>
<td>+8</td>
</tr>
<tr>
<td>Diminutive</td>
<td>+4</td>
</tr>
<tr>
<td>Tiny</td>
<td>+2</td>
</tr>
<tr>
<td>Small</td>
<td>+1</td>
</tr>
<tr>
<td>Medium</td>
<td>+0</td>
</tr>
<tr>
<td>Large</td>
<td>-1</td>
</tr>
<tr>
<td>Huge</td>
<td>-2</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>-4</td>
</tr>
<tr>
<td>Colossal</td>
<td>-8</td>
</tr>
<tr>
<td>Every 24 hours since the trail was made</td>
<td>+1</td>
</tr>
<tr>
<td>Every hour of rain since the trail was made</td>
<td>+1</td>
</tr>
<tr>
<td>Fresh snow cover since the trail was made</td>
<td>+10</td>
</tr>
<tr>
<td>Poor visibility:²</td>
<td></td>
</tr>
<tr>
<td>Overcast or moonless night</td>
<td>+6</td>
</tr>
<tr>
<td>Moonlight</td>
<td>+3</td>
</tr>
<tr>
<td>Fog or precipitation</td>
<td>+3</td>
</tr>
<tr>
<td>Tracked party hides trail (and moves at half speed)</td>
<td>+5</td>
</tr>
</tbody>
</table>

¹ For a group of mixed sizes, apply only the modifier for the largest size category.
² Apply only the largest modifier from this category.

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. 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.

**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 FINESE [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.
DESCRIPTION

ALIGNMENT
A creature’s general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.
Alignment is a tool for developing your character’s identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

GOOD VS. EVIL
Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.
“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.
“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.
People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.
Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.
Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

LAW VS. CHAOS
Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.
Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.
“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.
“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.
Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.
Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.
Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

THE NINE ALIGNMENTS
Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.
The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.
Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them. Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society. Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government. Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way. Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run. Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it. Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.
Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil. Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.
Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.
Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

**Chaotic Evil, “Destroyer”:** A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.
Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.
Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

**VITAL STATISTICS**

**AGE**
You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class (see Table: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race and class on Table: Random Starting Ages.
Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is.

<table>
<thead>
<tr>
<th>Race</th>
<th>Adulthood</th>
<th>Barbarian</th>
<th>Bard</th>
<th>Cleric</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Rogue</td>
<td>Fighter</td>
<td>Druid</td>
</tr>
<tr>
<td>Human</td>
<td>15 years</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
<tr>
<td>Dwarf</td>
<td>40 years</td>
<td>+3d6</td>
<td>+5d6</td>
<td>+7d6</td>
</tr>
<tr>
<td>Elf</td>
<td>110 years</td>
<td>+4d6</td>
<td>+6d6</td>
<td>+10d6</td>
</tr>
<tr>
<td>Gnome</td>
<td>40 years</td>
<td>+4d6</td>
<td>+6d6</td>
<td>+9d6</td>
</tr>
<tr>
<td>Half-elf</td>
<td>20 years</td>
<td>+1d6</td>
<td>+2d6</td>
<td>+3d6</td>
</tr>
<tr>
<td>Half-orc</td>
<td>14 years</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
<tr>
<td>Halfling</td>
<td>20 years</td>
<td>+2d4</td>
<td>+3d6</td>
<td>+4d6</td>
</tr>
</tbody>
</table>

With age, a character’s physical ability scores decrease and his or her mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character’s ability scores can be reduced below 1 in this way.
When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.
The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.
### Table: Aging Effects

<table>
<thead>
<tr>
<th>Race</th>
<th>Middle Age$^1$</th>
<th>Old$^2$</th>
<th>Venerable$^3$</th>
<th>Maximum Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>35 years</td>
<td>53 years</td>
<td>70 years</td>
<td>+2d20 years</td>
</tr>
<tr>
<td>Dwarf</td>
<td>125 years</td>
<td>188 years</td>
<td>250 years</td>
<td>+2d% years</td>
</tr>
<tr>
<td>Elf</td>
<td>175 years</td>
<td>263 years</td>
<td>350 years</td>
<td>+4d% years</td>
</tr>
<tr>
<td>Gnome</td>
<td>100 years</td>
<td>150 years</td>
<td>200 years</td>
<td>+3d% years</td>
</tr>
<tr>
<td>Half-elf</td>
<td>62 years</td>
<td>93 years</td>
<td>125 years</td>
<td>+3d20 years</td>
</tr>
<tr>
<td>Half-orc</td>
<td>30 years</td>
<td>45 years</td>
<td>60 years</td>
<td>+2d10 years</td>
</tr>
<tr>
<td>Halfling</td>
<td>50 years</td>
<td>75 years</td>
<td>100 years</td>
<td>+5d20 years</td>
</tr>
</tbody>
</table>

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

### HEIGHT AND WEIGHT

The dice roll given in the Height Modifier column determines the character’s extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character’s extra weight beyond the base weight.

### Table: Random Height and Weight

<table>
<thead>
<tr>
<th>Race</th>
<th>Base Height</th>
<th>Height Modifier</th>
<th>Base Weight</th>
<th>Weight Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human, male</td>
<td>4’ 10½</td>
<td>+2d10</td>
<td>120 lb.</td>
<td>× (2d4) lb.</td>
</tr>
<tr>
<td>Human, female</td>
<td>4’ 5½</td>
<td>+2d10</td>
<td>85 lb.</td>
<td>× (2d4) lb.</td>
</tr>
<tr>
<td>Dwarf, male</td>
<td>3’ 9½</td>
<td>+2d4</td>
<td>130 lb.</td>
<td>× (2d6) lb.</td>
</tr>
<tr>
<td>Dwarf, female</td>
<td>3’ 7½</td>
<td>+2d4</td>
<td>100 lb.</td>
<td>× (2d6) lb.</td>
</tr>
<tr>
<td>Elf, male</td>
<td>4’ 5½</td>
<td>+2d6</td>
<td>85 lb.</td>
<td>× (1d6) lb.</td>
</tr>
<tr>
<td>Elf, female</td>
<td>4’ 5½</td>
<td>+2d6</td>
<td>80 lb.</td>
<td>× (1d6) lb.</td>
</tr>
<tr>
<td>Gnome, male</td>
<td>3’ 0½</td>
<td>+2d4</td>
<td>40 lb.</td>
<td>× 1 lb.</td>
</tr>
<tr>
<td>Gnome, female</td>
<td>2’ 10½</td>
<td>+2d4</td>
<td>35 lb.</td>
<td>× 1 lb.</td>
</tr>
<tr>
<td>Half-elf, male</td>
<td>4’ 7½</td>
<td>+2d8</td>
<td>100 lb.</td>
<td>× (2d4) lb.</td>
</tr>
<tr>
<td>Half-elf, female</td>
<td>4’ 5½</td>
<td>+2d8</td>
<td>80 lb.</td>
<td>× (2d4) lb.</td>
</tr>
<tr>
<td>Half-orc, male</td>
<td>4’ 10½</td>
<td>+2d12</td>
<td>150 lb.</td>
<td>× (2d6) lb.</td>
</tr>
<tr>
<td>Half-orc, female</td>
<td>4’ 5½</td>
<td>+2d12</td>
<td>110 lb.</td>
<td>× (2d6) lb.</td>
</tr>
<tr>
<td>Halfling, male</td>
<td>2’ 8½</td>
<td>+2d4</td>
<td>30 lb.</td>
<td>× 1 lb.</td>
</tr>
<tr>
<td>Halfling, female</td>
<td>2’ 6½</td>
<td>+2d4</td>
<td>25 lb.</td>
<td>× 1 lb.</td>
</tr>
</tbody>
</table>
EQUIPMENT
Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan’s outfit, entertainer’s outfit, explorer’s outfit, monk’s outfit, peasant’s outfit, scholar’s outfit, or traveler’s outfit.

WEALTH AND MONEY

COINS
The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. The standard coin weighs about a third of an ounce (fifty to the pound).

Table: Coins
<table>
<thead>
<tr>
<th></th>
<th>CP</th>
<th>SP</th>
<th>GP</th>
<th>PP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copper piece (cp) =</td>
<td>1</td>
<td>1/10</td>
<td>1/100</td>
<td>1/1,000</td>
</tr>
<tr>
<td>Silver piece (sp)  =</td>
<td>10</td>
<td>1</td>
<td>1/10</td>
<td>1/100</td>
</tr>
<tr>
<td>Gold piece (gp) =</td>
<td>100</td>
<td>10</td>
<td>1</td>
<td>1/10</td>
</tr>
<tr>
<td>Platinum piece (pp) =</td>
<td>1,000</td>
<td>100</td>
<td>10</td>
<td>1</td>
</tr>
</tbody>
</table>

WEALTH OTHER THAN COINS
Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table: Trade Goods
<table>
<thead>
<tr>
<th>Cost</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 cp</td>
<td>One pound of wheat</td>
</tr>
<tr>
<td>2 cp</td>
<td>One pound of flour, or one chicken</td>
</tr>
<tr>
<td>1 sp</td>
<td>One pound of iron</td>
</tr>
<tr>
<td>5 sp</td>
<td>One pound of tobacco or copper</td>
</tr>
<tr>
<td>1 gp</td>
<td>One pound of cinnamon, or one goat</td>
</tr>
<tr>
<td>2 gp</td>
<td>One pound of ginger or pepper, or one sheep</td>
</tr>
<tr>
<td>3 gp</td>
<td>One pig</td>
</tr>
<tr>
<td>4 gp</td>
<td>One square yard of linen</td>
</tr>
<tr>
<td>5 gp</td>
<td>One pound of salt or silver</td>
</tr>
<tr>
<td>10 gp</td>
<td>One square yard of silk, or one cow</td>
</tr>
<tr>
<td>15 gp</td>
<td>One pound of saffron or cloves, or one ox</td>
</tr>
<tr>
<td>50 gp</td>
<td>One pound of gold</td>
</tr>
<tr>
<td>500 gp</td>
<td>One pound of platinum</td>
</tr>
</tbody>
</table>

SELLING LOOT
In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

WEAPONS

WEAPON CATEGORIES
Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon’s use (simple, martial, or exotic), the weapon’s usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons.
character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

**Melee and Ranged Weapons:** Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

**Reach Weapons:** Glavies, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren’t adjacent to him or her. Most reach double the wielder’s natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

**Double Weapons:** Dire flails, dwarven urgrosches, gnome hooked hammers, orc double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

**Thrown Weapons:** Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn’t designed to be thrown (that is, a melee weapon that doesn’t have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-hand weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

**Projectile Weapons:** Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it’s a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

**Ammunition:** Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

**Light, One-Handed, and Two-Handed Melee Weapons:** This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon’s size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

**Light:** A light weapon is easier to use in one’s off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder’s Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it’s used in the primary hand, or one-half the wielder’s Strength bonus if it’s used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder’s primary hand only.

An unarmed strike is always considered a light weapon.

**One-Handed:** A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder’s Strength bonus to damage rolls for melee attacks with a one-handed weapon if it’s used in the primary hand, or 1/2 his or her Strength bonus if it’s used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character’s Strength bonus to damage rolls.

**Two-Handed:** Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character’s Strength bonus to damage rolls for melee attacks with such a weapon.

**Weapon Size:** Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon’s size category isn’t the same as its size as an object. Instead, a weapon’s size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

**Inappropriately Sized Weapons:** A creature can’t make optimum use of a weapon that isn’t properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn’t proficient with the weapon a –4 nonproficiency penalty also applies.
The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder’s size and the size of the creature for which the weapon was designed. If a weapon’s designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can’t wield the weapon at all.

**Improvised Weapons:** Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

**WEAPON QUALITIES**

Here is the format for weapon entries (given as column headings on Table: Weapons, below).

**Cost:** This value is the weapon’s cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

**Damage:** The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled “Dmg (S)” is for Small weapons. The column labeled “Dmg (M)” is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon’s extra attack. Table: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

<table>
<thead>
<tr>
<th>Medium Weapon Damage</th>
<th>Tiny Weapon Damage</th>
<th>Large Weapon Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d2</td>
<td>—</td>
<td>1d3</td>
</tr>
<tr>
<td>1d3</td>
<td>1</td>
<td>1d4</td>
</tr>
<tr>
<td>1d4</td>
<td>1d2</td>
<td>1d6</td>
</tr>
<tr>
<td>1d6</td>
<td>1d3</td>
<td>1d8</td>
</tr>
<tr>
<td>1d8</td>
<td>1d4</td>
<td>2d6</td>
</tr>
<tr>
<td>1d10</td>
<td>1d6</td>
<td>2d8</td>
</tr>
<tr>
<td>1d12</td>
<td>1d8</td>
<td>3d6</td>
</tr>
<tr>
<td>2d4</td>
<td>1d4</td>
<td>2d6</td>
</tr>
<tr>
<td>2d6</td>
<td>1d8</td>
<td>3d6</td>
</tr>
<tr>
<td>2d8</td>
<td>1d10</td>
<td>3d8</td>
</tr>
<tr>
<td>2d10</td>
<td>2d6</td>
<td>4d8</td>
</tr>
</tbody>
</table>

**Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

*Exception:* Extra damage over and above a weapon’s normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

**Weight:** This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

**Type:** Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.
Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

**Special:** Some weapons have special features. See the weapon descriptions for details.

## WEAPON DESCRIPTIONS

### Table: Weapons

<table>
<thead>
<tr>
<th>Simple Weapons</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range Increment</th>
<th>Weight¹</th>
<th>Type²</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Unarmed Attacks</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gauntlet</td>
<td>2 gp</td>
<td>1d2</td>
<td>1d3</td>
<td>x2</td>
<td>—</td>
<td>1 lb.</td>
<td>Bludgeoning</td>
</tr>
<tr>
<td>Unarmed strike</td>
<td>—</td>
<td>1d2²</td>
<td>1d3²</td>
<td>x2</td>
<td>—</td>
<td>—</td>
<td>Bludgeoning</td>
</tr>
</tbody>
</table>

| Light Melee Weapons    |      |         |         |          |                |         |        |
| Dagger                 | 2 gp | 1d3     | 1d4     | 19–20/x2 | 10 ft.         | 1 lb.   | Piercing or slashing |
| Dagger, punching       | 2 gp | 1d3     | 1d4     | 19–20/x2 | 10 ft.         | 1 lb.   | Piercing |
| Gauntlet, spiked       | 5 gp | 1d3     | 1d4     | x2       | —              | 1 lb.   | Piercing |
| Mace, light            | 5 gp | 1d4     | 1d6     | x2       | —              | 4 lb.   | Bludgeoning |
| Sickle                 | 6 gp | 1d4     | 1d6     | x2       | —              | 2 lb.   | Slashing |

| Light Melee Weapons    |      |         |         |          |                |         |        |
| Club                   | —    | 1d4     | 1d6     | x2       | 10 ft.         | 3 lb.   | Bludgeoning |
| Mace, heavy            | 12 gp| 1d6     | 1d8     | x2       | —              | 8 lb.   | Bludgeoning |
| Morningstar            | 8 gp | 1d6     | 1d8     | x2       | —              | 6 lb.   | Bludgeoning and piercing |

| One-Handed Melee Weapons|      |         |         |          |                |         |        |
| Club                   | —    | 1d4     | 1d6     | x2       | 20 ft.         | 3 lb.   | Piercing |

| Two-Handed Melee Weapons|      |         |         |          |                |         |        |
| Longspear              | 5 gp | 1d6     | 1d8     | x3       | —              | 9 lb.   | Piercing |
| Quarterstaff           | —    | 1d4/1d4 | 1d6/1d6 | x2       | —              | 4 lb.   | Bludgeoning |
| Spear                  | 2 gp | 1d6     | 1d8     | x3       | 20 ft.         | 6 lb.   | Piercing |

| Ranged Weapons         |      |         |         |          |                |         |        |
| Crossbow, heavy        | 50 gp| 1d8     | 1d10    | 19–20/x2 | 120 ft.        | 8 lb.   | Piercing |
| Crossbow, light        | 35 gp| 1d6     | 1d8     | 19–20/x2 | 80 ft.         | 4 lb.   | Piercing |
| Javelin                | 1 gp | 1d4     | 1d6     | x2       | 30 ft.         | 2 lb.   | Piercing |
| Sling                  | —    | 1d3     | 1d4     | x2       | 50 ft.         | 0 lb.   | Bludgeoning |

| Ranged Weapons         |      |         |         |          |                |         |        |
| Crossbow, crossbow (10)| 1 gp | —       | —       | —        | —              | 1 lb.   | —      |

<table>
<thead>
<tr>
<th>Martial Weapons</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range Increment</th>
<th>Weight¹</th>
<th>Type²</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Axe, throwing</td>
<td>8 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td>10 ft.</td>
<td>2 lb.</td>
<td>Slashing</td>
</tr>
<tr>
<td>Hammer, light</td>
<td>1 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>x2</td>
<td>20 ft.</td>
<td>2 lb.</td>
<td>Bludgeoning</td>
</tr>
<tr>
<td>Handaxe</td>
<td>6 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>x3</td>
<td>—</td>
<td>3 lb.</td>
<td>Slashing</td>
</tr>
<tr>
<td>Kukri</td>
<td>8 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>18–20/x2</td>
<td>—</td>
<td>2 lb.</td>
<td>Slashing</td>
</tr>
<tr>
<td>Pick, light</td>
<td>4 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>x4</td>
<td>—</td>
<td>3 lb.</td>
<td>Piercing</td>
</tr>
<tr>
<td>Sapi</td>
<td>1 gp</td>
<td>1d4²</td>
<td>1d6²</td>
<td>x2</td>
<td>—</td>
<td>2 lb.</td>
<td>Bludgeoning</td>
</tr>
<tr>
<td>Shield, light</td>
<td>special</td>
<td>1d2</td>
<td>1d3</td>
<td>x2</td>
<td>—</td>
<td>special Bludgeoning</td>
<td></td>
</tr>
<tr>
<td>Spiked armor</td>
<td>special</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td>—</td>
<td>special Piercing</td>
<td></td>
</tr>
<tr>
<td>Spiked shield, light</td>
<td>special</td>
<td>1d3</td>
<td>1d4</td>
<td>x2</td>
<td>—</td>
<td>special Piercing</td>
<td></td>
</tr>
<tr>
<td>Sword, short</td>
<td>10 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>19–20/x2</td>
<td>—</td>
<td>2 lb.</td>
<td>Piercing</td>
</tr>
</tbody>
</table>

<p>| One-Handed Melee Weapons|      |         |         |          |                |         |        |
| Battleaxe              | 10 gp| 1d6     | 1d8     | x3       | —              | 6 lb.   | Slashing |
| Flail                  | 8 gp | 1d6     | 1d8     | x2       | —              | 5 lb.   | Bludgeoning |</p>
<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kama</td>
<td>2 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td></td>
<td>—</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Nunchaku</td>
<td>2 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td></td>
<td>—</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Sai</td>
<td>1 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>x2</td>
<td>10 ft.</td>
<td>1 lb.</td>
<td>Bludgeoning</td>
</tr>
<tr>
<td>Sianghai</td>
<td>3 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td></td>
<td>—</td>
<td>1 lb.</td>
</tr>
<tr>
<td><strong>One-Handed Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sword, bastard</td>
<td>35 gp</td>
<td>1d8</td>
<td>1d10</td>
<td>19–20/x2</td>
<td></td>
<td>—</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Waraxe, dwarven</td>
<td>30 gp</td>
<td>1d8</td>
<td>1d10</td>
<td>x3</td>
<td></td>
<td>—</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Whip</td>
<td>1 gp</td>
<td>1d2</td>
<td>1d3</td>
<td>x2</td>
<td>10 ft.</td>
<td>2 lb.</td>
<td>Slashing</td>
</tr>
<tr>
<td><strong>Two-Handed Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Axe, orc double</td>
<td>60 gp</td>
<td>1d6/1d6</td>
<td>1d8/1d8</td>
<td>x3</td>
<td></td>
<td>—</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Chain, spiked</td>
<td>25 gp</td>
<td>1d6</td>
<td>2d4</td>
<td>x2</td>
<td></td>
<td>—</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Flail, dire</td>
<td>90 gp</td>
<td>1d6/1d6</td>
<td>1d8/1d8</td>
<td>x2</td>
<td></td>
<td>—</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Hammer, gnome hooked</td>
<td>20 gp</td>
<td>1d6/1d4</td>
<td>1d8/1d6</td>
<td>x3/x4</td>
<td></td>
<td>—</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Sword, two-bladed</td>
<td>100 gp</td>
<td>1d6/1d6</td>
<td>1d8/1d8</td>
<td>19–20/x2</td>
<td></td>
<td>—</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Urgrosh, dwarven</td>
<td>50 gp</td>
<td>1d6/1d4</td>
<td>1d8/1d8</td>
<td>x3</td>
<td></td>
<td>—</td>
<td>12 lb.</td>
</tr>
<tr>
<td><strong>Ranged Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolas</td>
<td>5 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>x2</td>
<td>10 ft.</td>
<td>2 lb.</td>
<td>Bludgeoning</td>
</tr>
<tr>
<td>Crossbow, hand</td>
<td>100 gp</td>
<td>1d3</td>
<td>1d4</td>
<td>19–20/x2</td>
<td>30 ft.</td>
<td>2 lb.</td>
<td>Piercing</td>
</tr>
<tr>
<td>Crossbow, repeating heavy</td>
<td>400 gp</td>
<td>1d8</td>
<td>1d10</td>
<td>19–20/x2</td>
<td>120 ft.</td>
<td>12 lb.</td>
<td>Piercing</td>
</tr>
<tr>
<td>Item</td>
<td>Cost</td>
<td>Damage</td>
<td>Range</td>
<td>Weight</td>
<td>Type</td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------------------</td>
<td>------</td>
<td>--------</td>
<td>-------</td>
<td>--------</td>
<td>----------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolts (5)</td>
<td>1 gp</td>
<td>—</td>
<td>—</td>
<td>1 lb.</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crossbow, repeating light</td>
<td>250 gp</td>
<td>1d6</td>
<td>1d8</td>
<td>19–20/x2</td>
<td>80 ft.</td>
<td>6 lb.</td>
<td>Piercing</td>
</tr>
<tr>
<td>Bolts (5)</td>
<td>1 gp</td>
<td>—</td>
<td>—</td>
<td>1 lb.</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Net</td>
<td>20 gp</td>
<td>—</td>
<td>10 ft.</td>
<td>6 lb.</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shuriken (5)</td>
<td>1 gp</td>
<td>1</td>
<td>1d2</td>
<td>x2</td>
<td>10 ft.</td>
<td>1/2 lb</td>
<td>Piercing</td>
</tr>
</tbody>
</table>

1. Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2. When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”
3. The weapon deals nonlethal damage rather than lethal damage.
4. Reach weapon.
5. Double weapon.

Weapons found on Table: Weapons that have special options for the wielder (“you”) are described below. Splash weapons are described under Special Substances and Items.

**Arrows:** An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Axe, Orc Double:** An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding an orc double axe in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

**Bolas:** You can use this weapon to make a ranged trip attack against an opponent. You can’t be tripped during your own trip attempt when using a set of bolas.

**Bolts:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Bullets, Sling:** Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Chain, Spiked:** A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn’t a light weapon for you.

**Crossbow, Hand:** You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

**Crossbow, Heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Repeating:** The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

**Dagger:** You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand
A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's

**Flail, Dire:** A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

**Flail or Heavy Flail:** With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

**Gauntlet:** This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

**Gauntlet, Spiked:** Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

**Glaive:** A glaive has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

**Guisarme:** A guisarme has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

**Halberd:** If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

**Hammer, Gnome Hooked:** A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer’s blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

**Javelin:** Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

**Kama:** The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

**Lance:** A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

**Longbow:** You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

**Longbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can’t effectively use it, so you take a −2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

**Longspear:** A longspear has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

**Net:** A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net’s
maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Nunchaku:** The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

**Quarterstaff:** A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

**Ranseur:** A ranseur has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe. With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

**Rapier:** You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn’t a light weapon for you. You can’t wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

**Sai:** With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

**Scythe:** A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

**Shield, Heavy or Light:** You can bash with a shield instead of using it for defense. See Armor for details.

**Shortbow:** You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

**Shortbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can’t effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

**Shortspear:** A shortspear is small enough to wield one-handed. It may also be thrown.

**Shuriken:** A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can’t be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

**Siangham:** The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

**Sickle:** A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

**Sling:** Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a −1 penalty on attack rolls.

**Spear:** A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

**Spiked Armor:** You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.
Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh’s axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage. Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don’t threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn’t a light weapon for you.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can’t add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn’t stack with the enhancement bonus provided by the weapon’s magic.

Even though some types of armor and shields can be used as weapons, you can’t create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

ARMOR

ARMOR QUALITIES

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically
proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table: Armor and Shields, below).

**Cost:** The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

**Armor/Shield Bonus:** Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn’t stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn’t stack with other effects that grant a shield bonus.

**Maximum Dex Bonus:** This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer’s ability to dodge blows. This restriction doesn’t affect any other Dexterity-related abilities.

Even if a character’s Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character’s encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

**Shields:** Shields do not affect a character’s maximum Dexterity bonus.

**Armor Check Penalty:** Any armor heavier than leather hurts a character’s ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character’s encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

**Nonproficient with Armor Worn:** A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor’s (and/or shield’s) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

**Sleeping in Armor:** A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a −2 penalty on Strength and Dexterity and can’t charge or run. Sleeping in light armor does not cause fatigue.

**Arcane Spell Failure:** Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they’re wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

**Casting an Arcane Spell in Armor:** A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

**Shields:** If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

**Speed:** Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character’s speed while wearing the armor. Humans, elves, half-elven, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf’s land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

**Shields:** Shields do not affect a character’s speed.

**Weight:** This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.
<table>
<thead>
<tr>
<th>Armor</th>
<th>Cost</th>
<th>Armor/Shield Bonus</th>
<th>Maximum Dex Bonus</th>
<th>Armor Check Penalty</th>
<th>Arcane Spell Failure Chance</th>
<th>Speed (30 ft.)</th>
<th>Speed (20 ft.)</th>
<th>Weight¹</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Padded</td>
<td>5 gp</td>
<td>+1</td>
<td>+8</td>
<td>0</td>
<td>5%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>10 lb.</td>
<td></td>
</tr>
<tr>
<td>Leather</td>
<td>10 gp</td>
<td>+2</td>
<td>+6</td>
<td>0</td>
<td>10%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>15 lb.</td>
<td></td>
</tr>
<tr>
<td>Studded leather</td>
<td>25 gp</td>
<td>+3</td>
<td>+5</td>
<td>–1</td>
<td>15%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>20 lb.</td>
<td></td>
</tr>
<tr>
<td>Chain shirt</td>
<td>100 gp</td>
<td>+4</td>
<td>+4</td>
<td>–2</td>
<td>20%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>25 lb.</td>
<td></td>
</tr>
<tr>
<td><strong>Medium armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hide</td>
<td>15 gp</td>
<td>+3</td>
<td>+4</td>
<td>–3</td>
<td>20%</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>25 lb.</td>
<td></td>
</tr>
<tr>
<td>Scale mail</td>
<td>50 gp</td>
<td>+4</td>
<td>+3</td>
<td>–4</td>
<td>25%</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>30 lb.</td>
<td></td>
</tr>
<tr>
<td>Chainmail</td>
<td>150 gp</td>
<td>+5</td>
<td>+2</td>
<td>–5</td>
<td>30%</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>40 lb.</td>
<td></td>
</tr>
<tr>
<td>Breastplate</td>
<td>200 gp</td>
<td>+5</td>
<td>+3</td>
<td>–4</td>
<td>25%</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>30 lb.</td>
<td></td>
</tr>
<tr>
<td><strong>Heavy armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Splint mail</td>
<td>200 gp</td>
<td>+6</td>
<td>+0</td>
<td>–7</td>
<td>40%</td>
<td>20 ft.²</td>
<td>15 ft.²</td>
<td>45 lb.</td>
<td></td>
</tr>
<tr>
<td>Banded mail</td>
<td>250 gp</td>
<td>+6</td>
<td>+1</td>
<td>–6</td>
<td>35%</td>
<td>20 ft.²</td>
<td>15 ft.²</td>
<td>35 lb.</td>
<td></td>
</tr>
<tr>
<td>Half-plate</td>
<td>600 gp</td>
<td>+7</td>
<td>+0</td>
<td>–7</td>
<td>40%</td>
<td>20 ft.²</td>
<td>15 ft.²</td>
<td>50 lb.</td>
<td></td>
</tr>
<tr>
<td>Full plate</td>
<td>1,500 gp</td>
<td>+8</td>
<td>+1</td>
<td>–6</td>
<td>35%</td>
<td>20 ft.²</td>
<td>15 ft.²</td>
<td>50 lb.</td>
<td></td>
</tr>
<tr>
<td><strong>Shields</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buckler</td>
<td>15 gp</td>
<td>+1</td>
<td>—</td>
<td>–1</td>
<td>5%</td>
<td>—</td>
<td>—</td>
<td>5 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield, light wooden</td>
<td>3 gp</td>
<td>+1</td>
<td>—</td>
<td>–1</td>
<td>5%</td>
<td>—</td>
<td>—</td>
<td>5 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield, light steel</td>
<td>9 gp</td>
<td>+1</td>
<td>—</td>
<td>–1</td>
<td>5%</td>
<td>—</td>
<td>—</td>
<td>6 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield, heavy wooden</td>
<td>7 gp</td>
<td>+2</td>
<td>—</td>
<td>–2</td>
<td>15%</td>
<td>—</td>
<td>—</td>
<td>10 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield, heavy steel</td>
<td>20 gp</td>
<td>+2</td>
<td>—</td>
<td>–2</td>
<td>15%</td>
<td>—</td>
<td>—</td>
<td>15 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield, tower</td>
<td>30 gp</td>
<td>+4</td>
<td>+2</td>
<td>–10</td>
<td>50%</td>
<td>—</td>
<td>—</td>
<td>45 lb.</td>
<td></td>
</tr>
<tr>
<td><strong>Extras</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armor spikes</td>
<td>+50 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>+10 lb.</td>
<td></td>
</tr>
<tr>
<td>Gauntlet, locked</td>
<td>8 gp</td>
<td>—</td>
<td>—</td>
<td>Special</td>
<td>⁴</td>
<td>—</td>
<td>—</td>
<td>+5 lb.</td>
<td></td>
</tr>
<tr>
<td>Shield spikes</td>
<td>+10 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>+5 lb.</td>
<td></td>
</tr>
</tbody>
</table>

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

3 A tower shield can instead grant you cover. See the description.

4 Hand not free to cast spells.

**ARMOR DESCRIPTIONS**

Any special benefits or accessories to the types of armor found on Table: Armor and Shields are described below.

**Armor Spikes:** You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a –4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can’t also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes’ effectiveness, but the spikes can be made into magic weapons in their own right.

**Buckler:** This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don’t get the buckler’s AC bonus for the rest of the round.
You can’t bash someone with a buckler.

**Chain Shirt:** A chain shirt comes with a steel cap.

**Chainmail:** The suit includes gauntlets.

**Full Plate:** The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

**Gauntlet, Locked:** This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you’re wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can’t use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

**Half-Plate:** The suit includes gauntlets.

**Scale Mail:** The suit includes gauntlets.

**Shield, Heavy, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can’t use your shield hand for anything else.

**Wooden or Steel:** Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

**Shield Bash Attacks:** You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Shield, Light, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A light shield’s weight lets you carry other items in that hand, although you cannot use weapons with it.

**Wooden or Steel:** Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

**Shield Bash Attacks:** You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Shield, Tower:** This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield’s encumbrance.

**Shield Spikes:** When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can’t put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

**Splint Mail:** The suit includes gauntlets.

---

**MASTERWORK ARMOR**

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield. The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can’t add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

---

**ARMOR FOR UNUSUAL CREATURES**

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and
weights from those given on Table: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

<table>
<thead>
<tr>
<th></th>
<th>Humanoid</th>
<th>Nonhumanoid</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>Cost</td>
<td>Weight</td>
</tr>
<tr>
<td>Tiny or smaller</td>
<td>x1/2</td>
<td>x1/10</td>
</tr>
<tr>
<td>Small</td>
<td>x1</td>
<td>x1/2</td>
</tr>
<tr>
<td>Medium</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>Large</td>
<td>x2</td>
<td>x2</td>
</tr>
<tr>
<td>Huge</td>
<td>x4</td>
<td>x5</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>x8</td>
<td>x8</td>
</tr>
<tr>
<td>Colossal</td>
<td>x16</td>
<td>x12</td>
</tr>
</tbody>
</table>

1 Divide armor bonus by 2.

**GETTING INTO AND OUT OF ARMOR**

The time required to don armor depends on its type; see Table: Donning Armor.

**Don:** This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Ready (strapping on) a shield is only a move action.

**Don Hastily:** This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

**Remove:** This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

**Table: Donning Armor**

<table>
<thead>
<tr>
<th>Armor Type</th>
<th>Don</th>
<th>Don Hastily</th>
<th>Remove</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shield (any)</td>
<td>1 move action</td>
<td>n/a</td>
<td>1 move action</td>
</tr>
<tr>
<td>Padded, leather, hide, studded leather, or chain mail</td>
<td>1 minute</td>
<td>5 rounds</td>
<td>1 minute</td>
</tr>
<tr>
<td>Breastplate, scale mail, chainmail, banded mail, or splint mail</td>
<td>4 minutes</td>
<td>1 minute</td>
<td>1 minute</td>
</tr>
<tr>
<td>Half-plate or full plate</td>
<td>4 minutes&lt;br&gt;1d4+1 minutes</td>
<td>4 minutes&lt;br&gt;1d4+1 minutes</td>
<td></td>
</tr>
</tbody>
</table>

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

**GOODS AND SERVICES**

**Table: Goods and Services**

### Adventuring Gear

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backpack (empty)</td>
<td>2 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Barrel (empty)</td>
<td>2 gp</td>
<td>30 lb.</td>
</tr>
<tr>
<td>Basket (empty)</td>
<td>4 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Bedroll</td>
<td>1 sp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Bell</td>
<td>1 gp</td>
<td>—</td>
</tr>
<tr>
<td>Blanket, winter</td>
<td>5 sp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Block and tackle</td>
<td>5 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Bottle, wine, glass</td>
<td>2 gp</td>
<td>—</td>
</tr>
<tr>
<td>Bucket (empty)</td>
<td>5 sp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Caltrops</td>
<td>1 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Candle</td>
<td>1 cp</td>
<td>—</td>
</tr>
<tr>
<td>Canvas (sq. yd.)</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Case, map or scroll</td>
<td>1 gp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Chain (10 ft.)</td>
<td>30 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Chalk, 1 piece</td>
<td>1 cp</td>
<td>—</td>
</tr>
<tr>
<td>Chest (empty)</td>
<td>2 gp</td>
<td>25 lb.</td>
</tr>
<tr>
<td>Crowbar</td>
<td>2 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Item</td>
<td>Cost</td>
<td>Weight</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>Firewood (per day)</td>
<td>1 cp</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Fishhook</td>
<td>1 sp</td>
<td>—</td>
</tr>
<tr>
<td>Fishing net, 25 sq. ft.</td>
<td>4 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Flask (empty)</td>
<td>3 cp</td>
<td>1-1/2 lb.</td>
</tr>
<tr>
<td>Flint and steel</td>
<td>1 gp</td>
<td>—</td>
</tr>
<tr>
<td>Grappling hook</td>
<td>1 gp</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Hammer</td>
<td>5 sp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Ink (1 oz. vial)</td>
<td>8 gp</td>
<td>—</td>
</tr>
<tr>
<td>Inkpen</td>
<td>1 sp</td>
<td>—</td>
</tr>
<tr>
<td>Jug, clay</td>
<td>3 cp</td>
<td>9 lb.</td>
</tr>
<tr>
<td>Ladder, 10-foot</td>
<td>5 cp</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Lamp, common</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Lantern, bullseye</td>
<td>12 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Lantern, hooded</td>
<td>7 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Lock</td>
<td></td>
<td>1 lb.</td>
</tr>
<tr>
<td>Very simple</td>
<td>20 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Average</td>
<td>40 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Good</td>
<td>80 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Amazing</td>
<td>150 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Manacles</td>
<td>15 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Manacles, masterwork</td>
<td>50 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Mirror, small steel</td>
<td>10 gp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Mug/Tankard, clay</td>
<td>2 cp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Oil (1-pint flask)</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Paper (sheet)</td>
<td>4 sp</td>
<td>—</td>
</tr>
<tr>
<td>Parchment (sheet)</td>
<td>2 sp</td>
<td>—</td>
</tr>
<tr>
<td>Pick, miner’s</td>
<td>3 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Pitcher, clay</td>
<td>2 cp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Piton</td>
<td>1 sp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Pole, 10-foot</td>
<td>2 sp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Pot, iron</td>
<td>5 sp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Pouch, belt (empty)</td>
<td>1 gp</td>
<td>1/2 lb.1</td>
</tr>
<tr>
<td>Ram, portable</td>
<td>10 gp</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Rations, trail (per day)</td>
<td>5 sp</td>
<td>1 lb.1</td>
</tr>
<tr>
<td>Rope, hempen (50 ft.)</td>
<td>1 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Rope, silk (50 ft.)</td>
<td>10 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Sack (empty)</td>
<td>1 sp</td>
<td>1/2 lb.1</td>
</tr>
<tr>
<td>Sealing wax</td>
<td>1 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Sewing needle</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>Signal whistle</td>
<td>8 sp</td>
<td>—</td>
</tr>
<tr>
<td>Signet ring</td>
<td>5 gp</td>
<td>—</td>
</tr>
<tr>
<td>Sledge</td>
<td>1 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Soap (per lb.)</td>
<td>5 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Spade or shovel</td>
<td>2 gp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Spyglass</td>
<td>1,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Tent</td>
<td>10 gp</td>
<td>20 lb.1</td>
</tr>
<tr>
<td>Torch</td>
<td>1 cp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Vial, ink or potion</td>
<td>1 gp</td>
<td>1/10 lb.</td>
</tr>
<tr>
<td>Waterskin</td>
<td>1 gp</td>
<td>4 lb.1</td>
</tr>
<tr>
<td>Whetstone</td>
<td>2 cp</td>
<td>1 lb.</td>
</tr>
</tbody>
</table>

**Special Substances and Items**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid (flask)</td>
<td>10 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Alchemist’s fire (flask)</td>
<td>20 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Antitoxin (vial)</td>
<td>50 gp</td>
<td>—</td>
</tr>
<tr>
<td>Everburning torch</td>
<td>110 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Item</td>
<td>Cost</td>
<td>Weight</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>Holy water (flask)</td>
<td>25 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Smokestick</td>
<td>20 gp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Sunrod</td>
<td>2 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Tanglefoot bag</td>
<td>50 gp</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Thunderstone</td>
<td>30 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Tindertwig</td>
<td>1 gp</td>
<td>—</td>
</tr>
</tbody>
</table>

**Tools and Skill Kits**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemist’s lab</td>
<td>500 gp</td>
<td>40 lb.</td>
</tr>
<tr>
<td>Artisan’s tools</td>
<td>5 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Artisan’s tools, masterwork</td>
<td>55 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Climber’s kit</td>
<td>80 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Disguise kit</td>
<td>50 gp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Healer’s kit</td>
<td>50 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Holly and mistletoe</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Holy symbol, wooden</td>
<td>1 gp</td>
<td>—</td>
</tr>
<tr>
<td>Holy symbol, silver</td>
<td>25 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Hourglass</td>
<td>25 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Magnifying glass</td>
<td>100 gp</td>
<td>—</td>
</tr>
<tr>
<td>Musical instrument, common</td>
<td>5 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Musical instrument, masterwork</td>
<td>100 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Scale, merchant’s</td>
<td>2 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Spell component pouch</td>
<td>5 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Spellbook, wizard’s (blank)</td>
<td>15 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Thieves’ tools</td>
<td>30 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Thieves’ tools, masterwork</td>
<td>100 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Tool, masterwork</td>
<td>50 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Water clock</td>
<td>1,000 gp</td>
<td>200 lb.</td>
</tr>
</tbody>
</table>

**Clothing**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artisan’s outfit</td>
<td>1 gp</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Cleric’s vestments</td>
<td>5 gp</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Cold weather outfit</td>
<td>8 gp</td>
<td>7 lb.</td>
</tr>
<tr>
<td>Courtier’s outfit</td>
<td>30 gp</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Entertainer’s outfit</td>
<td>3 gp</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Explorer’s outfit</td>
<td>10 gp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Monk’s outfit</td>
<td>5 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Noble’s outfit</td>
<td>75 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Peasant’s outfit</td>
<td>1 sp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Royal outfit</td>
<td>200 gp</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Scholar’s outfit</td>
<td>5 gp</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Traveler’s outfit</td>
<td>1 gp</td>
<td>5 lb.</td>
</tr>
</tbody>
</table>

**Food, Drink, and Lodging**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ale</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gallon</td>
<td>2 sp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Mug</td>
<td>4 cp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Banquet (per person)</td>
<td>10 gp</td>
<td>—</td>
</tr>
<tr>
<td>Bread, per loaf</td>
<td>2 cp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Cheese, hunk of</td>
<td>1 sp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Inn stay (per day)</td>
<td></td>
<td>—</td>
</tr>
<tr>
<td>Good</td>
<td>2 gp</td>
<td>—</td>
</tr>
<tr>
<td>Common</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>Poor</td>
<td>2 sp</td>
<td>—</td>
</tr>
<tr>
<td>Meals (per day)</td>
<td></td>
<td>—</td>
</tr>
<tr>
<td>Good</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>Common</td>
<td>3 sp</td>
<td>—</td>
</tr>
<tr>
<td>Poor</td>
<td>1 sp</td>
<td>—</td>
</tr>
<tr>
<td>Meat, chunk of</td>
<td>3 sp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Wine</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Common (pitcher)</td>
<td>2 sp</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Fine (bottle)</td>
<td>10 gp</td>
<td>1-1/2 lb.</td>
</tr>
</tbody>
</table>

**Mounts and Related Gear**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barding</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium creature</td>
<td>x2</td>
<td>x1</td>
</tr>
<tr>
<td>Large creature</td>
<td>x4</td>
<td>x2</td>
</tr>
<tr>
<td>Bit and bridle</td>
<td>2 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Dog, guard</td>
<td>25 gp</td>
<td>—</td>
</tr>
<tr>
<td>Dog, riding</td>
<td>150 gp</td>
<td>—</td>
</tr>
<tr>
<td>Donkey or mule</td>
<td>8 gp</td>
<td>—</td>
</tr>
<tr>
<td>Feed (per day)</td>
<td>5 cp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Horse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Horse, heavy</td>
<td>200 gp</td>
<td>—</td>
</tr>
<tr>
<td>Horse, light</td>
<td>75 gp</td>
<td>—</td>
</tr>
<tr>
<td>Pony</td>
<td>30 gp</td>
<td>—</td>
</tr>
<tr>
<td>Warhorse, heavy</td>
<td>400 gp</td>
<td>—</td>
</tr>
<tr>
<td>Warhorse, light</td>
<td>150 gp</td>
<td>—</td>
</tr>
<tr>
<td>Warpony</td>
<td>100 gp</td>
<td>—</td>
</tr>
<tr>
<td>Saddle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Military</td>
<td>20 gp</td>
<td>30 lb.</td>
</tr>
<tr>
<td>Pack</td>
<td>5 gp</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Riding</td>
<td>10 gp</td>
<td>25 lb.</td>
</tr>
<tr>
<td>Saddle, Exotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Military</td>
<td>60 gp</td>
<td>40 lb.</td>
</tr>
<tr>
<td>Pack</td>
<td>15 gp</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Riding</td>
<td>30 gp</td>
<td>30 lb.</td>
</tr>
<tr>
<td>Saddlebags</td>
<td>4 gp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Stabling (per day)</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>Transport</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Carriage</td>
<td>100 gp</td>
<td>600 lb.</td>
</tr>
<tr>
<td>Cart</td>
<td>15 gp</td>
<td>200 lb.</td>
</tr>
<tr>
<td>Galley</td>
<td>30,000 gp</td>
<td>—</td>
</tr>
<tr>
<td>Keelboat</td>
<td>3,000 gp</td>
<td>—</td>
</tr>
<tr>
<td>Longship</td>
<td>10,000 gp</td>
<td>—</td>
</tr>
<tr>
<td>Rowboat</td>
<td>50 gp</td>
<td>100 lb.</td>
</tr>
<tr>
<td>Oar</td>
<td>2 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Sailing ship</td>
<td>10,000 gp</td>
<td>—</td>
</tr>
<tr>
<td>Sled</td>
<td>20 gp</td>
<td>300 lb.</td>
</tr>
<tr>
<td>Wagon</td>
<td>35 gp</td>
<td>400 lb.</td>
</tr>
<tr>
<td>Warship</td>
<td>25,000 gp</td>
<td>—</td>
</tr>
</tbody>
</table>

**Spellcasting and Services**

<table>
<thead>
<tr>
<th>Service</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coach cab</td>
<td>3 cp per mile</td>
</tr>
<tr>
<td>Hireling, trained</td>
<td>3 sp per day</td>
</tr>
<tr>
<td>Hireling, untrained</td>
<td>1 sp per day</td>
</tr>
<tr>
<td>Messenger</td>
<td>2 cp per mile</td>
</tr>
<tr>
<td>Road or gate toll</td>
<td>1 cp</td>
</tr>
<tr>
<td>Ship’s passage</td>
<td>1 sp per mile</td>
</tr>
<tr>
<td>Spell, 0-level</td>
<td>Caster level x5 gp²</td>
</tr>
</tbody>
</table>
Spell, 1st-level  Caster level x10 gp
Spell, 2nd-level  Caster level x20 gp
Spell, 3rd-level  Caster level x30 gp
Spell, 4th-level  Caster level x40 gp
Spell, 5th-level  Caster level x50 gp
Spell, 6th-level  Caster level x60 gp
Spell, 7th-level  Caster level x70 gp
Spell, 8th-level  Caster level x80 gp
Spell, 9th-level  Caster level x90 gp

— No weight, or no weight worth noting.

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

2 See spell description for additional costs. If the additional costs put the spell’s total cost above 3,000 gp, that spell is not generally available.

ADVENTURING GEAR

few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock’s quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.
Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist’s fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination out to a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a −2 penalty on attack rolls and a −4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.
Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don’t need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

TOOLS AND SKILL KITS
Alchemist’s Lab: An alchemist’s lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan’s Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan’s Tools, Masterwork: These tools serve the same purpose as artisan’s tools (above), but masterwork artisan’s tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber’s Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer’s Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer’s kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant’s: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn’t fit in a pouch.

Spellbook, Wizard’s (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves’ Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

Thieves’ Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

CLOTHING
Artisan’s Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric’s Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier’s Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2
penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

**Entertainer’s Outfit:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

**Explorer’s Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

**Monk’s Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it’s made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

**Noble’s Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

**Peasant’s Outfit:** This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

**Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

**Scholar’s Outfit:** Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler’s Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

**FOOD, DRINK, AND LODGING**

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

**MOUNTS AND RELATED GEAR**

**Barding, Medium Creature and Large Creature:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields. Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

<table>
<thead>
<tr>
<th>Barding</th>
<th>Base Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>(40 ft.)</td>
</tr>
<tr>
<td>Medium</td>
<td>30 ft.</td>
</tr>
<tr>
<td>Heavy</td>
<td>30 ft.¹</td>
</tr>
</tbody>
</table>

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can’t fly in medium or heavy barding.
Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

**Dog, Riding:** This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

**Donkey or Mule:** Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

**Horse:** A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than
a horse and is a suitable mount for a gnome or halfling. Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you’re knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

**Saddle, Riding:** The standard riding saddle supports a rider.

**TRANSPORT**

**Carriage:** This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

**Cart:** This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

**Galley:** This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

**Keelboat:** This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

**Longship:** This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

**Rowboat:** This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

**Sailing Ship:** This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

**Warship:** This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn’t room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

**SPELLCASTING AND SERVICES**

Sometimes the best solution for a problem is to hire someone else to take care of it.

**Coach Cab:** The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

**Hireling, Trained:** The amount given is the typical daily wage for mercenaries, warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

**Road or Gate Toll:** A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

**Ship’s Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

**Spell:** The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a
material component, add the cost of that component to the cost of the spell. If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn’t certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren’t returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn’t guaranteed to have a local spellcaster able to cast 9th-level spells.
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.

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

Table: Size Modifiers
<table>
<thead>
<tr>
<th>Size</th>
<th>Size Modifier</th>
<th>Size Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colossal</td>
<td>–8</td>
<td>Small</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>–4</td>
<td>Tiny</td>
</tr>
<tr>
<td>Huge</td>
<td>–2</td>
<td>Diminutive</td>
</tr>
<tr>
<td>Large</td>
<td>–1</td>
<td>Fine</td>
</tr>
<tr>
<td>Medium</td>
<td>+0</td>
<td></td>
</tr>
</tbody>
</table>

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 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 1-1/2 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: 

$$10 + \text{armor bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier}$$

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

**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.

**INITIATIVE**

**Initiative Checks:** At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check.
Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

**Flat-Footed:** At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can’t use your Dexterity bonus to AC (if any) while flat-footed. Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed.

A flat-footed character can’t make attacks of opportunity.

**Inaction:** Even if you can’t take actions, you retain your initiative score for the duration of the encounter.

**SURPRISE**

When a combat starts, if you are not aware of your opponents and they are aware of you, you’re surprised.

**Determining Awareness**

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

**The Surprise Round:** If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

**Unaware Combatants:** Combatants who are unaware at the start of battle don’t get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

**ATTACKS OF OPPORTUNITY**

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

**Threatened Squares:** You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you’re unarmed, you don’t normally threaten any squares and thus can’t make attacks of opportunity.

**Reach Weapons:** Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

**Provoking an Attack of Opportunity:** Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

**Moving:** Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

**Performing a Distracting Act:** Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

**Making an Attack of Opportunity:** An attack of opportunity is a single melee attack, and you can only make one per round. You don’t have to make an attack of opportunity if you don’t want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you’ve already attacked in the round. An attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character’s turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character’s turn).

**Combat Reflexes and Additional Attacks of Opportunity:** If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square
threated by the same opponent in the same round doesn’t count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

### ACTIONS IN COMBAT

#### THE COMBAT ROUND

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round’s activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character’s turn comes up in the initiative sequence, that character performs his entire round’s worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.) For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

#### ACTION TYPES

An action’s type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

**Standard Action:** A standard action allows you to do something, most commonly make an attack or cast a spell. See Table: Actions in Combat for other standard actions.

**Move Action:** A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

**Full-Round Action:** A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

**Free Action:** Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

**Not an Action:** Some activities are so minor that they are not even considered free actions. They literally don’t take any time at all to do and are considered an inherent part of doing something else.

**Restricted Activity:** In some situations, you may be unable to take a full round’s worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can’t take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

### Table: Actions in Combat

<table>
<thead>
<tr>
<th>Standard Action</th>
<th>Attack of Opportunity¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack (melee)</td>
<td>No</td>
</tr>
<tr>
<td>Attack (ranged)</td>
<td>Yes</td>
</tr>
<tr>
<td>Attack (unarmed)</td>
<td>Yes</td>
</tr>
<tr>
<td>Activate a magic item other than a potion or oil</td>
<td>No</td>
</tr>
<tr>
<td>Aid another</td>
<td>Maybe²</td>
</tr>
<tr>
<td>Bull rush</td>
<td>No</td>
</tr>
<tr>
<td>Cast a spell (1 standard action casting time)</td>
<td>Yes</td>
</tr>
<tr>
<td>Concentrate to maintain an active spell</td>
<td>No</td>
</tr>
<tr>
<td>Action</td>
<td>No or Yes</td>
</tr>
<tr>
<td>-----------------------------------------------------------------------</td>
<td>-----------</td>
</tr>
<tr>
<td>Dismiss a spell</td>
<td>No</td>
</tr>
<tr>
<td>Draw a hidden weapon (see Sleight of Hand skill)</td>
<td>No</td>
</tr>
<tr>
<td>Drink a potion or apply an oil</td>
<td>Yes</td>
</tr>
<tr>
<td>Escape a grapple</td>
<td>No</td>
</tr>
<tr>
<td>Feint</td>
<td>No</td>
</tr>
<tr>
<td>Light a torch with a tindertwig</td>
<td>Yes</td>
</tr>
<tr>
<td>Lower spell resistance</td>
<td>No</td>
</tr>
<tr>
<td>Make a dying friend stable (see Heal skill)</td>
<td>Yes</td>
</tr>
<tr>
<td>Overrun</td>
<td>No</td>
</tr>
<tr>
<td>Read a scroll</td>
<td>Yes</td>
</tr>
<tr>
<td>Ready (triggers a standard action)</td>
<td>No</td>
</tr>
<tr>
<td>Sunder a weapon (attack)</td>
<td>Yes</td>
</tr>
<tr>
<td>Sunder an object (attack)</td>
<td>Maybe³</td>
</tr>
<tr>
<td>Total defense</td>
<td>No</td>
</tr>
<tr>
<td>Turn or rebuke undead</td>
<td>No</td>
</tr>
<tr>
<td>Use extraordinary ability</td>
<td>No</td>
</tr>
<tr>
<td>Use skill that takes 1 action</td>
<td>Usually</td>
</tr>
<tr>
<td>Use spell-like ability</td>
<td>Yes</td>
</tr>
<tr>
<td>Use supernatural ability</td>
<td>No</td>
</tr>
</tbody>
</table>

**Move Action**

<table>
<thead>
<tr>
<th>Action</th>
<th>No or Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Yes</td>
</tr>
<tr>
<td>Control a frightened mount</td>
<td>Yes</td>
</tr>
<tr>
<td>Direct or redirect an active spell</td>
<td>No</td>
</tr>
<tr>
<td>Draw a weapon⁴</td>
<td>No</td>
</tr>
<tr>
<td>Load a hand crossbow or light crossbow</td>
<td>Yes</td>
</tr>
<tr>
<td>Open or close a door</td>
<td>No</td>
</tr>
<tr>
<td>Mount a horse or dismount</td>
<td>No</td>
</tr>
<tr>
<td>Move a heavy object</td>
<td>Yes</td>
</tr>
<tr>
<td>Pick up an item</td>
<td>Yes</td>
</tr>
<tr>
<td>Sheathe a weapon</td>
<td>Yes</td>
</tr>
<tr>
<td>Stand up from prone</td>
<td>Yes</td>
</tr>
<tr>
<td>Ready or loose a shield⁴</td>
<td>No</td>
</tr>
<tr>
<td>Retrieve a stored item</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Full-Round Action**

<table>
<thead>
<tr>
<th>Action</th>
<th>No or Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full attack</td>
<td>No</td>
</tr>
<tr>
<td>Charge⁵</td>
<td>No</td>
</tr>
<tr>
<td>Deliver coup de grace</td>
<td>Yes</td>
</tr>
<tr>
<td>Escape from a net</td>
<td>Yes</td>
</tr>
<tr>
<td>Extinguish flames</td>
<td>No</td>
</tr>
<tr>
<td>Light a torch</td>
<td>Yes</td>
</tr>
<tr>
<td>Load a heavy or repeating crossbow</td>
<td>Yes</td>
</tr>
<tr>
<td>Lock or unlock weapon in locked gauntlet</td>
<td>Yes</td>
</tr>
<tr>
<td>Prepare to throw splash weapon</td>
<td>Yes</td>
</tr>
<tr>
<td>Run</td>
<td>Yes</td>
</tr>
<tr>
<td>Use skill that takes 1 round</td>
<td>Usually</td>
</tr>
<tr>
<td>Use touch spell on up to six friends</td>
<td>Yes</td>
</tr>
<tr>
<td>Withdraw⁵</td>
<td>No</td>
</tr>
</tbody>
</table>

**Free Action**

<table>
<thead>
<tr>
<th>Action</th>
<th>No or Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cast a quickened spell</td>
<td>No</td>
</tr>
<tr>
<td>Cease concentration on a spell</td>
<td>No</td>
</tr>
<tr>
<td>Drop an item</td>
<td>No</td>
</tr>
<tr>
<td>Drop to the floor</td>
<td>No</td>
</tr>
<tr>
<td>Prepare spell components to cast a spell⁶</td>
<td>No</td>
</tr>
<tr>
<td>Action</td>
<td>Attack of Opportunity¹</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------------------</td>
</tr>
<tr>
<td>Speak</td>
<td>No</td>
</tr>
<tr>
<td>No Action</td>
<td></td>
</tr>
<tr>
<td>Delay</td>
<td>No</td>
</tr>
<tr>
<td>5-foot step</td>
<td>No</td>
</tr>
</tbody>
</table>

**Action Type Varies**

<table>
<thead>
<tr>
<th>Action</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disarm ⁷</td>
<td>Yes</td>
</tr>
<tr>
<td>Grapple ⁷</td>
<td>Yes</td>
</tr>
<tr>
<td>Trip an opponent ⁷</td>
<td>No</td>
</tr>
<tr>
<td>Use feat ⁸</td>
<td>Varies</td>
</tr>
</tbody>
</table>

1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3 If the object is being held, carried, or worn by a creature, yes. If not, no.

4 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

5 May be taken as a standard action if you are limited to taking only a single action in a round.

6 Unless the component is an extremely large or awkward item.

7 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

8 The description of a feat defines its effect.

**STANDARD ACTIONS**

**Attack**

Making an attack is a standard action.  

**Melee Attacks:** With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can’t strike adjacent foes (those within 5 feet).

**Unarmed Attacks:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:  

**Attacks of Opportunity:** Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.  

An unarmed character can’t take attacks of opportunity (but see “Armed” Unarmed Attacks, below).  

“Armed” Unarmed Attacks: Sometimes a character’s or creature’s unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed.  

Note that being armed counts for both offense and defense (the character can make attacks of opportunity)

**Unarmed Strike Damage:** An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character’s unarmed strike deals 1d2 points of damage, while a Large character’s unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

**Dealing Lethal Damage:** You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

**Ranged Attacks:** With a ranged weapon, you can shoot or throw at any target that is within the weapon’s maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.
**Armor Class:** An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your attack bonus with the weapon you’re using. If the result is at least as high as the target’s AC, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on the 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.

**Damage Rolls:** If the attack roll result equals or exceeds the target’s AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target’s current hit points.

**Multiple Attacks:** A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

**Shooting or Throwing into a Melee:** If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you have scored a threat. The hit might be a critical hit (or “crit”). To find out if it’s a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll is a hit against the target’s AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn’t need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit. A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

**Exception:** Extra damage over and above a weapon’s normal damage is not multiplied when you score a critical hit.

**Increased Threat Range:** Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn’t result in a hit is not a threat.

**Spells and Critical Hits:** Some weapons deal better than double damage on a critical hit. A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

### Cast a Spell
Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

**Note:** You retain your Dexterity bonus to AC while casting.

**Spell Components:** To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you’re gagged or in the area of a *silence* spell, you can’t cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can’t cast a spell of this type while bound, grappled, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. 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 achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

**Concentration:** You must concentrate to cast a spell. If you can’t concentrate you can’t cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or lose the spell. The check’s DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzes with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.

**Concentrating to Maintain a Spell:** Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn’t provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.
**Casting Time:** Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

**Attacks of Opportunity:** Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don’t provoke attacks of opportunity.

**Casting on the Defensive:** Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

**Touch Spells in Combat:** Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

**Touch Attacks:** Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent’s AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

**Holding the Charge:** If you don’t discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren’t considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn’t provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

**Dismiss a Spell:** Dismissing an active spell is a standard action that doesn’t provoke attacks of opportunity.

---

**Activate Magic Item**

Many magic items don’t need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

**Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

---

**Use Special Ability**

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

**Using a Spell-Like Ability on the Defensive:** You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can’t use the ability, but the attempt counts as if you had used the ability.

**Supernatural Abilities:** Using a supernatural ability is usually a standard action (unless defined otherwise by the ability’s description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

---

**Total Defense**

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can’t combine total defense with fighting defensively or with the benefit of the Combat Expertise feat.
(since both of those require you to declare an attack or full attack). You can’t make attacks of opportunity while using total defense.

**Start/Complete Full-Round Action**
The “start full-round action” standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can’t use this action to start or complete a full attack, charge, run, or withdraw.

**MOVE ACTIONS**
With the exception of specific movement-related skills, most move actions don’t require a check.

**Move**
The simplest move action is moving your speed. If you take this kind of move action during your turn, you can’t also take a 5-foot step.
Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).
**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.
**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

**Draw or Sheathe a Weapon**
Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.
If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

**Ready or Loose a Shield**
Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.
Dropping a carried (but not worn) shield is a free action.

**Manipulate an Item**
In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

**Direct or Redirect a Spell**
Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

**Stand Up**
Standing up from a prone position requires a move action and provokes attacks of opportunity.
Mount/Dismount a Steed
Mounting or dismounting from a steed requires a move action.
**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can’t attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

**FULL-ROUND ACTIONS**
A full-round action requires an entire round to complete. Thus, it can’t be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

**Full Attack**
If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.
The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.
If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.
**Deciding between an Attack or a Full Attack:** After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you’ve already taken a 5-foot step, you can’t use your move action to move any distance, but you could still use a different kind of move action.
**Fighting Defensively as a Full-Round Action:** You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:**
The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

**Cast a Spell**
A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.
A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.
When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.
You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don’t threaten any squares around you.
This action is otherwise identical to the cast a spell action described under Standard Actions.
**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell’s normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn’t the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren’t required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.
Clerics must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.
**Use Special Ability**
Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

**Withdraw**
Withdrawal from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can’t withdraw from combat if you’re blinded.) You can’t take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don’t have a listed speed.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

**Run**
You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you’re in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can’t run across difficult terrain or if you can’t see where you’re going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

**Move 5 Feet through Difficult Terrain**
In some situations, your movement may be so hampered that you don’t have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it’s not, and thus it provokes attacks of opportunity normally.

**FREE ACTIONS**
Free actions don’t take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

**Drop an Item**
Dropping an item in your space or into an adjacent square is a free action.

**Drop Prone**
Dropping to a prone position in your space is a free action.

**Speak**
In general, speaking is a free action that you can perform even when it isn’t your turn. Speaking more than few sentences is generally beyond the limit of a free action.
Cease Concentration on Spell
You can stop concentrating on an active spell as a free action.

Cast a Quickened Spell
You can cast a quickened spell (see the Quicken Spell feat) or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don’t count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn’t incur an attack of opportunity.

MISCELLANEOUS ACTIONS

Take 5-Foot Step
You can move 5 feet in any round when you don’t perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can’t take more than one 5-foot step in a round, and you can’t take a 5-foot step in the same round when you move any distance. You can take a 5-foot step before, during, or after your other actions in the round. You can only take a 5-foot step if your movement isn’t hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can’t take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat
Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill
Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

INJURY AND DEATH
Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn’t hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS
The most common way that your character gets hurt is to take lethal damage and lose hit points. What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. Effects of Hit Point Damage: Damage doesn’t slow you down until your current hit points reach 0 or lower. At 0 hit points, you’re disabled. At from –1 to –9 hit points, you’re dying. At –10 or lower, you’re dead. Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn’t kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)
When your current hit points drop to exactly 0, you’re disabled. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can
take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you’re dying. Healing that raises your hit points above 0 makes you fully functional again, just as if you’d never been reduced to 0 or fewer hit points. You can also become disabled when recovering from dying. In this case, it’s a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (–1 TO –9 HIT POINTS)
When your character’s current hit points drop to between –1 and –9 inclusive, he’s dying.
A dying character immediately falls unconscious and can take no actions.
A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (–10 HIT POINTS OR LOWER)
When your character’s current hit points drop to –10 or lower, or if he takes massive damage (see above), he’s dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY
On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn’t, he loses 1 hit point. (A character who’s unconscious or dying can’t use any special action that changes the initiative count on which his action occurs.)
If the character’s hit points drop to –10 or lower, he’s dead.
You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.
If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.
Healing that raises the dying character’s hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he’d never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.
A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.
Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.
Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.
A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing. Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

HEALING
After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can’t regain hit points past your full normal hit point total.
Natural Healing: With a full night’s rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.
If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.
Magical Healing: Various abilities and spells can restore hit points.
Healing Limits: You can never recover more hit points than you lost. Magical healing won’t raise your current hit points higher than your full normal hit point total.
Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.
TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character’s hit points drop to his current hit point total. If the character’s hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character’s hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

**Increases in Constitution Score and Current Hit Points:** An increase in a character’s Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

NONLETHAL DAMAGE

**Dealing Nonlethal Damage:** Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you’ve accumulated. *Do not deduct the nonlethal damage number from your current hit points*. It is not “real” damage. Instead, when your nonlethal damage equals your current hit points, you’re staggered, and when it exceeds your current hit points, you fall unconscious. It doesn’t matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

**Nonlethal Damage with a Weapon that Deals Lethal Damage:** You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

**Lethal Damage with a Weapon that Deals Nonlethal Damage:** You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

**Staggered and Unconscious:** When your nonlethal damage equals your current hit points, you’re staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

**Healing Nonlethal Damage:** You heal nonlethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

**How Far Can Your Character Move?**

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

**Encumbrance:** A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

**Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement.

**Movement in Combat:** Generally, you can move your speed in a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

**Bonuses to Speed:** A barbarian has a +10 foot bonus to his speed (unless he’s wearing heavy armor). Experienced monks also have higher speed (unless they’re wearing armor of any sort). In addition, many spells and magic items can affect a character’s speed. Always apply any modifiers to a character’s speed before adjusting the character’s speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character’s speed don’t stack.

<table>
<thead>
<tr>
<th>Race</th>
<th>No Armor or Light Armor</th>
<th>Medium or Heavy Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Table: Tactical Speed</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Measuring Distance

**Diagonals:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can’t move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

**Closest Creature:** When it’s important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

**Friend:** You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn’t provide you with cover.

**Opponent:** You can’t move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

**Ending Your Movement:** You can’t end your movement in the same square as another creature unless it is helpless.

**Overrun:** During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

**Tumbling:** A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

**Very Small Creature:** A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

**Square Occupied by Creature Three Sizes Larger or Smaller:** Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

**Designated Exceptions:** Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

**Difficult Terrain:** Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can’t run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

**Obstacles:** Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn’t completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don’t have sufficient movement to cross the barrier and move into the square on the other side, you can’t cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can’t move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles

**Squeezing:** In some cases, you may have to squeeze into or through an area that isn’t as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that’s one square wide, the creature’s miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can’t end its movement in an occupied square.

To squeeze through or into a space less than half your space’s width, you must use the Escape Artist skill. You can’t attack while using Escape Artist to squeeze through or into a narrow space, you take a –4 penalty to AC, and you lose any Dexterity bonus to AC.
Special Movement Rules
These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it’s not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there’s a legal position that’s closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn’t allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn’t a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT
Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can’t reach into adjacent squares. They must enter an opponent’s square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can’t flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren’t in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can’t strike at their natural reach or less.

<table>
<thead>
<tr>
<th>Creature Size</th>
<th>Space</th>
<th>Natural Reach</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1/2 ft.</td>
<td>0</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1 ft.</td>
<td>0</td>
</tr>
<tr>
<td>Tiny</td>
<td>2-1/2 ft.</td>
<td>0</td>
</tr>
<tr>
<td>Small</td>
<td>5 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td>Medium</td>
<td>5 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td>Large (tall)</td>
<td>10 ft.</td>
<td>10 ft.</td>
</tr>
<tr>
<td>Large (long)</td>
<td>10 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td>Huge (tall)</td>
<td>15 ft.</td>
<td>15 ft.</td>
</tr>
<tr>
<td>Huge (long)</td>
<td>15 ft.</td>
<td>10 ft.</td>
</tr>
<tr>
<td>Gargantuan (tall)</td>
<td>20 ft.</td>
<td>20 ft.</td>
</tr>
<tr>
<td>Gargantuan (long)</td>
<td>20 ft.</td>
<td>15 ft.</td>
</tr>
<tr>
<td>Colossal (tall)</td>
<td>30 ft.</td>
<td>30 ft.</td>
</tr>
<tr>
<td>Colossal (long)</td>
<td>30 ft.</td>
<td>20 ft.</td>
</tr>
</tbody>
</table>

1 These values are typical for creatures of the indicated size. Some exceptions exist.
COMBAT MODIFIERS

FAVORABLE AND UNFAVORABLE CONDITIONS

Table: Attack Roll Modifiers

<table>
<thead>
<tr>
<th>Attacker is . . .</th>
<th>Melee</th>
<th>Ranged</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dazzled</td>
<td>−1</td>
<td>−1</td>
</tr>
<tr>
<td>Entangled</td>
<td>−2(^1)</td>
<td>−2(^1)</td>
</tr>
<tr>
<td>Flanking defender</td>
<td>+2</td>
<td>—</td>
</tr>
<tr>
<td>Invisible</td>
<td>+2(^2)</td>
<td>+2(^2)</td>
</tr>
<tr>
<td>On higher ground</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>Prone</td>
<td>−4</td>
<td>—</td>
</tr>
<tr>
<td>Shaken or frightened</td>
<td>−2</td>
<td>−2</td>
</tr>
<tr>
<td>Squeezing through a space</td>
<td>−4</td>
<td>−4</td>
</tr>
</tbody>
</table>

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

Table: Armor Class Modifiers

<table>
<thead>
<tr>
<th>Defender is . . .</th>
<th>Melee</th>
<th>Ranged</th>
</tr>
</thead>
<tbody>
<tr>
<td>Behind cover</td>
<td>+4</td>
<td>+4</td>
</tr>
<tr>
<td>Blinded</td>
<td>−2(^1)</td>
<td>−2(^1)</td>
</tr>
<tr>
<td>Concealed or invisible</td>
<td>—</td>
<td>See Concealment —</td>
</tr>
<tr>
<td>Cowering</td>
<td>−2(^1)</td>
<td>−2(^1)</td>
</tr>
<tr>
<td>Entangled</td>
<td>+0(^2)</td>
<td>+0(^2)</td>
</tr>
<tr>
<td>Flat-footed (such as surprised, balancing, climbing)</td>
<td>+0(^1)</td>
<td>+0(^1)</td>
</tr>
<tr>
<td>Grappling (but attacker is not)</td>
<td>+0(^3)</td>
<td>+0(^3)</td>
</tr>
<tr>
<td>Helpless (such as paralyzed, sleeping, or bound)</td>
<td>−4(^4)</td>
<td>+0(^4)</td>
</tr>
<tr>
<td>Kneeling or sitting</td>
<td>−2</td>
<td>+2</td>
</tr>
<tr>
<td>Pinned</td>
<td>−4(^4)</td>
<td>+0(^4)</td>
</tr>
<tr>
<td>Prone</td>
<td>−4</td>
<td>+4</td>
</tr>
<tr>
<td>Squeezing through a space</td>
<td>−4</td>
<td>−4</td>
</tr>
<tr>
<td>Stunned</td>
<td>−2(^1)</td>
<td>−2(^1)</td>
</tr>
</tbody>
</table>

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

COVER

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target’s square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

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

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

Cover and Attacks of Opportunity: You can’t execute an attack of opportunity against an opponent with cover relative to you.
**Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

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

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

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

**Total Cover:** If you don’t have line of effect to your target he is considered to have total cover from you. You can’t make an attack against a target that has total cover.

**Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

**CONCEALMENT**

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

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn’t adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

**Concealment Miss Chance:** Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

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

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

You can’t execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

**Ignoring Concealment:** Concealment isn’t always effective. A shadowy area or darkness doesn’t provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can’t see you, they might be able to figure out where you are from other visual clues).

**Varying Degrees of Concealment:** Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

**FLANKING**

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

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

**Exception:** If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can’t flank an opponent.
HELPLESS DEFENDERS
A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

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

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

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

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

SPECIAL ATTACKS

<table>
<thead>
<tr>
<th>Special Attack</th>
<th>Brief Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aid another</td>
<td>Grant an ally a +2 bonus on attacks or AC</td>
</tr>
<tr>
<td>Bull rush</td>
<td>Push an opponent back 5 feet or more</td>
</tr>
<tr>
<td>Charge</td>
<td>Move up to twice your speed and attack with +2 bonus</td>
</tr>
<tr>
<td>Disarm</td>
<td>Knock a weapon from your opponent’s hands</td>
</tr>
<tr>
<td>Feint</td>
<td>Negate your opponent’s Dex bonus to AC</td>
</tr>
<tr>
<td>Grapple</td>
<td>Wrestle with an opponent</td>
</tr>
<tr>
<td>Overrun</td>
<td>Plow past or over an opponent as you move</td>
</tr>
<tr>
<td>Sunder</td>
<td>Strike an opponent’s weapon or shield</td>
</tr>
<tr>
<td>Throw splash weapon</td>
<td>Throw container of dangerous liquid at target</td>
</tr>
<tr>
<td>Trip</td>
<td>Trip an opponent</td>
</tr>
<tr>
<td>Turn (rebuke) undead</td>
<td>Channel positive (or negative) energy to turn away (or awe) undead</td>
</tr>
<tr>
<td>Two-weapon fighting</td>
<td>Fight with a weapon in each hand</td>
</tr>
</tbody>
</table>

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you’re in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent’s next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

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

BULL RUSH

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

Initiating a Bull Rush: First, you move into the defender’s space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don’t provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

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

The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

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

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

**CHARGE**

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

**Movement During a Charge:** You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here’s what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can’t charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can’t charge. (Helpless creatures don’t stop a charge.)

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

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

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

**Attacking on a Charge:** After moving, you may make a single melee attack. You get a +2 bonus on the attack roll. and take a –2 penalty to your AC until the start of your next turn.

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

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

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

**Weapons Readied against a Charge:** Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

**DISARM**

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

If you’re attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn’t a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can’t attempt to disarm you in return if your attempt fails.

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

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

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

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

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

**Grabbing Items**

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn’t allow the defender to attempt to disarm you. This otherwise functions identically to a
disarm attempt, as noted above. You can’t snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT
Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target’s Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a nonintelligent creature, it’s impossible. Feinting in combat does not provoke attacks of opportunity.

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

GRAPPLE
Grapple Checks
Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

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

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

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

Step 3: Hold. Make an opposed grapple check (see below) to move while grappling.

If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.
In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target’s space. (This movement is free and doesn’t count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.
If you can’t move into your target’s space, you can’t maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

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

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

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

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

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

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

**Attack Your Opponent:** You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a −4 penalty on such attacks.

You can’t attack with two weapons while grappling, even if both are light weapons.

**Cast a Spell:** You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don’t have to make a successful grapple check to cast the spell.

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

**Exception:** Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual −4 penalty for changing lethal damage to nonlethal damage.

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

**Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape.

(Opponents don’t have to try to hold you if they don’t want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

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

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

**Retrieve a Spell Component:** You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

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

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

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

You don’t gain possession of the weapon by performing this action.

If You’re Pinning an Opponent
You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent’s weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

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

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

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

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

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

Multiple Grapplers
Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple. When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

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

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move. A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount’s space during combat.

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

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

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

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

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

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

**If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you’re in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

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

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

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

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

**Step 3:** Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender’s Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. You gain a +2 bonus on
your Strength check if you made the overrun as part of a charge. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

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

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

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

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

<table>
<thead>
<tr>
<th>Weapon or Shield</th>
<th>Hardness</th>
<th>HP¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light blade</td>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>One-handed blade</td>
<td>10</td>
<td>5</td>
</tr>
<tr>
<td>Two-handed blade</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Light metal-hafted weapon</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>One-handed metal-hafted weapon</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>Light hafted weapon</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>One-handed hafted weapon</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Two-handed hafted weapon</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>Projectile weapon</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Armor</td>
<td>special²</td>
<td>armor bonus x5</td>
</tr>
<tr>
<td>Buckler</td>
<td>10</td>
<td>5</td>
</tr>
<tr>
<td>Light wooden shield</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>Heavy wooden shield</td>
<td>5</td>
<td>15</td>
</tr>
<tr>
<td>Light steel shield</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Heavy steel shield</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>Tower shield</td>
<td>5</td>
<td>20</td>
</tr>
</tbody>
</table>

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

2 Varies by material.

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

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

**Step 3:** Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield. If you fail the sunder attempt, you don’t deal any damage.

*Sundering a Carried or Worn Object:* You don’t use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object’s AC. A carried or worn object’s AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can’t sunder armor worn by another character.

**THROW SPLASH WEAPON**
A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby
creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don’t take the –4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

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

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

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

TRIP

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

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

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

**Avoiding Attacks of Opportunity:** If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don’t provoke an attack of opportunity for making a trip attack.

**Being Tripped (Prone):** A tripped character is prone. Standing up is a move action.

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

**Tripping with a Weapon:** Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don’t provoke an attack of opportunity.

If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

TURN OR REBUKE UNDEAD

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Evil clerics and some neutral clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead.

Regardless of the effect, the general term for the activity is “turning.” When attempting to exercise their divine control over these creatures, characters make turning checks.

**Turning Checks**

Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity.

You must present your holy symbol to turn undead. Turning is considered an attack.

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

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

**Turning Check:** The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). Table: Turning Undead gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

**Turning Damage:** If your roll on Table: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your cleric level + your Charisma modifier for turning damage. That’s how many total Hit Dice of undead you can turn.

If your Charisma score is average or low, it’s possible to roll fewer Hit Dice of undead turned than indicated on Table: Turning Undead.

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

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

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

<table>
<thead>
<tr>
<th>Turning Check Result</th>
<th>Most Powerful Undead Affected (Maximum Hit Dice)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 or lower</td>
<td>Cleric’s level – 4</td>
</tr>
<tr>
<td>1–3</td>
<td>Cleric’s level – 3</td>
</tr>
<tr>
<td>4–6</td>
<td>Cleric’s level – 2</td>
</tr>
<tr>
<td>7–9</td>
<td>Cleric’s level – 1</td>
</tr>
<tr>
<td>10–12</td>
<td>Cleric’s level</td>
</tr>
<tr>
<td>13–15</td>
<td>Cleric’s level + 1</td>
</tr>
<tr>
<td>16–18</td>
<td>Cleric’s level + 2</td>
</tr>
<tr>
<td>19–21</td>
<td>Cleric’s level + 3</td>
</tr>
<tr>
<td>22 or higher</td>
<td>Cleric’s level + 4</td>
</tr>
</tbody>
</table>

**Evil Clerics and Undead**

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

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

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

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

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

**Neutral Clerics and Undead**

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

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

**Paladins and Undead**

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

**Turning Other Creatures**

Some clerics have the ability to turn creatures other than undead. The turning check result is determined as normal.

**TWO-WEAPON FIGHTING**

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. 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 when you fight this way. You can reduce these penalties in two ways:

*If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)*
The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6. Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

<table>
<thead>
<tr>
<th>Circumstances</th>
<th>Primary Hand</th>
<th>Off Hand</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal penalties</td>
<td>-6</td>
<td>-10</td>
</tr>
<tr>
<td>Off-hand weapon is light</td>
<td>-4</td>
<td>-8</td>
</tr>
<tr>
<td>Two-Weapon Fighting feat</td>
<td>-4</td>
<td>-4</td>
</tr>
<tr>
<td>Off-hand weapon is light and</td>
<td>-2</td>
<td>-2</td>
</tr>
<tr>
<td>Two-Weapon Fighting feat</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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

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

DELAY
By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what’s going to happen. You can’t, however, interrupt anyone else’s action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don’t get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

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

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character’s activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don’t otherwise move any distance during the round.

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

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

Readying to Counterspell: You may ready a counterspell against a spellcaster (often with the trigger “if she starts casting a spell”). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster’s spell. Counterspelling works even if one spell is divine and the other arcane.
A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn’t always work. **Readying a Weapon against a Charge:** You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.
CARRYING, MOVEMENT, & EXPLORATION

CARRYING CAPACITY

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

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

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

**Weight:** If you want to determine whether your character’s gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character’s items, including armor, weapons, and gear. Compare this total to the character’s Strength on Table: Carrying Capacity. Depending on how the weight compares to the character’s carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character’s load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character’s speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

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

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

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

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

**Bigger and Smaller Creatures:** The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature’s Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

**Tremendous Strength:** For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the “ones” digit as the creature’s Strength score does and multiply the numbers in that for by 4 for every ten points the creature’s strength is above the score for that row.
Table: Carrying Capacity

<table>
<thead>
<tr>
<th>Strength Score</th>
<th>Light Load</th>
<th>Medium Load</th>
<th>Heavy Load</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3 lb. or less</td>
<td>4–6 lb.</td>
<td>7–10 lb.</td>
</tr>
<tr>
<td>2</td>
<td>6 lb. or less</td>
<td>7–13 lb.</td>
<td>14–20 lb.</td>
</tr>
<tr>
<td>3</td>
<td>10 lb. or less</td>
<td>11–20 lb.</td>
<td>21–30 lb.</td>
</tr>
<tr>
<td>4</td>
<td>13 lb. or less</td>
<td>14–26 lb.</td>
<td>27–40 lb.</td>
</tr>
<tr>
<td>5</td>
<td>16 lb. or less</td>
<td>17–33 lb.</td>
<td>34–50 lb.</td>
</tr>
<tr>
<td>6</td>
<td>20 lb. or less</td>
<td>21–40 lb.</td>
<td>41–60 lb.</td>
</tr>
<tr>
<td>7</td>
<td>23 lb. or less</td>
<td>24–46 lb.</td>
<td>47–70 lb.</td>
</tr>
<tr>
<td>8</td>
<td>26 lb. or less</td>
<td>27–53 lb.</td>
<td>54–80 lb.</td>
</tr>
<tr>
<td>9</td>
<td>30 lb. or less</td>
<td>31–60 lb.</td>
<td>61–90 lb.</td>
</tr>
<tr>
<td>10</td>
<td>33 lb. or less</td>
<td>34–66 lb.</td>
<td>67–100 lb.</td>
</tr>
<tr>
<td>11</td>
<td>38 lb. or less</td>
<td>39–76 lb.</td>
<td>77–115 lb.</td>
</tr>
<tr>
<td>12</td>
<td>43 lb. or less</td>
<td>44–86 lb.</td>
<td>87–130 lb.</td>
</tr>
<tr>
<td>13</td>
<td>50 lb. or less</td>
<td>51–100 lb.</td>
<td>101–150 lb.</td>
</tr>
<tr>
<td>14</td>
<td>58 lb. or less</td>
<td>59–116 lb.</td>
<td>117–175 lb.</td>
</tr>
<tr>
<td>15</td>
<td>66 lb. or less</td>
<td>67–133 lb.</td>
<td>134–200 lb.</td>
</tr>
<tr>
<td>16</td>
<td>76 lb. or less</td>
<td>77–153 lb.</td>
<td>154–230 lb.</td>
</tr>
<tr>
<td>17</td>
<td>86 lb. or less</td>
<td>87–173 lb.</td>
<td>174–260 lb.</td>
</tr>
<tr>
<td>18</td>
<td>100 lb. or less</td>
<td>101–200 lb.</td>
<td>201–300 lb.</td>
</tr>
<tr>
<td>19</td>
<td>116 lb. or less</td>
<td>117–233 lb.</td>
<td>234–350 lb.</td>
</tr>
<tr>
<td>20</td>
<td>133 lb. or less</td>
<td>134–266 lb.</td>
<td>267–400 lb.</td>
</tr>
<tr>
<td>21</td>
<td>153 lb. or less</td>
<td>154–306 lb.</td>
<td>307–460 lb.</td>
</tr>
<tr>
<td>22</td>
<td>173 lb. or less</td>
<td>174–346 lb.</td>
<td>347–520 lb.</td>
</tr>
<tr>
<td>23</td>
<td>200 lb. or less</td>
<td>201–400 lb.</td>
<td>401–600 lb.</td>
</tr>
<tr>
<td>24</td>
<td>233 lb. or less</td>
<td>234–466 lb.</td>
<td>467–700 lb.</td>
</tr>
<tr>
<td>25</td>
<td>266 lb. or less</td>
<td>267–533 lb.</td>
<td>534–800 lb.</td>
</tr>
<tr>
<td>26</td>
<td>306 lb. or less</td>
<td>307–613 lb.</td>
<td>614–920 lb.</td>
</tr>
<tr>
<td>27</td>
<td>346 lb. or less</td>
<td>347–693 lb.</td>
<td>694–1,040 lb.</td>
</tr>
<tr>
<td>28</td>
<td>400 lb. or less</td>
<td>401–800 lb.</td>
<td>801–1,200 lb.</td>
</tr>
<tr>
<td>29</td>
<td>466 lb. or less</td>
<td>467–933 lb.</td>
<td>934–1,400 lb.</td>
</tr>
<tr>
<td>+10</td>
<td>x4</td>
<td>x4</td>
<td>x4</td>
</tr>
</tbody>
</table>

Table: Carrying Loads

<table>
<thead>
<tr>
<th>Load</th>
<th>Max Dex</th>
<th>Check Penalty</th>
<th>(30 ft.)</th>
<th>(20 ft.)</th>
<th>Run</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td>+3</td>
<td>–3</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>x4</td>
</tr>
<tr>
<td>Heavy</td>
<td>+1</td>
<td>–6</td>
<td>20 ft.</td>
<td>15 ft.</td>
<td>x3</td>
</tr>
</tbody>
</table>

Armor and Encumbrance for Other Base Speeds
The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

<table>
<thead>
<tr>
<th>Base Speed</th>
<th>Reduced Speed</th>
<th>Base Speed</th>
<th>Reduced Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 ft.</td>
<td>15 ft.</td>
<td>70 ft.</td>
<td>50 ft.</td>
</tr>
<tr>
<td>30 ft.</td>
<td>20 ft.</td>
<td>80 ft.</td>
<td>55 ft.</td>
</tr>
<tr>
<td>40 ft.</td>
<td>30 ft.</td>
<td>90 ft.</td>
<td>60 ft.</td>
</tr>
<tr>
<td>50 ft.</td>
<td>35 ft.</td>
<td>100 ft.</td>
<td>70 ft.</td>
</tr>
<tr>
<td>60 ft.</td>
<td>40 ft.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

MOVEMENT
There are three movement scales, as follows.
* Tactical, for combat, measured in feet (or squares) per round.
• Local, for exploring an area, measured in feet per minute.
• Overland, for getting from place to place, measured in miles per hour or miles per day.

**Modes of Movement:** While moving at the different movement scales, creatures generally walk, hustle, or run.
*Walk:* A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.
*Hustle:* A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.
*Run (x3):* Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.
*Run (x4):* Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

**TACTICAL MOVEMENT**
Use tactical movement for combat. Characters generally don’t walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

**Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)
In some situations, your movement may be so hampered that you don’t have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it’s not, and thus it provoke attacks of opportunity normally. (You can’t take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)
You can’t run or charge through any square that would hamper your movement.

**LOCAL MOVEMENT**
Characters exploring an area use local movement, measured in feet per minute.
*Walk:* A character can walk without a problem on the local scale.
*Hustle:* A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.
*Run:* A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

**OVERLAND MOVEMENT**
Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.
*Walk:* A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).
*Hustle:* A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.
A fatigued character can’t run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.
*Run:* A character can’t run for an extended period of time.
Attempts to run and rest in cycles effectively work out to a hustle.
*Terrain:* The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.
*Forced March:* In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.
A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage...
damage also eliminates the fatigue. It’s possible for a character to march into unconsciousness by pushing himself too hard.

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

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

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

---

**Table: Movement and Distance**

<table>
<thead>
<tr>
<th></th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>15 ft. 20 ft. 30 ft. 40 ft.</td>
</tr>
<tr>
<td><strong>One Round (Tactical)</strong></td>
<td></td>
</tr>
<tr>
<td>Walk</td>
<td>15 ft. 20 ft. 30 ft. 40 ft.</td>
</tr>
<tr>
<td>Hustle</td>
<td>30 ft. 40 ft. 60 ft. 80 ft.</td>
</tr>
<tr>
<td>Run (x3)</td>
<td>45 ft. 60 ft. 90 ft. 120 ft.</td>
</tr>
<tr>
<td>Run (x4)</td>
<td>60 ft. 80 ft. 120 ft. 160 ft.</td>
</tr>
<tr>
<td><strong>One Minute (Local)</strong></td>
<td></td>
</tr>
<tr>
<td>Walk</td>
<td>150 ft. 200 ft. 300 ft. 400 ft.</td>
</tr>
<tr>
<td>Hustle</td>
<td>300 ft. 400 ft. 600 ft. 800 ft.</td>
</tr>
<tr>
<td>Run (x3)</td>
<td>450 ft. 600 ft. 900 ft. 1,200 ft.</td>
</tr>
<tr>
<td>Run (x4)</td>
<td>600 ft. 800 ft. 1,200 ft. 1,600 ft.</td>
</tr>
<tr>
<td><strong>One Hour (Overland)</strong></td>
<td></td>
</tr>
<tr>
<td>Walk</td>
<td>1-1/2 miles 2 miles 3 miles 4 miles</td>
</tr>
<tr>
<td>Hustle</td>
<td>3 miles 4 miles 6 miles 8 miles</td>
</tr>
<tr>
<td>Run</td>
<td></td>
</tr>
<tr>
<td><strong>One Day (Overland)</strong></td>
<td></td>
</tr>
<tr>
<td>Walk</td>
<td>12 miles 16 miles 24 miles 32 miles</td>
</tr>
<tr>
<td>Hustle</td>
<td></td>
</tr>
<tr>
<td>Run</td>
<td></td>
</tr>
</tbody>
</table>

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

---

**Table: Hampered Movement**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Additional Movement Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Difficult terrain</td>
<td>x2</td>
</tr>
<tr>
<td>Obstacle</td>
<td>x2</td>
</tr>
<tr>
<td>Poor visibility</td>
<td>x2</td>
</tr>
<tr>
<td>Impassable</td>
<td></td>
</tr>
</tbody>
</table>

1 May require a skill check

---

**Table: Terrain and Overland Movement**

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Highway</th>
<th>Road or Trail</th>
<th>Trackless</th>
</tr>
</thead>
<tbody>
<tr>
<td>Desert, sandy</td>
<td>x1</td>
<td>x1/2</td>
<td>x1/2</td>
</tr>
<tr>
<td>Forest</td>
<td>x1</td>
<td>x1</td>
<td>x1/2</td>
</tr>
<tr>
<td>Hills</td>
<td>x1</td>
<td>x3/4</td>
<td>x1/2</td>
</tr>
<tr>
<td>Jungle</td>
<td>x1</td>
<td>x3/4</td>
<td>x1/4</td>
</tr>
<tr>
<td>Moor</td>
<td>x1</td>
<td>x1</td>
<td>x3/4</td>
</tr>
<tr>
<td>Mountains</td>
<td>x3/4</td>
<td>x3/4</td>
<td>x1/2</td>
</tr>
<tr>
<td>Plains</td>
<td>x1</td>
<td>x1</td>
<td>x3/4</td>
</tr>
<tr>
<td>Swamp</td>
<td>x1</td>
<td>x3/4</td>
<td>x1/2</td>
</tr>
<tr>
<td>Tundra, frozen</td>
<td>x1</td>
<td>x3/4</td>
<td>x3/4</td>
</tr>
</tbody>
</table>
### Table: Mounts and Vehicles

<table>
<thead>
<tr>
<th>Mount/Vehicle</th>
<th>Per Hour</th>
<th>Per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mount (carrying load)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light horse or light warhorse</td>
<td>6 miles</td>
<td>48 miles</td>
</tr>
<tr>
<td>Light horse (151–450 lb.)</td>
<td>4 miles</td>
<td>32 miles</td>
</tr>
<tr>
<td>Light warhorse (231–690 lb.)</td>
<td>4 miles</td>
<td>32 miles</td>
</tr>
<tr>
<td>Heavy horse or heavy warhorse</td>
<td>5 miles</td>
<td>40 miles</td>
</tr>
<tr>
<td>Heavy horse (201–600 lb.)</td>
<td>3-1/2 miles</td>
<td>28 miles</td>
</tr>
<tr>
<td>Heavy warhorse (301–900 lb.)</td>
<td>3-1/2 miles</td>
<td>28 miles</td>
</tr>
<tr>
<td>Pony or warpony</td>
<td>4 miles</td>
<td>32 miles</td>
</tr>
<tr>
<td>Pony (76–225 lb.)</td>
<td>3 miles</td>
<td>24 miles</td>
</tr>
<tr>
<td>Warpony (101–300 lb.)</td>
<td>3 miles</td>
<td>24 miles</td>
</tr>
<tr>
<td>Donkey or mule</td>
<td>3 miles</td>
<td>24 miles</td>
</tr>
<tr>
<td>Donkey (51–150 lb.)</td>
<td>2 miles</td>
<td>16 miles</td>
</tr>
<tr>
<td>Mule (231–690 lb.)</td>
<td>2 miles</td>
<td>16 miles</td>
</tr>
<tr>
<td>Dog, riding</td>
<td>4 miles</td>
<td>32 miles</td>
</tr>
<tr>
<td>Dog, riding (101–300 lb.)</td>
<td>3 miles</td>
<td>24 miles</td>
</tr>
<tr>
<td>Cart or wagon</td>
<td>2 miles</td>
<td>16 miles</td>
</tr>
<tr>
<td>Ship</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Raft or barge (poled or towed)</td>
<td>1/2 mile</td>
<td>5 miles</td>
</tr>
<tr>
<td>Keelboat (rowed)</td>
<td>1 mile</td>
<td>10 miles</td>
</tr>
<tr>
<td>Rowboat (rowed)</td>
<td>1-1/2 miles</td>
<td>15 miles</td>
</tr>
<tr>
<td>Sailing ship (sailed)</td>
<td>2 miles</td>
<td>48 miles</td>
</tr>
<tr>
<td>Warship (sailed and rowed)</td>
<td>2-1/2 miles</td>
<td>60 miles</td>
</tr>
<tr>
<td>Longship (sailed and rowed)</td>
<td>3 miles</td>
<td>72 miles</td>
</tr>
<tr>
<td>Galley (rowed and sailed)</td>
<td>4 miles</td>
<td>96 miles</td>
</tr>
</tbody>
</table>

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can’t be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

### MOVING IN THREE DIMENSIONS

**Tactical Aerial Movement**

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

**Minimum Forward Speed:** If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn’t bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

**Hover:** The ability to stay in one place while airborne.

**Move Backward:** The ability to move backward without turning around.

**Reverse:** A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

**Turn:** How much the creature can turn after covering the stated distance.

**Turn in Place:** A creature with good or average maneuverability can use some of its speed to turn in place.

**Maximum Turn:** How much the creature can turn in any one space.

**Up Angle:** The angle at which the creature can climb.

**Up Speed:** How fast the creature can climb.
**Down Angle:** The angle at which the creature can descend.

**Down Speed:** A flying creature can fly down at twice its normal flying speed.

**Between Down and Up:** An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

### Table: Maneuverability

<table>
<thead>
<tr>
<th>Maneuverability</th>
<th>Perfect</th>
<th>Good</th>
<th>Average</th>
<th>Poor</th>
<th>Clumsy</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minimum forward speed</strong></td>
<td>None</td>
<td>None</td>
<td>Half</td>
<td>Half</td>
<td>Half</td>
</tr>
<tr>
<td>Hover</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Move backward</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Reverse</td>
<td>Free</td>
<td>–5 ft.</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Turn</td>
<td>Any</td>
<td>90º/5 ft.</td>
<td>45º/5 ft.</td>
<td>45º/5 ft.</td>
<td>45º/10 ft.</td>
</tr>
<tr>
<td>Turn in place</td>
<td>Any</td>
<td>+90º–5 ft.</td>
<td>+45º–5 ft.</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Maximum turn</td>
<td>Any</td>
<td>Any</td>
<td>90º</td>
<td>45º</td>
<td>45º</td>
</tr>
<tr>
<td>Up angle</td>
<td>Any</td>
<td>Any</td>
<td>60º</td>
<td>45º</td>
<td>45º</td>
</tr>
<tr>
<td>Up speed</td>
<td>Full</td>
<td>Half</td>
<td>Half</td>
<td>Half</td>
<td>Half</td>
</tr>
<tr>
<td>Down angle</td>
<td>Any</td>
<td>Any</td>
<td>Any</td>
<td>45º</td>
<td>45º</td>
</tr>
<tr>
<td>Down speed</td>
<td>Double</td>
<td>Double</td>
<td>Double</td>
<td>Double</td>
<td>Double</td>
</tr>
<tr>
<td>Between down and up</td>
<td>0</td>
<td>0</td>
<td>5 ft.</td>
<td>10 ft.</td>
<td>20 ft.</td>
</tr>
</tbody>
</table>

**Evasion and Pursuit**

In round-by-round movement, simply counting off squares, it’s impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it’s no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there’s a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

**Moving Around in Squares**

In general, when the characters aren’t engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can’t all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

**Exploration**

**Vision and Light**

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can’t hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.
Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

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

<table>
<thead>
<tr>
<th>Object</th>
<th>Bright</th>
<th>Shadowy</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Candle</td>
<td>n/a</td>
<td>5 ft.</td>
<td>1 hr.</td>
</tr>
<tr>
<td>Everburning torch</td>
<td>20 ft.</td>
<td>40 ft.</td>
<td>Permanent</td>
</tr>
<tr>
<td>Lamp, common</td>
<td>15 ft.</td>
<td>30 ft.</td>
<td>6 hr./pint</td>
</tr>
<tr>
<td>Lantern, bullseye</td>
<td>60-ft. cone</td>
<td>120-ft. cone</td>
<td>6 hr./pint</td>
</tr>
<tr>
<td>Lantern, hooded</td>
<td>30 ft.</td>
<td>60 ft.</td>
<td>6 hr./pint</td>
</tr>
<tr>
<td>Sunrod</td>
<td>30 ft.</td>
<td>60 ft.</td>
<td>6 hr.</td>
</tr>
<tr>
<td>Torch</td>
<td>20 ft.</td>
<td>40 ft.</td>
<td>1 hr.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell</th>
<th>Bright</th>
<th>Shadowy</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continual flame</td>
<td>20 ft.</td>
<td>40 ft.</td>
<td>Permanent</td>
</tr>
<tr>
<td>Dancing lights (torches)</td>
<td>20 ft. (each)</td>
<td>40 ft. (each)</td>
<td>1 min.</td>
</tr>
<tr>
<td>Daylight</td>
<td>60 ft.</td>
<td>120 ft.</td>
<td>30 min.</td>
</tr>
<tr>
<td>Light</td>
<td>20 ft.</td>
<td>40 ft.</td>
<td>10 min.</td>
</tr>
</tbody>
</table>

1 A candle does not provide bright illumination, only shadowy illumination.
2 A bullseye lantern illuminates a cone, not a radius.

BREAKING AND ENTERING

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

Smashing an Object

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

**Armor Class:** Objects are easier to hit than creatures because they usually don’t move, but many are tough enough to shrug off some damage from each blow. An object’s Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (−5 penalty to AC), but also an additional −2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

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

**Hit Points:** An object’s hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). When an object’s hit points reach 0, it’s ruined.

Very large objects have separate hit point totals for different sections.

**Energy Attacks:** Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

**Ranged Weapon Damage:** Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object’s hardness.

**Ineffective Weapons:** Certain weapons just can’t effectively deal damage to certain objects.

**Immunities:** Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

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

**Vulnerability to Certain Attacks:** Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object’s hardness.
**Damaged Objects:** A damaged object remains fully functional until the item’s hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

**Saving Throws:** Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character’s saving throw bonus).

Magic items always get saving throws. A magic item’s Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

**Animated Objects:** Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

**Breaking Items**

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

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

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

A crowbar or portable ram improves a character’s chance of breaking open a door.

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

<table>
<thead>
<tr>
<th>Weapon or Shield</th>
<th>Hardness</th>
<th>HP1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light blade</td>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>One-handed blade</td>
<td>10</td>
<td>5</td>
</tr>
<tr>
<td>Two-handed blade</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Light metal-hafted weapon</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>One-handed metal-hafted weapon</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>Light hafted weapon</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>One-handed hafted weapon</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Two-handed hafted weapon</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>Projectile weapon</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Armor</th>
<th>special²</th>
<th>armor bonus x5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buckler</td>
<td>10</td>
<td>5</td>
</tr>
<tr>
<td>Light wooden shield</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>Heavy wooden shield</td>
<td>5</td>
<td>15</td>
</tr>
<tr>
<td>Light steel shield</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Heavy steel shield</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>Tower shield</td>
<td>5</td>
<td>20</td>
</tr>
</tbody>
</table>

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

2 Varies by material; see Table: Substance Hardness and Hit Points.

### Table: Substance Hardness and Hit Points

<table>
<thead>
<tr>
<th>Substance</th>
<th>Hardness</th>
<th>Hit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paper or cloth</td>
<td>0</td>
<td>2/inch of thickness</td>
</tr>
<tr>
<td>Rope</td>
<td>0</td>
<td>2/inch of thickness</td>
</tr>
<tr>
<td>Glass</td>
<td>1</td>
<td>1/inch of thickness</td>
</tr>
<tr>
<td>Ice</td>
<td>0</td>
<td>3/inch of thickness</td>
</tr>
<tr>
<td>Leather or hide</td>
<td>2</td>
<td>5/inch of thickness</td>
</tr>
<tr>
<td>Wood</td>
<td>5</td>
<td>10/inch of thickness</td>
</tr>
<tr>
<td>Stone</td>
<td>8</td>
<td>15/inch of thickness</td>
</tr>
<tr>
<td>Iron or steel</td>
<td>10</td>
<td>30/inch of thickness</td>
</tr>
<tr>
<td>Mithral</td>
<td>15</td>
<td>30/inch of thickness</td>
</tr>
<tr>
<td>Adamantine</td>
<td>20</td>
<td>40/inch of thickness</td>
</tr>
</tbody>
</table>
### Table: Size and Armor Class of Objects

<table>
<thead>
<tr>
<th>Size</th>
<th>AC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colossal</td>
<td>-8</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>-4</td>
</tr>
<tr>
<td>Huge</td>
<td>-2</td>
</tr>
<tr>
<td>Large</td>
<td>-1</td>
</tr>
<tr>
<td>Medium</td>
<td>+0</td>
</tr>
<tr>
<td>Small</td>
<td>+1</td>
</tr>
<tr>
<td>Tiny</td>
<td>+2</td>
</tr>
<tr>
<td>Diminutive</td>
<td>+4</td>
</tr>
<tr>
<td>Fine</td>
<td>+8</td>
</tr>
</tbody>
</table>

### Table: Object Hardness and Hit Points

<table>
<thead>
<tr>
<th>Object</th>
<th>Hardness</th>
<th>Hit Points</th>
<th>Break DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rope (1 inch diam.)</td>
<td>0</td>
<td>2</td>
<td>23</td>
</tr>
<tr>
<td>Simple wooden door</td>
<td>5</td>
<td>10</td>
<td>13</td>
</tr>
<tr>
<td>Small chest</td>
<td>5</td>
<td>1</td>
<td>17</td>
</tr>
<tr>
<td>Good wooden door</td>
<td>5</td>
<td>15</td>
<td>18</td>
</tr>
<tr>
<td>Treasure chest</td>
<td>5</td>
<td>15</td>
<td>23</td>
</tr>
<tr>
<td>Strong wooden door</td>
<td>5</td>
<td>20</td>
<td>23</td>
</tr>
<tr>
<td>Masonry wall (1 ft. thick)</td>
<td>8</td>
<td>90</td>
<td>35</td>
</tr>
<tr>
<td>Hewn stone (3 ft. thick)</td>
<td>8</td>
<td>540</td>
<td>50</td>
</tr>
<tr>
<td>Chain</td>
<td>10</td>
<td>5</td>
<td>26</td>
</tr>
<tr>
<td>Manacles</td>
<td>10</td>
<td>10</td>
<td>26</td>
</tr>
<tr>
<td>Masterwork manacles</td>
<td>10</td>
<td>10</td>
<td>28</td>
</tr>
<tr>
<td>Iron door (2 in. thick)</td>
<td>10</td>
<td>60</td>
<td>28</td>
</tr>
</tbody>
</table>

### Table: DCs to Break or Burst Items

**Strength Check to:**

<table>
<thead>
<tr>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Break down simple door</td>
</tr>
<tr>
<td>Break down good door</td>
</tr>
<tr>
<td>Break down strong door</td>
</tr>
<tr>
<td>Burst rope bonds</td>
</tr>
<tr>
<td>Bend iron bars</td>
</tr>
<tr>
<td>Break down barred door</td>
</tr>
<tr>
<td>Burst chain bonds</td>
</tr>
<tr>
<td>Break down iron door</td>
</tr>
</tbody>
</table>

**Condition DC Adjustment**

<table>
<thead>
<tr>
<th>Condition</th>
<th>DC Adjustment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold portal</td>
<td>+5</td>
</tr>
<tr>
<td>Arcane lock</td>
<td>+10</td>
</tr>
</tbody>
</table>

1 If both apply, use the larger number.
MAGIC OVERVIEW

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.

**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).

**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.

**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 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 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 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 glammers (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 viewing or studying the scene don’t notice the phantasm. All phantasms are mind-affecting spells.  

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

**Saving Throws and Illusions (Disbelief):** Creatures 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, unlike, 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.
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 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 quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or 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.
**You can’t cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.**

**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 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 spells lasts for a set duration or until triggered or discharged.

**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.

**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.
<table>
<thead>
<tr>
<th>Order</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Shield</td>
</tr>
<tr>
<td>2nd</td>
<td>Armor</td>
</tr>
<tr>
<td>3rd</td>
<td>Magic helmet, hat, or headband</td>
</tr>
<tr>
<td>4th</td>
<td>Item in hand (including weapon, wand, or the like)</td>
</tr>
<tr>
<td>5th</td>
<td>Magic cloak</td>
</tr>
<tr>
<td>6th</td>
<td>Stowed or sheathed weapon</td>
</tr>
<tr>
<td>7th</td>
<td>Magic bracers</td>
</tr>
<tr>
<td>8th</td>
<td>Magic clothing</td>
</tr>
<tr>
<td>9th</td>
<td>Magic jewelry (including rings)</td>
</tr>
<tr>
<td>10th</td>
<td>Anything else</td>
</tr>
</tbody>
</table>

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

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 (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 + 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 + spell’s level). If the 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 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 \( \times 50 \text{ gp} \).

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

**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.

**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.

**SPECIAL ABILITIES**

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

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

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability or spell description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled. Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

**Supernatural Abilities:** These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel*
magic, and do not function in areas where magic is suppressed or negated.

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

**Natural Abilities:** This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.
SPELL LIST

An M or F appearing at the end of a spell’s name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An X denotes a spell with an XP component paid by the caster.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell’s name begins with “lesser,” “greater,” or “mass,” the spell description is alphabetized under the second word of the spell name instead.

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

Caster Level: A spell’s power often depends on caster level, which is defined as the caster’s class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the spell lists that follow always refers to caster level.

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

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Flare: Dazzles one creature (–1 on attack rolls).
Ghost Sound: Figment sounds.
Know Direction: You discern north.
Light: Object shines like a torch.
Lullaby: Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against sleep.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Summon Instrument: Summons one instrument of the caster’s choice.

1ST-LEVEL BARD SPELLS
Alarm: Wards an area for 2 hours/level.
Animate Rope: Makes a rope move at your command.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Person: Makes one person your friend.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Secret Doors: Reveals hidden doors within 60 ft.
Disguise Self: Changes your appearance.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Grease: Makes 10-ft. square or one object slippery.
Hideous Laughter: Subject loses actions for 1 round/ level.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify M: Determines properties of magic item.
Lesser Confusion: One creature is confused for 1 round.
Magic Mouth M: Speaks once when triggered.
Magic Aura: Alters object’s magic aura.
Obscure Object: Masks object against scrying.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls extraplanar creature to fight for you.
Undetectable Alignment: Conceals alignment for 24 hours.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL BARD SPELLS
Alter Self: Assume form of a similar creature.
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.
Cat’s Grace: Subject gains +4 to Dex for 1 min./level.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Daze Monster: Living creature of 6 HD or less loses next action.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Thoughts: Allows “listening” to surface thoughts.
Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Fox’s Cunning: Subject gains +4 to Int for 1 min./level.
Glitterdust: Blinds creatures, outlines invisible creatures.
Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misserirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rage: Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Seare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 15-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Suggestion: Compels subject to follow stated course of action.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Tongues: Speak any language.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL BARD SPELLS
Blink: You randomly vanish and reappear for 1 round/level.
Charm Monster: Makes monster believe it is your ally.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Fear: Subjects within cone flee for 1 round/level.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Geas, Lesser: Commands subject of 7 HD or less.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Illusory Script M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As silent image, plus sound, smell and thermal effects.
Phantom Steed: Magic horse appears for 1 hour/level.
Remove Curse: Frees object or person from curse.
Scrying F: Spies on subject from a distance.
Sculpt Sound: Creates new sounds or changes existing ones.
Secret Page: Changes one page to hide its real content.
See Invisibility: Reveals invisible creatures or objects.
Sepia Snake Sigil M: Creates text symbol that immobilizes reader.
Slow: One subject/level takes only one action/round, −2 to AC and attack rolls.
Speak with Animals: You can communicate with animals.
Summon Monster III: Calls extraplanar creature to fight for you.
Tiny Hut: Creates shelter for ten creatures.

4TH-LEVEL BARD SPELLS
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dominate Person: Controls humanoid telepathically.
Freedom of Movement: Subject moves normally despite impediments.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Hold Monster: As hold person, but any creature.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Legend Lore M: Lets you learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Secure Shelter: Creates sturdy cottage.
Shadow Conjuration: Mimics conjuring below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Speak with Plants: You can talk to normal plants and plant creatures.
Summon Monster IV: Calls extraplanar creature to fight for you.
Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL BARD SPELLS
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Dream: Sends message to anyone sleeping.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mind Fog: Subjects in fog get −10 to Wis and Will checks.
Mirage Arcana: As hallucinatory terrain, plus structures.
Mislead: Turns you invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration required.
Seeming: Changes appearance of one person per two levels.
Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.
Shadow Walk: Step into shadow to travel rapidly.
Song of Discord: Forces targets to attack each other.
Suggestion, Mass: As suggestion, plus one subject/level.
Summon Monster V: Calls extraplanar creature to fight for you.

6TH-LEVEL BARD SPELLS
Analyze Dweomer F: Reveals magical aspects of subject.
Animate Objects: Objects attack your foes.
Cat’s Grace, Mass: As cat’s grace, affects one subject/level.
Charm Monster, Mass: As charm monster, but all within 30 ft.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Eagle’s Splendor, Mass: As eagle’s splendor, affects one subject/level.
Eyebite: Target becomes panicked, sickened, and comatose.
Find the Path: Shows most direct way to a location.
Fox’s Cunning, Mass: As fox’s cunning, affects one subject/level.
Geas/Quest: As lesser geas, plus it affects any creature.
Heroes’ Feast: Food for one creature/level cures and grants combat bonuses.
Irresistible Dance: Forces subject to dance.
Permanent Image: Includes sight, sound, and smell.
Programmed Image M: As major image, plus triggered by event.
Project Image: Illusory double can talk and cast spells.
Scrying, Greater: As scrying, but faster and longer.
Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
Summon Monster VI: Calls extraplanar creature to fight for you.
Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.
Veil: Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)
Create Water: Creates 2 gallons/level of pure water.
Cure Minor Wounds: Cures 1 point of damage.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Guidance: +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds: Touch attack, 1 point of damage.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS
Bane: Enemies take –1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Bless Water M: Makes holy water.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Curse Water M: Makes unholy water.
Deathwatch: Reveals how near death subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold environments.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Hide from Undead: Undead can’t perceive one subject/level.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.
Magic Weapon: Weapon gains +1 bonus.
Obscuring Mist: Fog surrounds you.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: Opponents can’t attack you, and you can’t attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Summon Monster I: Calls extraplanar creature to fight for you.
2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury M*: Learns whether an action will be good or bad.

Bear’s Endurance: Subject gains +4 to Con for 1 min./level.

Bull’s Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate M*: Fills area with positive energy, making undead weaker.

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

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate M*: Fills area with negative energy, making undead stronger.

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

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

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

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

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other F*: You take half of subject’s damage.

Silence: Negates sound in 15-ft. radius.

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

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

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

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Animate Dead M*: Creates undead skeletons and zombies.

Bestow Curse: −6 to an ability score; −4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.
Speak with Dead: Corpse answers one question/two levels.
Stone Shape: Sculpt stone into any shape.
Summon Monster III: Calls extraplanar creature to fight for you.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS
Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Control Water: Raises or lowers bodies of water.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to death spells and negative energy effects.
Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.
Divination M: Provides useful advice for specific proposed actions.
Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Imbue with Spell Ability: Transfer spells to subject.
Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser X: Exchange services with a 6 HD extraplanar creature.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Restoration M: Restores level and ability score drains.
Sending: Delivers short message anywhere, instantly.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak any language.

5TH-LEVEL CLERIC SPELLS
Atonement F X: Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Command, Greater: As command, but affects one subject/level.
Commune X: Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Hallow M: Designates location as holy.
Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Mark of Justice: Designates action that will trigger curse on subject.
Plane Shift Y: As many as eight subjects travel to another plane.
Raise Dead M: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain combat bonuses.
Searing F: Spies on subject from a distance.
Slay Living: Touch attack kills subject.
Spell Resistance: Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.
Symbol of Pain M: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep M: Triggered rune puts nearby creatures into catatonic slumber.
True Seeing M: Lets you see all things as they really are.
Unhallow M: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL CLERIC SPELLS
Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
**Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Bear’s Endurance, Mass:** As bear’s endurance, affects one subject/level.

**Blade Barrier:** Wall of blades deals 1d6/level damage.

**Bull’s Strength, Mass:** As bull’s strength, affects one subject/level.

**Create Undead:** Create ghouls, ghasts, mummies, or mohrgs.

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

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

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

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

**Forbiddance M:** Blocks planar travel, damages creatures of different alignment.

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

**Glyph of Warding, Greater:** As glyph of warding, but up to 10d8 damage or 6th-level spell.

**Harm:** Deals 10 points/level damage to target.

**Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

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

**Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to many creatures.

**Owl’s Wisdom, Mass:** As owl’s wisdom, affects one subject/level.

**Planar Ally X:** As lesser planar ally, but up to 12 HD.

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

**Symbol of Fear M:** Triggered rune panics nearby creatures.

**Symbol of Persuasion M:** Triggered rune charms nearby creatures.

**Undeath to Death M:** Destroys 1d4 HD/level undead (max 20d4).

**Wind Walk:** You and your allies turn vaporous and travel fast.

**Word of Recall:** Teleports you back to designated place.

### 7TH-LEVEL CLERIC SPELLS

**Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.

**Control Weather:** Changes weather in local area.

**Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for many creatures.

**Destruction I:** Kills subject and destroys remains.

**Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Holy Word:** Kills, paralyzes, blinds, or deafens nongood subjects.

**Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to many creatures.

**Refuge M:** Alters item to transport its possessor to you.

**Regenerate:** Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Repulsion:** Creatures can’t approach you.

**Restoration, Greater X:** As restoration, plus restores all levels and ability scores.

**Resurrection M:** Fully restore dead subject.

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

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

**Symbol of Stunning M:** Triggered rune stuns nearby creatures.

**Symbol of Weakness M:** Triggered rune weakens nearby creatures.

**Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.

### 8TH-LEVEL CLERIC SPELLS

**Antimagic Field:** Negates magic within 10 ft.

**Cloak of Chaos:** +4 to AC, +4 resistance, and SR 25 against lawful spells.

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

**Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.

**Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.

**Discern Location:** Reveals exact location of creature or object.

**Earthquake:** Intense tremor shakes 5-ft./level radius.

**Fire Storm:** Deals 1d6/level fire damage.

**Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.

**Planar Ally, Greater X:** As lesser planar ally, but up to 18 HD.

**Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level to many creatures.

**Shield of Law:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.

**Spell Immunity:** As spell immunity, but up to 8th-level spells.

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

**Symbol of Death M:** Triggered rune slays nearby creatures.
Symbol of Insanity: Triggered rune renders nearby creatures insane.
Unholy Aura: +4 to AC, +4 resistance, and SR 25 against good spells.

9TH-LEVEL CLERIC SPELLS
Astral Projection: Projects you and companions onto Astral Plane.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness: Travel to Ethereal Plane with companions.
Gate: Connects two planes for travel or summoning.
Heal, Mass: As heal, but with several subjects.
Implosion: Kills one creature/round.
Miracle: Requests a deity’s intercession.
Soul Bind: Traps newly dead soul to prevent resurrection.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.
True Resurrection: As resurrection, plus remains aren’t needed.

CLERIC DOMAINS
AIR DOMAIN
Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Air Domain Spells
1 Obscuring Mist: Fog surrounds you.
2 Wind Wall: Deflects arrows, smaller creatures, and gases.
3 Gaseous Form: Subject becomes insubstantial and can fly slowly.
4 Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
5 Control Winds: Change wind direction and speed.
6 Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
7 Control Weather: Changes weather in local area.
8 Whirlwind: Cyclone deals damage and can pick up creatures.
9 Elemental Swarm*: Summons multiple elementals.
*Cast as an air spell only.

ANIMAL DOMAIN
Granted Powers: You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills.

Animal Domain Spells
1 Calm Animals: Calms (2d4 + level) HD of animals.
2 Hold Animal: Paralyzes one animal for 1 round/level.
3 Dominate Animal: Subject animal obeys silent mental commands.
4 Summon Nature’s Ally IV*: Calls creature to fight.
5 Commune with Nature: Learn about terrain for 1 mile/level.
6 Antilife Shell: 10-ft. field hedges out living creatures.
7 Animal Shapes: One ally/level polymorphs into chosen animal.
8 Summon Nature’s Ally VIII*: Calls creature to fight.
9 Shapechange*: Transforms you into any creature, and change forms once per round.
*Can only summon animals.

CHAOS DOMAIN
Granted Power: You cast chaos spells at +1 caster level.
Chaos Domain Spells

1 Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2 Shatter: Sonic vibration damages objects or crystalline creatures.
3 Magic Circle against Law: As protection spells, but 10-ft. radius and 10 min./level.
4 Chaos Hammer: Damages and stagers lawful creatures.
5 Dispel Law: +4 bonus against attacks by lawful creatures.
6 Animate Objects: Objects attack your foes.
7 Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.
8 Cloak of Chaos: +4 to AC, +4 resistance, SR 25 against lawful spells.
9 Summon Monster IX*: Calls extraplanar creature to fight for you.
*Cast as a chaos spell only.

DEATH DOMAIN

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature’s current hit points, it dies (no save).

Death Domain Spells

1 Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
2 Death Knell: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
3 Animate Dead: Creates undead skeletons and zombies.
4 Death Ward: Grants immunity to death spells and negative energy effects.
5 Slay Living: Touch attack kills subject.
6 Create Undead: Create ghouls, ghasts, mummies, or mohrgs.
7 Destruction: Kills subject and destroys remains.
8 Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
9 Wail of the Banshee: Kills one creature/level.

DESTRUCTION DOMAIN

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

1 Inflict Light Wounds: Touch attack, 1d8 damage +1/level (max +5).
2 Shatter: Sonic vibration damages objects or crystalline creatures.
3 Contagion: Infects subject with chosen disease.
4 Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
5 Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to any creatures.
6 Harm: Deals 10 points/level damage to target.
7 Disintegrate: Makes one creature or object vanish.
8 Earthquake: Intense tremor shakes 5-ft./level radius.
9 Implosion: Kills one creature/round.

EARTH DOMAIN

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth Domain Spells

1 Magic Stone: Three stones become +1 projectiles, 1d6 +1 damage.
2 Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
3 Stone Shape: Sculpt stone into any shape.
4 Spike Stones: Creatures in area take 1d8 damage, may be lowered.
5 Wall of Stone: Creates a stone wall that can be shaped.

6 Stoneskin M: Ignore 10 points of damage per attack.

7 Earthquake: Intense tremor shakes 5-ft./level radius.

8 Iron Body: Your body becomes living iron.

9 Elemental Swarm*: Summons multiple elementals.

*Cast as an earth spell only.

EVIL DOMAIN

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Desecrate M: Fills area with negative energy, making undead stronger.

3 Magic Circle against Good: As protection spells, but 10-ft. radius and 10 min./level.

4 Unholy Blight: Damages and sickens good creatures.

5 Dispel Good: +4 bonus against attacks by good creatures.

6 Create Undead M: Create ghouls, ghasts, mummies, or mohrgs.

7 Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.

8 Unholy Aura M: +4 to AC, +4 resistance, SR 25 against good spells.

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

*Cast as an evil spell only.

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

1 Burning Hands: 1d4/level fire damage (max 5d4).

2 Produce Flame: 1d6 damage +1/level, touch or thrown.

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

4 Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5 Fire Shield: Creatures attacking you take fire damage; you’re protected from heat or cold.

6 Fire Seeds: Acorns and berries become grenades and bombs.

7 Fire Storm: Deals 1d6/level fire damage.

8 Incendiary Cloud: Cloud deals 4d6 fire damage/round.

9 Elemental Swarm**: Summons multiple elementals.

*Resist cold or fire only.

**Cast as a fire spell only.

GOOD DOMAIN

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Aid: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).

3 Magic Circle against Evil: As protection spells, but 10-ft. radius and 10 min./level.

4 Holy Smite: Damages and blinds evil creatures.

5 Dispel Evil: +4 bonus against attacks by evil creatures.

6 Blade Barrier: Wall of blades deals 1d6/level damage.

7 Holy Word M: Kills, paralyzes, slows, or deafens nongood subjects.

8 Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells.

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

*Cast as a good spell only.
HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
2 Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
3 Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
4 Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
5 Cure Light Wounds, Mass: Cures 1d8 damage +1/level (max +25) for many creatures.
6 Heal: Cures 10 points/level of damage, all diseases and mental conditions.
7 Regenerate: Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).
8 Cure Critical Wounds, Mass: Cures 4d8 damage +1/level (max +40) for many creatures.
9 Heal, Mass: As heal, but with several subjects.

KNOWLEDGE DOMAIN

Granted Power: Add all Knowledge skills to your list of cleric class skills.
You cast divination spells at +1 caster level.

Knowledge Domain Spells

1 Detect Secret Doors: Reveals hidden doors within 60 ft.
2 Detect Thoughts: Allows “listening” to surface thoughts.
3 Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
4 Divination M: Provides useful advice for specific proposed actions.
5 True Seeing M: Lets you see all things as they really are.
6 Find the Path: Shows most direct way to a location.
7 Legend Lore M F: Lets you learn tales about a person, place, or thing.
8 Discern Location: Reveals exact location of creature or object.
9 Foresight: “Sixth sense” warns of impending danger.

LAW DOMAIN

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1 Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2 Calm Emotions: Calms creatures, negating emotion effects.
3 Magic Circle against Chaos: As protection spells, but 10-ft. radius and 10 min./level.
4 Order’s Wrath: Damages and dazes chaotic creatures.
5 Dispel Chaos: +4 bonus against attacks by chaotic creatures.
6 Hold Monster: As hold person, but any creature.
7 Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
8 Shield of Law F*: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9 Summon Monster IX*: Calls extraplanar creature to fight for you.
*Cast as a law spell only.

LUCK DOMAIN

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it’s worse than the original roll.

Luck Domain Spells

1 Entropic Shield: Ranged attacks against you have 20% miss chance.
2 Aid: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
3 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
4 Freedom of Movement: Subject moves normally despite impediments.
5 **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.

6 **Mislead**: Turns you invisible and creates illusory double.

7 **Spell Turning**: Reflect 1d4+6 spell levels back at caster.

8 **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.

9 **Miracle**: Requests a deity’s intercession.

**MAGIC DOMAIN**

**Granted Power**: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

**Magic Domain Spells**

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

2 **Identify**: Determines properties of magic item.

3 **Dispel Magic**: Cancels magical spells and effects.

4 **Imbue with Spell Ability**: Transfer spells to subject.

5 **Spell Resistance**: Subject gains SR 12 + level.

6 **Antimagic Field**: Negates magic within 10 ft.

7 **Spell Turning**: Reflect 1d4+6 spell levels back at caster.

8 **Protection from Spells**: Confers +8 resistance bonus.

9 **Mage’s Disjunction**: Dispels magic, disenchants magic items.

**PLANT DOMAIN**

**Granted Powers**: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add Knowledge (nature) to your list of cleric class skills.

**Plant Domain Spells**

1 **Entangle**: Plants entangle everyone in 40-ft.-radius.

2 **Barkskin**: Grants +2 (or higher) enhancement to natural armor.

3 **Plant Growth**: Grows vegetation, improves crops.

4 **Command Plants**: Sway the actions of one or more plant creatures.

5 **Wall of Thorns**: Thorns damage anyone who tries to pass.

6 **Repel Wood**: Pushes away wooden objects.

7 **Animate Plants**: One or more trees animate and fight for you.

8 **Control Plants**: Control actions of one or more plant creatures.

9 **Shambler**: Summons 1d4+2 shambling mounds to fight for you.

**PROTECTION DOMAIN**

**Granted Power**: You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

**Protection Domain Spells**

1 **Sanctuary**: Opponents can’t attack you, and you can’t attack.

2 **Shield Other**: You take half of subject’s damage.

3 **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.

4 **Spell Immunity**: Subject is immune to one spell per four levels.

5 **Spell Resistance**: Subject gains SR 12 + level.

6 **Antimagic Field**: Negates magic within 10 ft.

7 **Repulsion**: Creatures can’t approach you.

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

9 **Prismatic Sphere**: As *prismatic wall*, but surrounds on all sides.

**STRENGTH DOMAIN**

**Granted Power**: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength
equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

**Strength Domain Spells**

1. **Enlarge Person**: Humanoid creature doubles in size.
2. **Bull’s Strength**: Subject gains +4 to Str for 1 min./level.
3. **Magic Vestment**: Armor or shield gains +1 enhancement per four levels.
4. **Spell Immunity**: Subject is immune to one spell per four levels.
5. **Righteous Might**: Your size increases, and you gain combat bonuses.
6. **Stoneskin M**: Ignore 10 points of damage per attack.
7. **Grasping Hand**: Large hand provides cover, pushes, or grapples.
8. **Clenched Fist**: Large hand provides cover, pushes, or attacks your foes.
9. **Crushing Hand**: Large hand provides cover, pushes, or crushes your foes.

**SUN DOMAIN**

**Granted Power**: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

**Sun Domain Spells**

1. **Endure Elements**: Exist comfortably in hot or cold environments.
2. **Heat Metal**: Make metal so hot it damages those who touch it.
3. **Searing Light**: Ray deals 1d8/two levels, more against undead.
4. **Fire Shield**: Creatures attacking you take fire damage; you’re protected from heat or cold.
5. **Flame Strike**: Smite foes with divine fire (1d6/level damage).
6. **Fire Seeds**: Acorns and berries become grenades and bombs.
7. **Sunbeam**: Beam blinds and deals 4d6 damage.
8. **Sunburst**: Blinds all within 10 ft., deals 6d6 damage.
9. **Prismatic Sphere**: As prismatic wall, but surrounds on all sides.

**TRAVEL DOMAIN**

**Granted Powers**: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.
Add Survival to your list of cleric class skills.

**Travel Domain Spells**

1. **Longstrider**: Increases your speed.
2. **Locate Object**: Senses direction toward object (specific or type).
3. **Fly**: Subject flies at speed of 60 ft.
4. **Dimension Door**: Teleports you short distance.
5. **Teleport**: Instantly transports you as far as 100 miles/level.
6. **Find the Path**: Shows most direct way to a location.
7. **Teleport, Greater**: As teleport, but no range limit and no off-target arrival.
8. **Phase Door**: Creates an invisible passage through wood or stone.

**TRICKERY DOMAIN**

**Granted Power**: Add Bluff, Disguise, and Hide to your list of cleric class skills.

**Trickery Domain Spells**

1. **Disguise Self**: Disguise own appearance.
2. **Invisibility**: Subject invisible 1 min./level or until it attacks.
3. **Nondetection M**: Hides subject from divination, scrying.
4 **Confusion:** Subjects behave oddly for 1 round/level.
5 **False Vision**
6 **Mislead:** Turns you invisible and creates illusory double.
7 **Screen:** Illusion hides area from vision, scrying.
8 **Polymorph Any Object:** Changes any subject into anything else.
9 **Time Stop:** You act freely for 1d4+1 rounds.

**WAR DOMAIN**

**Granted Power:** Free Martial Weapon Proficiency with deity’s favored weapon (if necessary) and Weapon Focus with the deity’s favored weapon.

**War Domain Spells**

1 **Magic Weapon:** Weapon gains +1 bonus.
2 **Spiritual Weapon:** Magical weapon attacks on its own.
3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4 **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6 **Blade Barrier:** Wall of blades deals 1d6/level damage.
7 **Power Word Blind:** Blinds creature with 200 hp or less.
8 **Power Word Stun:** Stuns creature with 150 hp or less.
9 **Power Word Kill:** Kills creature with 100 hp or less.

**WATER DOMAIN**

**Granted Power:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Water Domain Spells**

1 **Obscuring Mist:** Fog surrounds you.
2 **Fog Cloud:** Fog obscures vision.
3 **Water Breathing:** Subjects can breathe underwater.
4 **Control Water:** Raises or lowers bodies of water.
5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
6 **Cone of Cold:** 1d6/level cold damage.
7 **Acid Fog:** Fog deals acid damage.
8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9 **Elemental Swarm**: Summons multiple elementals.
   *Cast as a water spell only.

**DRUID SPELLS**

**0-LEVEL DRUID SPELLS (ORISONS)**

- **Create Water:** Creates 2 gallons/level of pure water.
- **Cure Minor Wounds:** Cures 1 point of damage.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or object.
- **Flare:** Dazzles one creature (–1 penalty on attack rolls).
- **Guidance:** +1 on one attack roll, saving throw, or skill check.
- **Know Direction:** You discern north.
- **Light:** Object shines like a torch.
- **Mending:** Makes minor repairs on an object.
- **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance:** Subject gains +1 bonus on saving throws.
- **Virtue:** Subject gains 1 temporary hp.

**1ST-LEVEL DRUID SPELLS**
Calms Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius.

Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from Animals: Animals can’t perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature’s Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

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

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear’s Endurance: Subject gains +4 to Con for 1 min./level.

Bull’s Strength: Subject gains +4 to Str for 1 min./level.

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

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap M: Opened object deals 1d4 +1/level damage.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

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

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature’s Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

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

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Doomed Animal: Subject animal obeys silent mental commands.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

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

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Quench: Extinguishes nonmagical fires or one magic item.
Remove Disease: Cures all diseases affecting subject.
Sleet Storm: Hampers vision and movement.
Snare: Creates a magic booby trap.
Speak with Plants: You can talk to normal plants and plant creatures.
Spike Growth: Creatures in area take 1d4 damage, may be slowed.
Stone Shape: Sculptus stone into any shape.
Summon Nature’s Ally III: Calls creature to fight.
Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.
4TH-LEVEL DRUID SPELLS
Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Antiplant Shell: Keeps animated plants at bay.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Command Plants: Sway the actions of one or more plant creatures.
Control Water: Raises or lowers bodies of water.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Dispel Magic: Cancels spells and magical effects.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Reincarnate: Brings dead subject back in a random body.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Rusting Grasp: Your touch corrodes iron and alloys.
Searing: Spies on subject from a distance.
Spike Stones: Creatures in area take 1d8 damage, may be slowed.
Summon Nature’s Ally IV: Calls creature to fight.
5TH-LEVEL DRUID SPELLS
Animal Growth: One animal/two levels doubles in size.
Atonement: Removes burden of misdeeds from subject.
Awaken: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As call lightning, but 5d6 damage per bolt.
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to all death spells and negative energy effects.
Hallow: Designates location as holy.
Insect Plague: Locust swarms attack creatures.
Stoneskin: Ignore 10 points of damage per attack.
Summon Nature’s Ally V: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.
Unhallow: Designates location as unholy.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.
6TH-LEVEL DRUID SPELLS
Antilife Shell: 10-ft.-radius field hedges out living creatures.
Bear’s Endurance, Mass: As bear’s endurance, affects one subject/ level.
Bull’s Strength, Mass: As bull’s strength, affects one subject/level.
Cat’s Grace, Mass: As cat’s grace, affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Find the Path: Shows most direct way to a location.
Fire Seeds: Acorns and berries become grenades and bombs.
Ironwood: Magic wood is strong as steel.
Liveoak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills.
Owl’s Wisdom, Mass: As owl’s wisdom, affects one subject/level.
Repel Wood: Pushes away wooden objects.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Summon Nature’s Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS
Animate Plants: One or more plants animate and fight for you.
Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Fire Storm: Deals 1d6/level fire damage.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Searing, Greater: As scrying, but faster and longer.
Summon Nature’s Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 4d6 damage.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.
True Seeing M: Lets you see all things as they really are.
Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS
Animal Shapes: One ally/level polymorphs into chosen animal.
Control Plants: Control actions of one or more plant creatures.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Earthquake: Intense tremor shakes 5-ft./level radius.
Finger of Death: Kills one subject.
Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.
Summon Nature’s Ally VIII: Calls creature to fight.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Whirlwind: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS
Antipathy: Object or location affected by spell repels certain creatures.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Elemental Swarm: Summons multiple elementals.
Foresight: “Sixth sense” warns of impending danger.
Regenerate: Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Shapechange F: Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature’s Ally IX: Calls creature to fight.
Sympathy M: Object or location attracts certain creatures.

PALADIN SPELLS
1ST-LEVEL PALADIN SPELLS
Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Poison: Detects poison in one creature or small object.
Detect Undead: Reveals undead within 60 ft.
**Divine Favor**: You gain +1 per three levels on attack and damage rolls.

**Endure Elements**: Exist comfortably in hot or cold environments.

**Magic Weapon**: Weapon gains +1 bonus.

**Protection from Chaos/Evil**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

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

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

**Restoration, Lesser**: Dispels magical ability penalty or repairs 1d4 ability damage.

**Virtue**: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

**Bull’s Strength**: Subject gains +4 to Str for 1 min./level.

**Delay Poison**: Stops poison from harming subject for 1 hour/level.

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

**Owl’s Wisdom**: Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis**: Frees one or more creatures from paralysis or slow effect.

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

**Shield Other**: You take half of subject’s damage.

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

**Zone of Truth**: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

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

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

**Discern Lies**: Reveals deliberate falsehoods.

**Dispel Magic**: Cancels spells and magical effects.

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

**Magic Circle against Chaos**: As protection from chaos, but 10-ft. radius and 10 min./level.

**Magic Circle against Evil**: As protection from evil, but 10-ft. radius and 10 min./level.

**Magic Weapon, Greater**: +1 bonus/four levels (max +5).

**Prayer**: Allies +1 bonus on most rolls, enemies –1 penalty.

**Remove Blindness/Deafness**: Cures normal or magical conditions.

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

4TH-LEVEL PALADIN SPELLS

**Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.

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

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

**Dispel Chaos**: +4 bonus against attacks by chaotic creatures.

**Dispel Evil**: +4 bonus against attacks by evil creatures.

**Holy Sword**: Weapon becomes +5, deals +2d6 damage against evil.

**Mark of Justice**: Designates action that will trigger curse on subject.

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

**Restoration**: Restores level and ability score drains.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

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

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

**Calm Animals**: Calms (2d4 + level) HD of animals.

**Charm Animal**: Makes one animal your friend.

**Delay Poison**: Stops poison from harming subject for 1 hour/level.

**Detect Animals or Plants**: Detects kinds of animals or plants.

**Detect Poison**: Detects poison in one creature or object.

**Detect Snares and Pits**: Reveals natural or primitive traps.

**Endure Elements**: Exist comfortably in hot or cold environments.

**Entangle**: Plants entangle everyone in 40-ft.-radius circle.

**Hide from Animals**: Animals can’t perceive one subject/level.

**Jump**: Subject gets bonus on Jump checks.

**Longstrider**: Increases your speed.

**Magic Fang**: One natural weapon of subject creature gets +1 on attack and damage rolls.
**Pass without Trace:** One subject/level leaves no tracks.

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

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

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

**Summon Nature’s Ally I:** Calls animal to fight for you.

### 2ND-LEVEL RANGER SPELLS

**Barkskin:** Grants +2 (or higher) enhancement to natural armor.

**Bear’s Endurance:** Subject gains +4 to Con for 1 min./level.

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

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).

**Hold Animal:** Paralyzes one animal for 1 round/level.

**Owl’s Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Snare:** Creates a magic booby trap.

**Speak with Plants:** You can talk to normal plants and plant creatures.

**Spike Growth:** Creatures in area take 1d4 damage, may be *slowed.*

**Summon Nature’s Ally II:** Calls animal to fight for you.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 3RD-LEVEL RANGER SPELLS

**Command Plants:** Sway the actions of one or more plant creatures.

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

**Darkvision:** See 60 ft. in total darkness.

**Diminish Plants:** Reduces size or blights growth of normal plants.

**Magic Fang, Greater:** One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

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

**Plant Growth:** Grows vegetation, improves crops.

**Reduce Animal:** Shrinks one willing animal.

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

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

**Summon Nature’s Ally III:** Calls animal to fight for you.

**Tree Shape:** You look exactly like a tree for 1 hour/level.

**Water Walk:** Subject treads on water as if solid.

### 4TH-LEVEL RANGER SPELLS

**Animal Growth:** One animal/two levels doubles in size.

**Commune with Nature:** Learn about terrain for 1 mile/level.

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

**Freedom of Movement:** Subject moves normally despite impediments.

**Nondetection M:** Hides subject from divination, scrying.

**Summon Nature’s Ally IV:** Calls animal to fight for you.

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

### SORCERER/WIZARD SPELLS

#### 0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

**Abjur**

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

**Conj**

**Acid Splash:** Orb deals 1d3 acid damage.

**Div**

**Detect Poison:** Detects poison in one creature or small object.

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

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

**Ench**

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

**Evoc**

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

**Flare:** Dazzles one creature (~1 on attack rolls).
Light: Object shines like a torch.
Ray of Frost: Ray deals 1d3 cold damage.
Illus
Ghost Sound: Figment sounds.
Necro
Disrupt Undead: Deals 1d6 damage to one undead.
Touch of Fatigue: Touch attack fatigues target.
Trans
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
Univ
Arcane Mark: Incribes a personal rune (visible or invisible).
Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS
Abjur
Alarm: Wards an area for 2 hours/level.
Endure Elements: Exist comfortably in hot or cold environments.
Hold Portal: Holds door shut.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Conj
Grease: Makes 10-ft. square or one object slippery.
Mage Armor: Gives subject +4 armor bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Summon Monster I: Calls extraplanar creature to fight for you.
Unseen Servant: Invisible force obeys your commands.
Div
Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Identify M: Determines properties of magic item.
True Strike: +20 on your next attack roll.
Ench
Charm Person: Makes one person your friend.
Hypnotism: Fascinates 2d4 HD of creatures.
Sleep: Puts 4 HD of creatures into magical slumber.
Evoc
Burning Hands: 1d4/level fire damage (max 5d4).
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Illus
Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
Disguise Self: Changes your appearance.
Magic Aura: Alters object’s magic aura.
Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 min./level.
Necro
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Trans
Animate Rope: Makes a rope move at your command.
Enlarge Person: Humanoid creature doubles in size.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Jump: Subject gets bonus on Jump checks.
Magic Weapon: Weapon gains +1 bonus.
Reduce Person: Humanoid creature halves in size.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abj
Arcane Lock M: Magically locks a portal or chest.
Obscure Object: Masks object against scrying.
Protection from Arrows: Subject immune to most ranged attacks.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj
Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Fog Cloud: Fog obscures vision.
Glitterdust: Blinds creatures, outlines invisible creatures.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div
Detect Thoughts: Allows “listening” to surface thoughts.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.

Ench
Daze Monster: Living creature of 6 HD or less loses next action.
Hideous Laughter: Subject loses actions for 1 round/level.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc
Continual Flame M: Makes a permanent, heatless torch.
Darkness: 20-ft. radius of supernatural shadow.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Gust of Wind: Blows away or knocks down smaller creatures.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Shatter: Sonic vibration damages objects or crystalline creatures.

Illus
Blur: Attacks miss subject 20% of the time.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Magic Mouth M: Speaks once when triggered.
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Phantom Trap M: Makes item seem trapped.

Necro
Blindness/Deafness: Makes subject blinded or deafened.
Command Undead: Undead creature obeys your commands.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
Scare: Panics creatures of less than 6 HD.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Trans
Alter Self: Assume form of a similar creature.
Bear’s Endurance: Subject gains +4 to Con for 1 min./level.
Bull’s Strength: Subject gains +4 to Str for 1 min./level.
Cat’s Grace: Subject gains +4 to Dex for 1 min./level.
Darkvision: See 60 ft. in total darkness.
Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.
Fox’s Cunning: Subject gains +4 Int for 1 min./level.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rope Trick: As many as eight creatures hide in extradimensional space.
Spider Climb: Grants ability to walk on walls and ceilings.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur
Dispel Magic: Cancels magical spells and effects.
Explosive Runes: Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.
Nondetection M: Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj
Phantom Steed: Magic horse appears for 1 hour/level.
Sepia Snake Sigil M: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.
Summon Monster III: Calls extraplanar creature to fight for you.

Div
Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak any language.

Ench
Deep Slumber: Puts 10 HD of creatures to sleep.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
Suggestion: Compels subject to follow stated course of action.

Evoc
Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage per level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.
Tiny Hut: Creates shelter for ten creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus
Displacement: Attacks miss subject 50%.
Illusory Script M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As silent image, plus sound, smell and thermal effects.

Necro
Gentle Repose: Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.
Ray of Exhaustion: Ray makes subject exhausted.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans
Blink: You randomly vanish and reappear for 1 round/level.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon’s threat range.
Magic Weapon, Greater: +1/four levels (max +5).
Secret Page: Changes one page to hide its real content.
Shrink Item: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, –2 to AC, –2 on attack rolls.
Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur
**Dimensional Anchor**: Bars extradimensional movement.

**Fire Trap M**: Opened object deals 1d4 damage +1/level.

**Globe of Invulnerability, Lesser**: Stops 1st- through 3rd-level spell effects.

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

**Stoneskin M**: Ignore 10 points of damage per attack.

**Conj**

**Black Tentacles**: Tentacles grapple all within 15 ft. spread.

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

**Minor Creation**: Creates one cloth or wood object.

**Secure Shelter**: Creates sturdy cottage.

**Solid Fog**: Blocks vision and slows movement.

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

**Div**

**Arcane Eye**: Invisible floating eye moves 30 ft./round.

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

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

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

**Ench**

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

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

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

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

**Evoc**

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

**Ice Storm**: Hail deals 5d6 damage in cylinder 40 ft. across.

**Resilient Sphere**: Force globe protects but traps one subject.

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

**Wall of Fire**: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**Wall of Ice**: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

**Illus**

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

**Illusory Wall**: Wall, floor, or ceiling looks real, but anything can pass through.

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

**Phantasmal Killer**: Fearsome illusion kills subject or deals 3d6 damage.

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

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

**Necro**

**Animate Dead M**: Creates undead skeletons and zombies.

**Bestow Curse**: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Contagion**: Infects subject with chosen disease.

**Enervation**: Subject gains 1d4 negative levels.

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

**Trans**

**Enlarge Person, Mass**: Enlarges several creatures.

**Mnemonic Enhancer F**: Wizard only. Prepares extra spells or retains one just cast.

**Polymorph**: Gives one willing subject a new form.

**Reduce Person, Mass**: Reduces several creatures.

**Stone Shape**: Sculpt stone into any shape.

**5TH-LEVEL SORCERER/WIZARD SPells**

**Abjur**

**Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.

**Dismissal**: Forces a creature to return to native plane.

**Mage’s Private Sanctum**: Prevents anyone from viewing or scrying an area for 24 hours.

**Conj**

**Cloudkill**: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

**Mage’s Faithful Hound**: Phantom dog can guard, attack.

**Major Creation**: As *minor creation*, plus stone and metal.

**Planar Binding, Lesser**: Traps extraplanar creature of 6 HD or less until it performs a task.

**Secret Chest F**: Hides expensive chest on Ethereal Plane; you retrieve it at will.
Summon Monster V: Calls extraplanar creature to fight for you.
Teleport: Instantly transports you as far as 100 miles/level.
Wall of Stone: Creates a stone wall that can be shaped.
Div
Contact Other Plane: Lets you ask question of extraplanar entity.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
Telepathic Bond: Link lets allies communicate.
Ench
Dominate Person: Controls humanoid telepathically.
Feeblemind: Subject’s Int and Cha drop to 1.
Hold Monster: As hold person, but any creature.
Mind Fog: Subjects in fog get –10 to Wis and Will checks.
Symbol of Sleep M: Triggered rune puts nearby creatures into catatonic slumber.
Evoc
Cone of Cold: 1d6/level cold damage.
Interposing Hand: Hand provides cover against one opponent.
Sending: Delivers short message anywhere, instantly.
Wall of Force: Wall is immune to damage.
Illus
Dream: Sends message to anyone sleeping.
Mirage Arcana: As hallucinatory terrain, plus structures.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration required.
Seeming: Changes appearance of one person per two levels.
Shadow Evocation: Mimics evocation below 5th level, but only 20% real.
Necro
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Magic Jar F: Enables possession of another creature.
Symbol of Pain M: Triggered rune wracks nearby creatures with pain.
Waves of Fatigue: Several targets become fatigued.
Trans
Animal Growth: One animal/two levels doubles in size.
Baleful Polymorph: Transforms subject into harmless animal.
Fabricate: Transforms raw materials into finished items.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Univ
Permanency X: Makes certain spells permanent.
6TH-LEVEL SORCERER/WIZARD SPELLS
Abjur
Antimagic Field: Negates magic within 10 ft.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.
Guards and Wards: Array of magic effects protect area.
Repulsion: Creatures can’t approach you.
Conj
Acid Fog: Fog deals acid damage.
Planar Binding: As lesser planar binding, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Wall of Iron M: 30 hp/four levels; can topple onto foes.
Div
Analyze Dweomer F: Reveals magical aspects of subject.
Legend Lore MF: Lets you learn tales about a person, place, or thing.
True Seeing M: Lets you see all things as they really are.
Ench
Geas/Quest: As lesser geas, plus it affects any creature.

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

Suggestion, Mass: As suggestion, plus one subject/level.

Symbol of Persuasion M: Triggered rune charms nearby creatures.

Evoc

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency f: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illus

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image M: As major image, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro

Circle of Death M: Kills 1d4/level HD of creatures.

Create Undead M: Creates ghouls, ghasts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear M: Triggered rune panics nearby creatures.

Undeath to Death M: Destroys 1d4/level HD of undead (max 20d4).

Trans

Bear’s Endurance, Mass: As bear’s endurance, affects one subject/level.

Bull’s Strength, Mass: As bull’s strength, affects one subject/level.

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

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

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

Flesh to Stone: Turns subject creature into statue.

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

Mage’s Lucubration: Wizard only. Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl’s Wisdom, Mass: As owl’s wisdom, affects one subject/level.

Stone to Flesh: Restores petrified creature.

Transformation M: You gain combat bonuses.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abj

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj

Instant Summons M: Prepared object appears in your hand.

Mage’s Magnificent Mansion F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift f: As many as eight subjects travel to another plane.

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

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

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

Div

Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects.

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

Vision M X: As legend lore, but quicker and strenuous.

Ench

Hold Person, Mass: As hold person, but all within 30 ft.

Insanity: Subject suffers continuous confusion.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning M: Triggered rune stuns nearby creatures.

Évoc

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
**Forcecage** M: Cube or cage of force imprisons all inside.
**Grasping Hand**: Hand provides cover, pushes, or grapples.
**Mage’s Sword** F: Floating magic blade strikes opponents.
**Prismatic Spray**: Rays hit subjects with variety of effects.

**Illus**
**Invisibility, Mass**: As invisibility, but affects all in range.
**Project Image**: Illusory double can talk and cast spells.
**Shadow Conjuration, Greater**: As shadow conjuration, but up to 6th level and 60% real.
**Simulacrum** M X: Creates partially real double of a creature.

**Necro**
**Control Undead**: Undead don’t attack you while under your command.
**Finger of Death**: Kills one subject.
**Symbol of Weakness M**: Triggered rune weakens nearby creatures.
**Waves of Exhaustion**: Several targets become exhausted.

**Trans**
**Control Weather**: Changes weather in local area.
**Ethereal Jaunt**: You become ethereal for 1 round/level.
**Reverse Gravity**: Objects and creatures fall upward.
**Statue**: Subject can become a statue at will.

**Univ**
**Limited Wish** X: Alters reality—within spell limits.

**8TH-LEVEL SORCERER/WIZARD SPELLS**

**Abjur**
**Dimensional Lock**: Teleportation and interplanar travel blocked for one day/level.
**Mind Blank**: Subject is immune to mental/emotional magic and scrying.
**Prismatic Wall**: Wall’s colors have array of effects.
**Protection from Spells** M F: Confers +8 resistance bonus.

**Conj**
**Incendiary Cloud**: Cloud deals 4d6 fire damage/round.
**Maze**: Traps subject in extradimensional maze.
**Planar Binding, Greater**: As lesser planar binding, but up to 18 HD.
**Summon Monster VIII**: Calls extraplanar creature to fight for you.
**Trap the Soul** M F: Imprisons subject within gem.

**Div**
**Discern Location**: Reveals exact location of creature or object.
**Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
**Prying Eyes, Greater**: As prying eyes, but eyes have true seeing.

**Ench**
**Antipathy**: Object or location affected by spell repels certain creatures.
**Binding** M: Utilizes an array of techniques to imprison a creature.
**Charm Monster, Mass**: As charm monster, but all within 30 ft.
**Demand**: As sending, plus you can send suggestion.

**Irresistible Dance**: Forces subject to dance.
**Power Word Stun**: Stuns creature with 150 hp or less.
**Symbol of Insanity** M: Triggered rune renders nearby creatures insane.
**Sympathy** F: Object or location attracts certain creatures.

**Evoc**
**Clenched Fist**: Large hand provides cover, pushes, or attacks your foes.
**Polar Ray**: Ranged touch attack deals 1d6/level cold damage.
**Shout, Greater**: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
**Sunburst**: Blinds all within 10 ft., deals 6d6 damage.

**Illus**
**Scintillating Pattern**: Twisting colors confuse, stun, or render unconscious.
**Screen**: Illusion hides area from vision, scrying.
**Shadow Evocation, Greater**: As shadow evocation, but up to 7th level and 60% real.
**Telekinetic Sphere**: As resilient sphere, but you move sphere telekinetically.

**Necro**
**Clone** M F: Duplicate awakens when original dies.
**Create Greater Undead** M: Create shadows, wraiths, spectres, or devourers.
**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

**Symbol of Death M:** Triggered rune slays nearby creatures.

**Iron Body:** Your body becomes living iron.

**Polymorph Any Object:** Changes any subject into anything else.

**Temporal Stasis M:** Puts subject into suspended animation.

---

**9TH-LEVEL SORCERER/WIZARD SPELLS**

**Abjuration**

**Freedom:** Releases creature from imprisonment.

**Imprisonment:** Entombs subject beneath the earth.

**Mage’s Disjunction:** Dispels magic, disenchant magic items.

**Prismatic Sphere:** As prismatic wall, but surrounds on all sides.

**Conjuration**

**Gate:** Connects two planes for travel or summoning.

**Refuge M:** Alters item to transport its possessor to you.

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

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

**Divination**

**Foresight:** “Sixth sense” warns of impending danger.

**Enchantment**

**Dominate Monster:** As dominate person, but any creature.

**Hold Monster, Mass:** As hold monster, but all within 30 ft.

**Power Word Kill:** Kills one creature with 100 hp or less.

**Evocation**

**Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

**Illusion**

**Shades:** As shadow conjuration, but up to 8th level and 80% real.

**Weird:** As phantasmal killer, but affects all within 30 ft.

**Necromancy**

**Astral Projection M:** Projects you and companions onto Astral Plane.

**Energy Drain:** Subject gains 2d4 negative levels.

**Soul Bind F:** Traps newly dead soul to prevent resurrection.

**Wail of the Banshee:** Kills one creature/level.

**Transformation**

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

**Shapechange F:** Transforms you into any creature, and change forms once per round.

**Time Stop:** You act freely for 1d4+1 rounds.

**Universal**

**Wish X:** As limited wish, but with fewer limits.
SPELLS

Acid Arrow
Conjuration (Creation) [Acid]
Level: Sor/Wiz 2
Components: V, S, M, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: One arrow of acid
Duration: 1 round + 1 round per three levels
Saving Throw: None
Spell Resistance: No
A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder’s stomach.
Focus: A dart.

Acid Fog
Conjuration (Creation) [Acid]
Level: Sor/Wiz 6, Water 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell’s vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash
Conjuration (Creation) [Acid]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Aid
Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 2, Good 2, Luck 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)
Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 +
caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

**Air Walk**  
Transmutation [Air]  
*Level:* Air 4, Clr 4, Drd 4  
*Components:* V, S, DF  
*Casting Time:* 1 standard action  
*Range:* Touch  
*Target:* Creature (Gargantuan or smaller) touched  
*Duration:* 10 min./level  
*Saving Throw:* None  
*Spell Resistance:* Yes (harmless)  

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker’s normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.  

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

**Alarm**  
Abjuration  
*Level:* Brd 1, Rgr 1, Sor/Wiz 1  
*Components:* V, S, F/DF  
*Casting Time:* 1 standard action  
*Range:* Close (25 ft. + 5 ft./2 levels)  
*Area:* 20-ft.-radius emanation centered on a point in space  
*Duration:* 2 hours/level (D)  
*Saving Throw:* None  
*Spell Resistance:* No  

*Alarm* sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.  

**Mental Alarm:** A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.  

**Audible Alarm:** An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing. Ethereal or astral creatures do not trigger the *alarm*. *Alarm* can be made permanent with a *permanency* spell.  

**Arcane Focus:** A tiny bell and a piece of very fine silver wire

**Align Weapon**  
Transmutation [see text]  
*Level:* Clr 2  
*Components:* V, S, DF  
*Casting Time:* 1 standard action  
*Range:* Touch  
*Target:* Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)  
*Duration:* 1 min./level  
*Saving Throw:* Will negates (harmless, object)  
*Spell Resistance:* Yes (harmless, object)
**Align weapon** makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can’t cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, **align weapon** is a good, evil, lawful, or chaotic spell, respectively.

---

**Alter Self**

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level.

You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn’t change the creature type or subtype.

You can freely designate the new form’s minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form’s significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form’s kind. You are effectively disguised as an average member of the new form’s race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can’t wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

---

**Analyze Dweomer**

Divination

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One object or creature per caster level

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

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

**Spell Resistance:** No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate
its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

*Analyze dweomer* does not function when used on an artifact.

**Focus:** A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

---

**Animal Growth**

Transmutation

**Level:** Drd 5, Rgr 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal’s size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to Dexterity. The creature’s existing natural armor bonus increases by 2. The size change also affects the animal’s modifier to AC and attack rolls and its base damage. The animal’s space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature’s possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

---

**Animal Messenger**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Drd 2, Rgr 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One Tiny animal

**Duration:** One day/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it’s written in a language he or she doesn’t know, for example).

**Material Component:** A morsel of food the animal likes.

---

**Animal Shapes**

Transmutation
Animal 7, Drd 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to one willing creature per level, all within 30 ft. of each other
Duration: 1 hour/level (D)
Saving Throw: None; see text
Spell Resistance: Yes (harmless)
As polymorph, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject’s HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Animal Trance
Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 2, Drd 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Animals or magical beasts with Intelligence 1 or 2
Duration: Concentration
Saving Throw: Will negates; see text
Spell Resistance: Yes
Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.
A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead
Necromancy [Evil]
Level: Clr 3, Death 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can’t be animated again.) Regardless of the type of undead you create with this spell, you can’t create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this limit)
The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.
Skeletions: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.
Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.
Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.
Animate Objects
Transmutation
Level: Brd 6, Chaos 6, Clr 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One Small object per caster level; see text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

Animate Plants
Transmutation
Level: Drd 7, Plant 7
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Large plant per three caster levels or all plants within range; see text
Duration: 1 round/level or 1 hour/level; see text
Saving Throw: None
Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don’t have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Animate Rope
Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope’s diameter by half.

The possible commands are “coil” (form a neat, coiled stack), “coil and knot,” “loop,” “loop and knot,” “tie and knot,” and the opposites of all of the above (“uncoil,” and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1- inch-
diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal
damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A
creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An
entangled creature can slip free with a DC 20 Escape Artist check.
The rope itself and any knots tied in it are not magical.
This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.
The spell cannot animate objects carried or worn by a creature.

Antilife Shell
Abjuration
Level: Animal 6, Clr 6, Drd 6
Components: V, S, DF
Casting Time: 1 round
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes
You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.
The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes,
plants, and vermin, but not constructs, elementals, outsiders, or undead.
This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps
at bay collapses the barrier.

Antimagic Field
Abjuration
Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: See text
An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects,
including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or
spells within its confines.
An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel
it. Time spent within an antimagic field counts against the suppressed spell’s duration.
Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same
spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is
maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance,
you must make a caster level check (1d20 + caster level) against the creature’s spell resistance to make it wink out. (The
effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in
effect, only its result.)
A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically
within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs
that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned,
in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise
unaffected unless summoned. These creatures’ spell-like or supernatural abilities, however, may be temporarily nullified by
the field. Dispel magic does not remove the field.
Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of
force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field (see the individual spell descriptions).
Artifacts and deities are unaffected by mortal magic such as this.
Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the
field.
Arcane Material Component: A pinch of powdered iron or iron filings.
Antipathy
Enchantment (Compulsion) [Mind-Affecting]
Level: Drd 9, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One location (up to a 10-ft. cube/level) or one object
Duration: 2 hours/level (D)
Saving Throw: Will partial
Spell Resistance: Yes
You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature’s Dexterity score by 4 points.
Antipathy counters and dispels sympathy.
Arcane Material Component: A lump of alum soaked in vinegar.

Antiplant Shell
Abjuration
Level: Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes
The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcane Eye
Divination (Scrying)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 10 minutes
Range: Unlimited
Effect: Magical sensor
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No
You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can’t enter another plane of existence, even through a gate or similar magical portal.
You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.
Material Component: A bit of bat fur.

Arcane Lock
Abjuration
Level: Sor/Wiz 2
Components: V, S, M
Arcane Lock
Universal
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No
An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.)
Material Component: Gold dust worth 25 gp.

Arcane Mark
Universal
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None
Spell Resistance: No
This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.
See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.
If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Arcane Sight
Divination
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly. You know the location and power of all magical auras within your sight. An aura’s power depends on a spell’s functioning level or an item’s caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)
If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use. Arcane sight can be made permanent with a permanency spell.

Arcane Sight, Greater
Divination
Level: Sor/Wiz 7
This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.
Greater arcane sight doesn’t let you identify magic items.
Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

**Astral Projection**
Necromancy

**Level:** Clr 9, Sor/Wiz 9, Travel 9

**Components:** V, S, M

**Casting Time:** 30 minutes

**Range:** Touch

**Targets:** You plus one additional willing creature touched per two caster levels

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

*Material Component:* A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

---

**Atonement**
Abjuration

**Level:** Clr 5, Drd 5

**Components:** V, S, M, F, DF, XP

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

*Atonement* may be cast for one of several purposes, depending on the version selected.

*Reverse Magical Alignment Change:* If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

*Restore Class:* A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

*Restore Cleric or Druid Spell Powers:* A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

*Redemption or Temptation:* You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion
of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

*Note:* Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

*Material Component:* Burning incense.

*Focus:* In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

*XP Cost:* When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

---

**Augury**

*Divination*

*Level:* Clr 2

*Components:* V, S, M, F

*Casting Time:* 1 minute

*Range:* Personal

*Target:* You

*Duration:* Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- **Weal** (if the action will probably bring good results).
- **Woe** (for bad results).
- **Weal and woe** (for both).
- **Nothing** (for actions that don’t have especially good or bad results).

If the spell fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

*Material Component:* Incense worth at least 25 gp.

*Focus:* A set of marked sticks, bones, or similar tokens of at least 25 gp value.

---

**Awaken**

*Transmutation*

*Level:* Drd 5

*Components:* V, S, DF, XP

*Casting Time:* 24 hours

*Range:* Touch

*Target:* Animal or tree touched

*Duration:* Instantaneous

*Saving Throw:* Will negates

*Spell Resistance:* Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal’s current HD, or the HD the tree will have once awakened).

The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human’s.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal).

An awakened animal can’t serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of
Intelligence bonus (if any).

XP Cost: 250 XP.

**Baleful Polymorph**
Transmutation

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates, Will partial; see text

**Spell Resistance:** Yes

*As polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren’t extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

**Bane**
Enchantment (Compulsion) [Fear, Mind-Affecting]

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** All enemies within 50 ft.

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Bane* fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects.

*Bane* counters and dispels *bless*.

**Banishment**
Abjuration

**Level:** Clr 6, Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One or more extraplanar creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell’s chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target’s spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

_Arcane Focus:_ Any item that is distasteful to the subject (optional, see above).

**Barkskin**
Transmutation
Barkskin

Enhancements and Stacks

Bear’s Endurance

Bear’s Endurance, Mass

Bestow Curse

Binding

Levels and Components

Casting Time

Range

Target

Duration

Saving Throw

Spell Resistance

Barkskin toughens a creature’s skin. The effect grants a +2 enhancement bonus to the creature’s existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by barkskin stacks with the target’s natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear’s Endurance

Bear’s Endurance, Mass

Bestow Curse

Binding

Levels and Components

Casting Time

Range

Target

Duration

Saving Throw

Spell Resistance

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost first as temporary hit points are.

Mass bear’s endurance works like bear’s endurance, except that it affects multiple creatures.

You place a curse on the subject. Choose one of the following three effects.

-6 decrease to an ability score (minimum 1).

-4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Levels and Components

Casting Time

Range

Target

Duration

Saving Throw

Spell Resistance

The affected creature has greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost first as temporary hit points are.

Mass bear’s endurance works like bear’s endurance, except that it affects multiple creatures.

You place a curse on the subject. Choose one of the following three effects.

-6 decrease to an ability score (minimum 1).

-4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Levels and Components

Casting Time

Range

Target

Duration

Saving Throw

Spell Resistance

The affected creature has greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost first as temporary hit points are.

Mass bear’s endurance works like bear’s endurance, except that it affects multiple creatures.

You place a curse on the subject. Choose one of the following three effects.

-6 decrease to an ability score (minimum 1).

-4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.
**Casting Time:** One minute  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** See text (D)  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant’s level, provided that the spell’s target is appropriate for a *binding* spell. Since the assistants’ spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants’ spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature’s name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don’t qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell’s duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

**Chaining:** The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

**Slumber:** This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the spell’s save DC by 1.

**Bound Slumber:** This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save DC by 2.

**Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

**Metamorphosis:** The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save DC by 4.

**Minimus Containment:** The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save DC by 4.

You can’t dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or Mage’s *disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

**Components:** The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

---

**Black Tentacles**  
Conjuration (Creation)  
**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes. Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren’t grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Blade Barrier
Evocation [Force]
Level: Clr 6, Good 6, War 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high
Duration: 1 min./level (D)
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes
An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.
If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.
A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blasphemy
Evocation [Evil, Sonic]
Level: Clr 7, Evil 7
Components: V
Casting Time: 1 standard action
Range: 30 ft.
Area: Nonevil creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes
Any nonevil creature within the area of a blasphemy spell suffers the following ill effects.

Effect

\[
\begin{array}{ll}
\text{HD} & \text{Effect} \\
\text{Equal to caster level} & \text{Dazed} \\
\text{Up to caster level –1} & \text{Weakened, dazed} \\
\text{Up to caster level –5} & \text{Paralyzed, weakened, dazed} \\
\text{Up to caster level –10} & \text{Killed, paralyzed, weakened, dazed} \\
\end{array}
\]

The effects are cumulative and concurrent.
No saving throw is allowed against these effects.
Dazed: The creature can take no actions for 1 round, though it defends itself normally.
Weakened: The creature’s Strength score decreases by 2d6 points for 2d4 rounds.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.
Killed: Living creatures die. Undead creatures are destroyed.
Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect allows a Will save (at a –4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

**Bless**

*Enchantment (Compulsion)* [Mind-Affecting]

*Level*: Clr 1, Pal 1

*Components*: V, S, DF

*Casting Time*: 1 standard action

*Range*: 50 ft.

*Area*: The caster and all allies within a 50-ft. burst, centered on the caster

*Duration*: 1 min./level

*Saving Throw*: None

*Spell Resistance*: Yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *bane*.

**Bless Water**

*Transmutation* [Good]

*Level*: Clr 1, Pal 1

*Components*: V, S, M

*Casting Time*: 1 minute

*Range*: Touch

*Target*: Flask of water touched

*Duration*: Instantaneous

*Saving Throw*: Will negates (object)

*Spell Resistance*: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

*Material Component*: 5 pounds of powdered silver (worth 25 gp).

**Bless Weapon**

*Transmutation*

*Level*: Pal 1

*Components*: V, S

*Casting Time*: 1 standard action

*Range*: Touch

*Target*: Weapon touched

*Duration*: 1 min./level

*Saving Throw*: None

*Spell Resistance*: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn’t grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don’t confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

**Blight**

*Necromancy*

*Level*: Drd 4, Sor/Wiz 5

*Components*: V, S, DF

*Casting Time*: 1 standard action

*Range*: Touch
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes
This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn’t a creature doesn’t receive a save and immediately withers and dies.
This spell has no effect on the soil or surrounding plant life.

Blindness/Deafness
Necromancy
Level: Brd 2, Clr 3, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes
You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blink
Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
You “blink” back and forth between the Material Plane and the Ethereal Plane. You look as though you’re winking in and out of reality very quickly and at random.
Blinking has several effects, as follows.
Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.
Any individually targeted spell has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.
While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you fall only while you are material.
While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)
Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.
An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.
An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.
Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur
Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The subject’s outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell’s effect (though fighting an unseen opponent carries penalties of its own).

Break Enchantment
Abjuration
Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to one creature per level, all within 30 ft. of each other
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No
This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does frees the victim from the item’s effects.

Bull’s Strength
Transmutation
Level: Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.
Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Bull’s Strength, Mass
Transmutation
Level: Clr 6, Drd 6, Sor/Wiz 6
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
This spell functions like bull’s strength, except that it affects multiple creatures.

Burning Hands
Evocation [Fire]
Level: Fire 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
**Call Lightning**  
Evocation [Electricity]  
**Level:** Drd 3  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** One or more 30-ft.-long vertical lines of lightning  
**Duration:** 1 min./level  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell’s range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

**Call Lightning Storm**  
Evocation [Electricity]  
**Level:** Drd 5  
**Range:** Long (400 ft. + 40 ft./level)  

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

**Calm Animals**  
Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Animal 1, Drd 1, Rgr 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** Animals within 30 ft. of each other  
**Duration:** 1 min./level  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes  

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

**Calm Emotions**  
Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd 2, Clr 2, Law 2
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** Creatures in a 20-ft.-radius spread  
**Duration:** Concentration, up to 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless, good hope,* and *rage,* as well as negating a bard’s ability to inspire courage or a barbarian’s rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

---

**Cat’s Grace**  
Transmutation  
**Level:** Brd 2, Drd 2, Rgr 2, Sor/Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes  

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.  
*Material Component:* A pinch of cat fur.

---

**Cat’s Grace, Mass**  
Transmutation  
**Level:** Brd 6, Drd 6, Sor/Wiz 6  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** One creature/level, no two of which can be more than 30 ft. apart  
This spell functions like *cat’s grace,* except that it affects multiple creatures.

---

**Cause Fear**  
Necromancy [Fear, Mind-Affecting]  
**Level:** Brd 1, Clr 1, Death 1, Sor/Wiz 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes  

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.  
*Cause fear* counters and dispels *remove fear.*

---

**Chain Lightning**  
Evocation [Electricity]  
**Level:** Air 6, Sor/Wiz 6  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)
Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Changestaff
Transmutation
Level: Drd 7
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Your touched staff
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer
Evocation [Chaotic]
Level: Chaos 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous (1d6 rounds); see text
Saving Throw: Will partial; see text
Spell Resistance: Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds.

A slowed creature can take only a single standard action or move action on each of its turns, plus free actions as normal. In addition, it takes a −2 penalty to AC, attack rolls, damage rolls, and Reflex saves. A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Charm Animal
Enchantment (Charm) [Mind-Affecting]
Level: Drd 1, Rgr 1
**Charm Monster**
Enchantment (Charm) [Mind-Affecting]
**Level:** Brd 3, Sor/Wiz 4
**Target:** One living creature
**Duration:** One day/level
This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

**Charm Monster, Mass**
Enchantment (Charm) [Mind-Affecting]
**Level:** Brd 6, Sor/Wiz 8
**Components:** V
**Targets:** One or more creatures, no two of which can be more than 30 ft. apart
**Duration:** One day/level
This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

**Charm Person**
Enchantment (Charm) [Mind-Affecting]
**Level:** Brd 1, Sor/Wiz 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One humanoid creature
**Duration:** 1 hour/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes
This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person’s language to communicate your commands, or else be good at pantomiming.

**Chill Metal**
Transmutation [Cold]
**Level:** Drd 2
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest
**Duration:** 7 rounds
**Saving Throw:** Will negates (object)
**Spell Resistance:** Yes (object)
*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature’s possession uses the creature’s saving throw bonus unless its own is higher.
A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it’s not wearing metal armor and the metal that it’s carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell’s duration. During the second (and also the next-to-last) round, icy coldness causes
pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

<table>
<thead>
<tr>
<th>Round</th>
<th>Metal Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cold</td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>3–5</td>
<td>Freezing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7</td>
<td>Cold</td>
<td>None</td>
</tr>
</tbody>
</table>

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels heat metal.

Chill Touch
Necromancy
**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature or creatures touched (up to one/level)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Will negates; see text

**Spell Resistance:** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

Circle of Death
Necromancy [Death]
**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several living creatures within a 40-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst’s point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

**Material Component:** The powder of a crushed black pearl with a minimum value of 500 gp.

Clairaudience/Clairvoyance
Divination (Scrying)
**Level:** Brd 3, Knowledge 3, Sor/Wiz 3

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

**Casting Time:** 10 minutes

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Magical sensor

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don’t need line of sight or line of effect, but the locale must be known—a place
familiar to you or an obvious one. Once you have selected the locale, the sensor doesn’t move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell’s effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

Clenched Fist
Evocation [Force]
Level: Sor/Wiz 8, Strength 8
Components: V, S, F/DF
This spell functions like interposing hand, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours. The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand’s Strength score (33), –1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell’s save DC) or be stunned for 1 round. Directing the spell to a new target is a move action. The clenched fist can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities.
Arcane Focus: A leather glove.

Cloak of Chaos
Abjuration [Chaotic]
Level: Chaos 8, Clr 8
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures. Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures. Third, the abjuration blocks possession and mental influence, just as protection from law does.
Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).
Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Clone
Necromancy
Level: Sor/Wiz 8
Components: V, S, M, F
Casting Time: 10 minutes
Range: 0 ft.
Effect: One clone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original’s physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.
To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature’s living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original’s soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original’s body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).
Focus: Special laboratory equipment (cost 500 gp).

Cloudkill
Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 min./level
Saving Throw: Fortitude partial; see text
Spell Resistance: No

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one’s breath doesn’t help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud’s new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray
Illusion (Pattern) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous; see text
Saving Throw: Will negates
Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.
Command
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Clr 1
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes
You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.
Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
Drop: On its turn, the subject drops whatever it is holding. It can’t pick up any dropped item until its next turn.
Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.
If the subject can’t carry out your command on its next turn, the spell automatically fails.

Command, Greater
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Clr 5
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature’s action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Command Plants
Transmutation
Level: Drd 4, Plant 4, Rgr 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.
You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Command Undead
Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One undead creature
Duration: One day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes
This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as “come here,” “go there,” “fight,” “stand still,” and so on. Nonintelligent undead won’t resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. Your commands are not telepathic. The undead creature must be able to hear you.

**Material Component:** A shred of raw meat and a splinter of bone.

---

**Commune**

**Divination**

**Level:** Clr 5

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

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity’s knowledge. “Unclear” is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity’s interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

**Material Component:** Holy (or unholy) water and incense.

**XP Cost:** 100 XP.

---

**Commune with Nature**

**Divination**

**Level:** Animal 5, Drd 5, Rgr 4

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

---

**Comprehend Languages**

**Divination**

**Level:** Brd 1, Clr 1, Sor/Wiz 1

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell
reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

**Comprehend languages** can be made permanent with a permanency spell.

**Arcane Material Component:** A pinch of soot and a few grains of salt.

**Cone of Cold**

Evocation [Cold]

**Level:** Sor/Wiz 5, Water 6

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

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Cone of cold* creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

**Arcane Material Component:** A very small crystal or glass cone.

**Confusion**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4, Trickery 4

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

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** All creatures in a 15-ft. radius burst

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject’s turn each round to see what the subject does in that round.

<table>
<thead>
<tr>
<th>d%</th>
<th>Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–10</td>
<td>Attack caster with melee or ranged weapons (or close with caster if attack is not possible).</td>
</tr>
<tr>
<td>11–20</td>
<td>Act normally.</td>
</tr>
<tr>
<td>21–50</td>
<td>Do nothing but babble incoherently.</td>
</tr>
<tr>
<td>51–70</td>
<td>Flee away from caster at top possible speed.</td>
</tr>
<tr>
<td>71–100</td>
<td>Attack nearest creature (for this purpose, a familiar counts as part of the subject’s self).</td>
</tr>
</tbody>
</table>

A confused character who can’t carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

**Arcane Material Component:** A set of three nut shells.

**Confusion, Lesser**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 1

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round

This spell causes a single creature to become confused for 1 round. See the confusion spell, above, to determine the exact effect on the subject.

**Consecrate**

Evocation [Good]

**Level:** Clr 2

**Components:** V, S, M, DF
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 20-ft.-radius emanation  
**Duration:** 2 hours/level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. *Consecrate* counters and dispels *desecrate*.

**Material Component:** A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

---

**Contact Other Plane**  
**Divination**  
**Level:** Sor/Wiz 5  
**Components:** V  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question. Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

<table>
<thead>
<tr>
<th>Plane Contacted</th>
<th>Avoid Int/Cha Decrease</th>
<th>True Answer</th>
<th>Don’t Know</th>
<th>Lie</th>
<th>Random Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elemental Plane</td>
<td>DC 7/1 week</td>
<td>01–34</td>
<td>35–62</td>
<td>63–83</td>
<td>84–100</td>
</tr>
<tr>
<td>(appropriate)</td>
<td>(DC 7/1 week)</td>
<td>(01–68)</td>
<td>(69–75)</td>
<td>(76–98)</td>
<td>(99–100)</td>
</tr>
<tr>
<td>Positive/Negative Energy Plane</td>
<td>DC 8/1 week</td>
<td>01–39</td>
<td>40–65</td>
<td>66–86</td>
<td>87–100</td>
</tr>
<tr>
<td>Astral Plane</td>
<td>DC 9/1 week</td>
<td>01–44</td>
<td>45–67</td>
<td>68–88</td>
<td>89–100</td>
</tr>
<tr>
<td>Outer Plane, demideity</td>
<td>DC 10/2 weeks</td>
<td>01–49</td>
<td>50–70</td>
<td>71–91</td>
<td>92–100</td>
</tr>
<tr>
<td>Outer Plane, lesser deity</td>
<td>DC 12/3 weeks</td>
<td>01–60</td>
<td>61–75</td>
<td>76–95</td>
<td>96–100</td>
</tr>
<tr>
<td>Outer Plane, intermediate deity</td>
<td>DC 14/4 weeks</td>
<td>01–73</td>
<td>74–81</td>
<td>82–98</td>
<td>99–100</td>
</tr>
<tr>
<td>Outer Plane, greater deity</td>
<td>DC 16/5 weeks</td>
<td>01–88</td>
<td>89–90</td>
<td>91–99</td>
<td>100</td>
</tr>
</tbody>
</table>

*Avoid Int/Cha Decrease:* You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

*Results of a Successful Contact:* d% is rolled for the result shown on the table:

- **True Answer:** You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.
- **Don’t Know:** The entity tells you that it doesn’t know.
- **Lie:** The entity intentionally lies to you.
- **Random Answer:** The entity tries to lie but doesn’t know the answer, so it makes one up.
Contagion
Necromancy [Evil]
Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion’s normal save DC for the initial saving throw).

<table>
<thead>
<tr>
<th>Disease</th>
<th>DC</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blinding sickness</td>
<td>16</td>
<td>1d4 Str³</td>
</tr>
<tr>
<td>Cackle fever</td>
<td>16</td>
<td>1d6 Wis</td>
</tr>
<tr>
<td>Filth fever</td>
<td>12</td>
<td>1d3 Dex and 1d3 Con</td>
</tr>
<tr>
<td>Mindfire</td>
<td>12</td>
<td>1d4 Int</td>
</tr>
<tr>
<td>Red ache</td>
<td>15</td>
<td>1d6 Str</td>
</tr>
<tr>
<td>Shakes</td>
<td>13</td>
<td>1d8 Dex</td>
</tr>
<tr>
<td>Slimy doom</td>
<td>14</td>
<td>1d4 Con</td>
</tr>
</tbody>
</table>

Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease’s save DC) or be permanently blinded.

Contingency
Evocation
Level: Sor/Wiz 6
Components: V, S, M, F
Casting Time: At least 10 minutes; see text
Range: Personal
Target: You
Duration: One day/level (D) or until discharged
You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.
The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).
The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.
You can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.
Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.
Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the contingency to work.

Continual Flame
Evocation [Light]
Level: Clr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Effect: Magical, heatless flame
Duration: Permanent
**Saving Throw:** None  
**Spell Resistance:** No
A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn’t use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

*Material Component:* You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

---

**Control Plants**  
Transmutation  
**Level:** Drd 8, Plant 8  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart  
**Duration:** 1 min./level  
**Saving Throw:** Will negates  
**Spell Resistance:** No  
This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior. Suicidal or self-destructive commands are simply ignored.

---

**Control Undead**  
Necromancy  
**Level:** Sor/Wiz 7  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart  
**Duration:** 1 min./level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them.

*Material Component:* A small piece of bone and a small piece of raw meat.

---

**Control Water**  
Transmutation [Water]  
**Level:** Clr 4, Drd 4, Sor/Wiz 6, Water 4  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)  
**Duration:** 10 min./level (D)  
**Saving Throw:** None; see text  
**Spell Resistance:** No  
Depending on the version you choose, the *control water* spell raises or lowers water.

*Lower Water:* This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

*Raise Water:* This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.
With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension. 

_Arcane Material Component:_ A drop of water (for _raise_ water) or a pinch of dust (for _lower_ water).

**Control Weather**

_Transmutation_

**Level:** Air 7, Cdr 7, Drd 7, Sor/Wiz 7  
**Components:** V, S  
**Casting Time:** 10 minutes; see text  
**Range:** 2 miles  
**Area:** 2-mile-radius circle, centered on you; see text  
**Duration:** 4d12 hours; see text  
**Saving Throw:** None  
**Spell Resistance:** No  

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

<table>
<thead>
<tr>
<th>Season</th>
<th>Possible Weather</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spring</td>
<td>Tornado, thunderstorm, sleet storm, or hot weather</td>
</tr>
<tr>
<td>Summer</td>
<td>Torrential rain, heat wave, or hailstorm</td>
</tr>
<tr>
<td>Autumn</td>
<td>Hot or cold weather, fog, or sleet</td>
</tr>
<tr>
<td>Winter</td>
<td>Frigid cold, blizzard, or thaw</td>
</tr>
</tbody>
</table>

_Late winter_ Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. _Control weather_ can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

**Control Winds**

_Transmutation [Air]_

**Level:** Air 5, Drd 5  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 40 ft./level  
**Area:** 40 ft./level radius cylinder 40 ft. high  
**Duration:** 10 min./level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** No  

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

_Wind Direction:_ You may choose one of four basic wind patterns to function over the spell’s area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

_Wind Strength:_ For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.  
A severe wind (31+ mph) causes minor ship and building damage.  
A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.  
Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.  
A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.
Create Food and Water
Conjuration (Creation)
Level: Cln 3
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Food and water to sustain three humans or one horse/level for 24 hours
Duration: 24 hours; see text
Saving Throw: None
Spell Resistance: No
The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and
becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn’t go bad as the food does.

Create Greater Undead
Necromancy [Evil]
Level: Cln 8, Death 8, Sor/Wiz 8
This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Undead Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>15th or lower</td>
<td>Shadow</td>
</tr>
<tr>
<td>16th–17th</td>
<td>Wraith</td>
</tr>
<tr>
<td>18th–19th</td>
<td>Spectre</td>
</tr>
<tr>
<td>20th or higher</td>
<td>Devourer</td>
</tr>
</tbody>
</table>

Create Undead
Necromancy [Evil]
Level: Cln 6, Death 6, Evil 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghasts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Undead Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>11th or lower</td>
<td>Ghoul</td>
</tr>
<tr>
<td>12th–14th</td>
<td>Ghast</td>
</tr>
<tr>
<td>15th–17th</td>
<td>Mummy</td>
</tr>
<tr>
<td>18th or higher</td>
<td>Mohrg</td>
</tr>
</tbody>
</table>

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under
the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.
This spell must be cast at night.
Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a
dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye
socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water
Conjuration (Creation) [Water]
Level: Cln 0, Drd 0, Pal 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. Note: Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom
Conjuration (Summoning)
Level: Drd 7
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text
Effect: One swarm of centipedes per two levels
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No
When you utter the spell of creeping doom, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Crushing Despair
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes
An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Crushing despair counters and dispels good hope.
Material Component: A vial of tears.

Crushing Hand
Evocation [Force]
Level: Sor/Wiz 9, Strength 9
Components: V, S, M, F/DF
This spell functions like interposing hand, except that the hand can interpose itself, push, or crush one opponent that you select. The crushing hand can grapple an opponent like grasping hand does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand’s Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.
The crushing hand can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does, but at a +18 bonus. Directing the spell to a new target is a move action.
Clerics who cast this spell name it for their deities.
Arcane Material Component: The shell of an egg.
Arcane Focus: A glove of snakeskin.

Cure Critical Wounds
Conjuration (Healing)
Level: Brd 4, Clr 4, Drd 5, Healing 4
This spell functions like cure light wounds, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Cure Critical Wounds, Mass
Conjuration (Healing)
Level: Clr 8, Drd 9, Healing 8
This spell functions like mass cure light wounds, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

Cure Light Wounds
Conjuration (Healing)
Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text
When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).
Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Light Wounds, Mass
Conjuration (Healing)
Level: Brd 5, Clr 5, Drd 6, Healing 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text
You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds
Conjuration (Healing)
Level: Clr 0, Drd 0
This spell functions like cure light wounds, except that it cures only 1 point of damage.

Cure Moderate Wounds
Conjuration (Healing)
Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3
This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Cure Moderate Wounds, Mass
Conjuration (Healing)
Level: Brd 6, Clr 6, Drd 7
This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

**Cure Serious Wounds**
Conjuration (Healing)
**Level:** Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3
This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

**Cure Serious Wounds, Mass**
Conjuration (Healing)
**Level:** Clr 7, Drd 8
This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

**Curse Water**
Necromancy [Evil]
**Level:** Clr 1
**Components:** V, S, M
**Casting Time:** 1 minute
**Range:** Touch
**Target:** Flask of water touched
**Duration:** Instantaneous
**Saving Throw:** Will negates (object)
**Spell Resistance:** Yes (object)
This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

*Material Component:* 5 pounds of powdered silver (worth 25 gp).

**Dancing Lights**
Evocation [Light]
**Level:** Brd 0, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Up to four lights, all within a 10-ft.-radius area
**Duration:** 1 minute (D)
**Saving Throw:** None
**Spell Resistance:** No
Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o’-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell’s range. *Dancing lights* can be made permanent with a *permanency* spell.

**Darkness**
Evocation [Darkness]
**Level:** Brd 2, Clr 2, Sor/Wiz 2
**Components:** V, M/DF
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Object touched
**Duration:** 10 min./level (D)
**Saving Throw:** None
**Spell Resistance:** No
This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision)
have the miss chance in an area shrouded in magical darkness.
Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level.
Higher level light spells are not affected by darkness.
If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell’s effect is blocked until the covering is removed.
Darkness counters or dispels any light spell of equal or lower spell level.
Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Darkvision
Transmutation
Level: Rgr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Saving Throw: None
Spell Resistance: Yes (harmless)
The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.
Darkvision can be made permanent with a permanency spell.
Material Component: Either a pinch of dried carrot or an agate.

Daylight
Evocation [Light]
Level: Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No
The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.
If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell’s effects are blocked until the covering is removed.
Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.
Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Daze
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes
This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.
Material Component: A pinch of wool or similar substance.

Daze Monster
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Sor/Wiz 2
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature of 6 HD or less
This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Death Knell
Necromancy [Death, Evil]
Level: Clr 2, Death 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/10 minutes per HD of subject; see text
Saving Throw: Will negates
Spell Resistance: Yes
You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

Death Ward
Necromancy
Level: Clr 4, Death 4, Drd 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn’t remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level. Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Deathwatch
Necromancy [Evil]
Level: Clr 1
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped emanation
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No
Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell’s range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Deep Slumber
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Range: Close (25 ft. + 5 ft./2 levels)
This spell functions like sleep, except that it affects 10 HD of creatures.
Deeper Darkness
Evocation [Darkness]
Level: Clr 3
Duration: One day/level (D)
This spell functions like darkness, except that the object radiates shadowy illumination in a 60-foot radius and the darkness lasts longer.
Daylight brought into an area of deeper darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.
Deeper darkness counters and dispels any light spell of equal or lower level, including daylight and light.

Delay Poison
Conjuration (Healing)
Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell’s duration does not affect the subject until the spell’s duration has expired. Delay poison does not cure any damage that poison may have already done.

Delayed Blast Fireball
Evocation [Fire]
Level: Sor/Wiz 7
Duration: 5 rounds or less; see text
This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).
The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Demand
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Saving Throw: Will partial
Spell Resistance: Yes
This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject’s Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.
The demand’s message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.
Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

Desecrate
Evocation [Evil]
Level: Clr 2, Evil 2
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
**Duration:** 2 hours/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. *Desecrate* counters and dispels *consecrate*.

**Material Component:** A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

---

**Destruction**

**Necromancy [Death]**  
**Level:** Clr 7, Death 7  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target’s Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.  

**Focus:** A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

---

**Detect Animals or Plants**

**Divination**  
**Level:** Drd 1, Rgr 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 10 min./level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

**Conditions:** For purposes of this spell, the categories of condition are as follows:

- **Normal:** Has at least 90% of full normal hit points, free of disease.
- **Fair:** 30% to 90% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- **Weak:** 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.
Detect Chaos
Divination
Level: Clr 1
This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil
Divination
Level: Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No
You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of evil.
2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura’s power is overwhelming (see below), and the HD or level of the aura’s source is at least twice your character level, you are stunned for 1 round and the spell ends.
3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.
Aura Power: An evil aura’s power depends on the type of evil creature or object that you’re detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

<table>
<thead>
<tr>
<th>Creature/Object</th>
<th>Faint</th>
<th>Moderate</th>
<th>Strong</th>
<th>Overwhelming</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evil creature¹ (HD)</td>
<td>10 or lower</td>
<td>11–25</td>
<td>26–50</td>
<td>51 or higher</td>
</tr>
<tr>
<td>Undead (HD)</td>
<td>2 or lower</td>
<td>3–8</td>
<td>9–20</td>
<td>21 or higher</td>
</tr>
<tr>
<td>Evil outsider (HD)</td>
<td>1 or lower</td>
<td>2–4</td>
<td>5–10</td>
<td>11 or higher</td>
</tr>
<tr>
<td>Cleric of an evil deity² (class levels)</td>
<td>1</td>
<td>2–4</td>
<td>5–10</td>
<td>11 or higher</td>
</tr>
<tr>
<td>Evil magic item or spell (caster level)</td>
<td>2nd or lower</td>
<td>3rd–8th</td>
<td>9th–20th</td>
<td>21st or higher</td>
</tr>
</tbody>
</table>

¹ Except for undead and outsiders, which have their own entries on the table.
² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

<table>
<thead>
<tr>
<th>Original Strength</th>
<th>Duration of Lingering Aura</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faint</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>Moderate</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>Strong</td>
<td>1d6x10 minutes</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.
Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Good
Divination
Level: Clr 1
This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Law
Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

**Detect Magic**
Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation  
Duration: Concentration, up to 1 min./level (D)  
Saving Throw: None  
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura’s power depends on a spell’s functioning spell level or an item’s caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

<table>
<thead>
<tr>
<th>Spell or Object</th>
<th>Faint</th>
<th>Moderate</th>
<th>Strong</th>
<th>Overwhelming</th>
</tr>
</thead>
<tbody>
<tr>
<td>Functioning spell (spell level)</td>
<td>3rd or lower</td>
<td>4th–6th</td>
<td>7th–9th</td>
<td>10th+ (deity-level)</td>
</tr>
<tr>
<td>Magic item (caster level)</td>
<td>5th or lower</td>
<td>6th–11th</td>
<td>12th–20th</td>
<td>21st+ (artifact)</td>
</tr>
</tbody>
</table>

**Lingering Aura:** A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

<table>
<thead>
<tr>
<th>Original Strength</th>
<th>Duration of Lingering Aura</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faint</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>Moderate</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>Strong</td>
<td>1d6x10 minutes</td>
</tr>
</tbody>
</table>

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

*Detect magic* can be made permanent with a *permanency* spell.

**Detect Poison**
Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Detect Scrying**
Divination
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell’s area radiates from you and moves as you move. You know the location of every magical sensor within the spell’s area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier’s result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.
Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Detect Secret Doors
Divination
Level: Brd 1, Knowledge 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No
You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of secret doors.
2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits
Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No
You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.
The amount of information revealed depends on how long you study a particular area.
1st Round: Presence or absence of hazards.
2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round: The general type and trigger for one particular hazard closely examined by you.
Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.
Detect Thoughts
Divination [Mind-Affecting]
Level: Brd 2, Knowledge 2, Sor/Wiz 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).
2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can’t see the creatures whose thoughts you are detecting.
3rd Round: Surface thoughts of any mind in the area. A target’s Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead
Divination
Level: Clr 1, Pal 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.
2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura’s strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.
3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

<table>
<thead>
<tr>
<th>HD</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or lower</td>
<td>Faint</td>
</tr>
<tr>
<td>2–4</td>
<td>Moderate</td>
</tr>
<tr>
<td>5–10</td>
<td>Strong</td>
</tr>
<tr>
<td>11 or higher</td>
<td>Overwhelming</td>
</tr>
</tbody>
</table>

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

<table>
<thead>
<tr>
<th>Original Strength</th>
<th>Duration of Lingering Aura</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faint</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>Moderate</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>Strong</td>
<td>1d6x10 minutes</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>
Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

_Arcane Material Component:_ A bit of earth from a grave.

**Dictum**
Evocation [Lawful, Sonic]
Level: Clr 7, Law 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: Nonlawful creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes

Any nonlawful creature within the area of a _dictum_ spell suffers the following ill effects.

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equal to caster level</td>
<td>Deafened</td>
</tr>
<tr>
<td>Up to caster level –1</td>
<td><em>Slowed, deafened</em></td>
</tr>
<tr>
<td>Up to caster level –5</td>
<td><em>Paralyzed, slowed, deafened</em></td>
</tr>
<tr>
<td>Up to caster level –10</td>
<td>Killed, paralyzed, slowed, deafened</td>
</tr>
</tbody>
</table>

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

_Deafened:_ The creature is deafened for 1d4 rounds.

_Slowed:_ The creature is _slow_, as by the _slow_ spell, for 2d4 rounds.

_Paralyzed:_ The creature is paralyzed and helpless for 1d10 minutes.

_Killed:_ Living creatures die. Undead creatures are destroyed.

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

Creatures whose HD exceed your caster level are unaffected by _dictum_.

**Dimension Door**
Conjuration (Teleportation)
Level: Brd 4, Sor/Wiz 4, Travel 4
Components: V
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can’t take any other actions until your next turn. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

**Dimensional Anchor**
Abjuration
Level: Clr 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock
Abjuration
Level: Clr 8, Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius emanation centered on a point in space
Duration: One day/level
Saving Throw: None
Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Diminish Plants
Transmutation
Level: Drd 3, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Target or Area: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell has two versions.
Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.
At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.
Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters plant growth.
This spell has no effect on plant creatures.

Discern Lies
Divination
Level: Clr 4, Pal 3
Components: V, S, DF
Casting Time: 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One creature/level, no two of which can be more than 30 ft. apart
**Duration:** Concentration, up to 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** No
Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.
Each round, you may concentrate on a different subject.

**Discern Location**
Divination
**Level:** Clr 8, Knowledge 8, Sor/Wiz 8
**Components:** V, S, DF
**Casting Time:** 10 minutes
**Range:** Unlimited
**Target:** One creature or object
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object’s location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.
To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

**Disguise Self**
Illusion (Glamer)
**Level:** Brd 1, Sor/Wiz 1, Trickery 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 10 min./level (D)
You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.
The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.
If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.
A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

**Disintegrate**
Transmutation
**Level:** Destruction 7, Sor/Wiz 6
**Components:** V, S, M/DF
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Ray
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial (object)
**Spell Resistance:** Yes
A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature’s equipment is unaffected.
When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

**Arcane Material Component:** A lodestone and a pinch of dust.

**Dismissal**
Abjuration
**Level:** C1r 4, Sor/Wiz 5
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One extraplanar creature
**Duration:** Instantaneous
**Saving Throw:** Will negates; see text
**Spell Resistance:** Yes
This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell’s save DC – creature’s HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

**Dispel Chaos**
Abjuration [Lawful]
**Level:** C1r 5, Law 5, Pal 4
This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

**Dispel Evil**
Abjuration [Good]
**Level:** C1r 5, Good 5, Pal 4
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** Touch
**Target or Targets:** You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
**Duration:** 1 round/level or until discharged, whichever comes first
**Saving Throw:** See text
**Spell Resistance:** See text
Shimmering, white, holy energy surrounds you. This power has three effects.
First, you gain a +4 deflection bonus to AC against attacks by evil creatures.
Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.
Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. *Exception:* Spells that can’t be dispelled by *dispel magic* also can’t be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

**Dispel Good**
Abjuration [Evil]
**Level:** C1r 5, Evil 5
This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

**Dispel Law**
Abjuration [Chaotic]
**Level:** Chaos 5, C1r 5
This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects
You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster’s spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can’t be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

*Note:* The effect of a spell with an instantaneous duration can’t be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

**Targeted Dispel:** One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell’s caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item’s caster level. If you succeed, all the item’s magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item’s physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

**Area Dispel:** When *dispel magic* is used in this way, the spell affects everything within a 30-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature’s magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell:** When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster’s spell.

---

### Dispel Magic, Greater

Abjuration

**Level:** Brd 5,Clr 6,Drd 6,Sor/Wiz 6

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can’t dispel that effect.

---

### Displacement

Illusion (Glamer)
**Level:** Brd 3, Sor/Wiz 3  
**Components:** V, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.  

**Material Component:** A small strip of leather twisted into a loop.

---

**Disrupt Undead**  
Necromancy  
**Level:** Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

---

**Disrupting Weapon**  
Transmutation  
**Level:** Clr 5  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Targets:** One melee weapon  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless, object); see text  
**Spell Resistance:** Yes (harmless, object)  

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

---

**Divination**  
Divination  
**Level:** Clr 4, Knowledge 4  
**Components:** V, S, M  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn’t act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.  

**Material Component:** Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

---

**Divine Favor**
Evocation
Level: Clr 1, Pai 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute
Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn’t apply to spell damage.

Divine Power
Evocation
Level: Clr 4, War 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

Dominate Animal
Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 3, Drd 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored. Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn’t do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Monster
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Target: One creature
This spell functions like dominate person, except that the spell is not restricted by creature type.

Dominate Person
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes
You can control the actions of any humanoid creature through a telepathic link that you establish with the subject’s mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject’s behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good idea of what’s going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don’t spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

**Doom**
Necromancy [Fear, Mind-Affecting]
Level:Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes
This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

**Dream**
Illusion (Phantasm) [Mind-Affecting]
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 minute
Range: Unlimited
Target: One living creature touched
Duration: See text
Saving Throw: None
Spell Resistance: Yes
You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient’s dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.
Once the message is delivered, the messenger’s mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient’s dream and deliver the message.
If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient’s dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.
Creatures who don’t sleep (such as elves, but not half-elves) or don’t dream cannot be contacted by this spell.
The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.
Eagle’s Splendor
Transmutation
Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus
to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and
bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the
increased Charisma, but the save DCs for spells they cast while under this spell’s effect do increase.
Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Eagle’s Splendor, Mass
Transmutation
Level: Brd 6, Clr 6, Sor/Wiz 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
This spell functions like eagle’s splendor, except that it affects multiple creatures.

Earthquake
Evocation [Earth]
Level: Clr 8, Destruction 8, Drd 8, Earth 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft.-radius spread (S)
Duration: 1 round
Saving Throw: See text
Spell Resistance: No
When you cast earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down,
collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the
ground can’t move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any
spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific
effect of an earthquake spell depends on the nature of the terrain where it is cast.
Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught
under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the
roof of a very large cavern could also endanger those outside the actual area but below the falling debris.
Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any
creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see
below).
Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth,
and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell,
all fissures grind shut, killing any creatures still trapped within.
Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or
masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it
halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of
bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy
ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures.
Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the
rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned.
If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage
each minute thereafter until freed or dead.
Elemental Swarm
Conjuration (Summoning) [see text]
Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No
This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.
When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.
The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.
When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Endure Elements
Abjuration
Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature’s equipment is likewise protected.
Endure elements doesn’t provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Drain
Necromancy
Level: Clr 9, Sor/Wiz 9
Saving Throw: Fortitude partial; see text for enervation
This spell functions like enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.
There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell’s save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject’s character levels is permanently drained. An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Enervation
Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray of negative energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life
force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim’s levels, but the negative levels from *enervation* don’t last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

### Enlarge Person

**Transmutation**

**Level:** Sor/Wiz 1, Strength 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One humanoid creature

**Duration:** 1 min./level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature’s size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target’s speed.

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

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

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

**Material Component:** A pinch of powdered iron.

### Enlarge Person, Mass

**Transmutation**

**Level:** Sor/Wiz 4

**Target:** One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

### Entangle

**Transmutation**

**Level:** Drd 1, Plant 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Plants in a 40-ft.-radius spread

**Duration:** 1 min./level (D)

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

**Spell Resistance:** No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a
Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

*Note:* The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

**Enthrall**

*Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]*

<table>
<thead>
<tr>
<th>Level:</th>
<th>Brd 2, Clr 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Components:</strong></td>
<td>V, S</td>
</tr>
<tr>
<td><strong>Casting Time:</strong></td>
<td>1 round</td>
</tr>
<tr>
<td><strong>Range:</strong></td>
<td>Medium (100 ft. + 10 ft./level)</td>
</tr>
<tr>
<td><strong>Targets:</strong></td>
<td>Any number of creatures</td>
</tr>
<tr>
<td><strong>Duration:</strong></td>
<td>1 hour or less</td>
</tr>
<tr>
<td><strong>Saving Throw:</strong></td>
<td>Will negates; see text</td>
</tr>
<tr>
<td><strong>Spell Resistance:</strong></td>
<td>Yes</td>
</tr>
</tbody>
</table>

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

**Entropic Shield**

*Abjuration*

<table>
<thead>
<tr>
<th>Level:</th>
<th>Clr 1, Luck 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Components:</strong></td>
<td>V, S</td>
</tr>
<tr>
<td><strong>Casting Time:</strong></td>
<td>1 standard action</td>
</tr>
<tr>
<td><strong>Range:</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>You</td>
</tr>
<tr>
<td><strong>Duration:</strong></td>
<td>1 min./level (D)</td>
</tr>
</tbody>
</table>

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

**Erase**

*Transmutation*

<table>
<thead>
<tr>
<th>Level:</th>
<th>Brd 1, Sor/Wiz 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Components:</strong></td>
<td>V, S</td>
</tr>
<tr>
<td><strong>Casting Time:</strong></td>
<td>1 standard action</td>
</tr>
<tr>
<td><strong>Range:</strong></td>
<td>Close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One scroll or two pages</td>
</tr>
<tr>
<td><strong>Duration:</strong></td>
<td>Instantaneous</td>
</tr>
<tr>
<td><strong>Saving Throw:</strong></td>
<td>See text</td>
</tr>
<tr>
<td><strong>Spell Resistance:</strong></td>
<td>No</td>
</tr>
</tbody>
</table>

*Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.
Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

**Ethereal Jaunt**
 *Transmutation*

**Level:** Crt 7, Sor/Wiz 7  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)  

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.  

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.  

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.  

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

**Etherealness**
 *Transmutation*

**Level:** Crt 9, Sor/Wiz 9  
**Range:** Touch; see text  
**Targets:** You and one other touched creature per three levels  
**Duration:** 1 min./level (D)  

**Spell Resistance:** Yes  

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.  

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

**Expeditious Retreat**
 *Transmutation*

**Level:** Brd 1, Sor/Wiz 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level (D)  

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

**Explosive Runes**  
*Abjuration [Force]*  

**Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One touched object weighing no more than 10 lb.  
**Duration:** Permanent until discharged (D)  

**Saving Throw:** See text
Spell Resistance: Yes
You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw).
You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.
Note: Magic traps such as explosive runes are hard to detect and disable. A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

Eyebite
Necromancy [Evil]
Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round per three levels; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes
Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target’s HD, this attack has as many as three effects.

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 or more</td>
<td>Sickened</td>
</tr>
<tr>
<td>5–9</td>
<td>Panicked, sickened</td>
</tr>
<tr>
<td>4 or less</td>
<td>Comatose, panicked, sickened</td>
</tr>
</tbody>
</table>

The effects are cumulative and concurrent.
Sickened: Sudden pain and fever sweeps over the subject’s body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.
Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.
Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.
The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Fabricate
Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 10 cu. ft./level; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.
You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.
Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.
Faerie Fire
Evocation [Light]
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Creatures and objects within a 5-ft.-radius burst
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

False Life
Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged; see text
You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).
Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

False Vision
Illusion (Glamer)
Level: Brd 5, Sor/Wiz 5, Trickery 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Area: 40-ft.-radius emanation
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No
Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren’t concentrating, the image remains static.
Arcane Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Fear
Necromancy [Fear, Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes
An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.
Material Component: Either the heart of a hen or a white feather.
Feather Fall
Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V
Casting Time: 1 free action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)
The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.
The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.
You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn’t your turn.
This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.
Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes
If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.
Material Component: A handful of clay, crystal, glass, or mineral spheres.

Find the Path
Divination
Level: Brd 6,Clr 6, Drd 6, Knowledge 6, Travel 6
Components: V, S, F
Casting Time: 3 rounds
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)
The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in
a single round.
This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Find Traps
Divination
Level:Clr 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

Finger of Death
Necromancy [Death]
Level: Drd 8, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes
You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

Fire Seeds
Conjuration (Creation) [Fire]
Level: Drd 6, Fire 6, Sun 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Targets: Up to four touched acorns or up to eight touched holly berries
Duration: 10 min./level or until used
Saving Throw: None or Reflex half; see text
Spell Resistance: No
Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Fire Shield
Evocation [Fire or Cold]

**Level:** Fire 5, Sor/Wiz 4, Sun 4

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

**Warm Shield:** The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Chill Shield:** The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Arcane Material Component:** A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

---

**Fire Storm**

Evocation [Fire]

**Level:** Clr 8, Drd 7, Fire 7

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Two 10-ft. cubes per level (S)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

---

**Fire Trap**

Abjuration [Fire]

**Level:** Drd 2, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged (D)

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

**Spell Resistance:** Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed.

When casting fire trap, you select a point on the object as the spell’s center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell’s center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share with friends.
Note: Magic traps such as fire trap are hard to detect and disable. A rogue (only) can use the Search skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid’s fire trap or DC 29 for the arcane version).

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

**Fireball**
- **Evocation [Fire]**
- **Level:** Sor/Wiz 3
- **Components:** V, S, M
- **Casting Time:** 1 standard action
- **Range:** Long (400 ft. + 40 ft./level)
- **Area:** 20-ft.-radius spread
- **Duration:** Instantaneous
- **Saving Throw:** Reflex half
- **Spell Resistance:** Yes

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

**Material Component:** A tiny ball of bat guano and sulfur.

**Flame Arrow**
- **Transmutation [Fire]**
- **Level:** Sor/Wiz 3
- **Components:** V, S, M
- **Casting Time:** 1 standard action
- **Range:** Close (25 ft. + 5 ft./2 levels)
- **Target:** Fifty projectiles, all of which must be in contact with each other at the time of casting
- **Duration:** 10 min./level
- **Saving Throw:** None
- **Spell Resistance:** No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won’t ignite a creature it strikes.

**Material Component:** A drop of oil and a small piece of flint.

**Flame Blade**
- **Evocation [Fire]**
- **Level:** Drd 2
- **Components:** V, S, DF
- **Casting Time:** 1 standard action
- **Range:** 0 ft.
- **Effect:** Sword-like beam
- **Duration:** 1 min./level (D)
- **Saving Throw:** None
- **Spell Resistance:** Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.
Flame Strike
Evocation [Fire]
Level: Clr 5, Drd 4, Sun 5, War 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (10-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Flaming Sphere
Evocation [Fire]
Level: Drd 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 5-ft.-diameter sphere
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes
A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.
The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell’s range.
Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Flare
Evocation [Light]
Level: Brd 0, Drd 0, Sor/Wiz 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Flesh to Stone
Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch. Only creatures made of flesh are affected by this spell.  
*Material Component:* Lime, water, and earth.

**Fly**  
*Transmutation*  
**Level:** Sor/Wiz 3, Travel 3  
**Components:** V, S, F/DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field.*  
*Arcane Focus:* A wing feather from any bird.

**Floating Disk**  
*Evocation [Force]*  
**Level:** Sor/Wiz 1  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** 3-ft.-diameter disk of force  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** No  
You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.  
*Material Component:* A drop of mercury.

**Fog Cloud**  
*Conjuration (Creation)*  
**Level:** Drd 2, Sor/Wiz 2, Water 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft. level)  
**Effect:** Fog spreads in 20-ft. radius, 20 ft. high  
**Duration:** 10 min./level  
**Saving Throw:** None  
**Spell Resistance:** No  
A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A
creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can’t use sight to locate the target).
A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.
The spell does not function underwater.

Forbiddance
Abjuration
Level: Clr 6
Components: V, S, M, DF
Casting Time: 6 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 60-ft. cube/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.
In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

- Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).
- Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.
- Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispelling does not dispel a forbiddance effect unless the dispeller’s level is at least as high as your caster level.
You can’t have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Forcecage
Evocation [Force]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).
Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force spell, a forcecage resists dispel magic, but it is vulnerable to a disintegrate spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can’t attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.
Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form
its six sides.

*Material Component:* Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

**Forceful Hand**

Evocation [Force]

*Level:* Sor/Wiz 6

*Components:* V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

*Focus:* A sturdy glove made of leather or heavy cloth.

**Foresight**

Divination

*Level:* Drd 9, Knowledge 9, Sor/Wiz 9

*Components:* V, S, M/DF

*Casting Time:* 1 standard action

*Range:* Personal or touch

*Target:* See text

*Duration:* 10 min./level

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

*Spell Resistance:* No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

*Arcane Material Component:* A hummingbird’s feather.

**Fox’s Cunning**

Transmutation

*Level:* Brd 2, Sor/Wiz 2

*Components:* V, S, M/DF

*Casting Time:* 1 standard action

*Range:* Touch

*Target:* Creature touched

*Duration:* 1 min./level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell’s effect do increase. This spell doesn’t grant extra skill points.

*Arcane Material Component:* A few hairs, or a pinch of dung, from a fox.

**Fox’s Cunning, Mass**

Transmutation

*Level:* Brd 6, Sor/Wiz 6

*Range:* Close (25 ft. + 5 ft./2 levels)

*Target:* One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox’s cunning*, except that it affects multiple creatures.
Freedom
Abjuration
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels) or see text
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
The subject is freed from spells and effects that restrict its movement, including binding, entangle, grappling, imprisonment, maze, paralysis, petrification, pinning, sleep, slow, stunning, temporal stasis, and web. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

Freedom of Movement
Abjuration
Level: Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.
The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.
Material Component: A leather thong, bound around the arm or a similar appendage.

Freezing Sphere
Evocation [Cold]
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target, Effect, or Area: See text
Duration: Instantaneous or 1 round/level; see text
Saving Throw: Reflex half; see text
Spell Resistance: Yes
Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).
If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.
You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.
Focus: A small crystal sphere.
Gaseous Form
Transmutation
Level: Air 3, Brd 3, Sor/Wiz 3
Components: S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 min./level (D)
Saving Throw: None
Spell Resistance: No
The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can’t attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.
A gaseous creature can’t run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can’t enter water or other liquid. It also can’t manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.
Arcane Material Component: A bit of gauze and a wisp of smoke.

Gate
Conjuration (Creation or Calling)
Level: Clr 9, Sor/Wiz 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous or concentration (up to 1 round/level); see text
Saving Throw: None
Spell Resistance: No
Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.
Second, you may then call a particular individual or kind of being through the gate.
The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster’s choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.
A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.
Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.
You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.
Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).
If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can’t be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled
being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature’s help. The creature departs at the end of the spell. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. (Some creatures may want their payment in “livestock” rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the calling creatures function).

Geas/Quest
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 6, Clr 6, Sor/Wiz 6
Casting Time: 10 minutes
Target: One living creature
Saving Throw: None
This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores (as with lesser geas), the subject takes 3d6 points of damage each day it does not attempt to follow the geas/quest. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas/quest.
A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.
Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Geas, Lesser
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 7 HD or less
Duration: One day/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: Yes
A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:
If the subject is prevented from obeying the lesser geas for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.
A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Gentle Repose
Necromancy
Level: Clr 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Corpse touched
Duration: One day/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don’t count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant. The spell also works on severed body parts and the like.
Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

Ghost Sound
Illusion (Figment)
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound’s basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell.
Material Component: A bit of wool or a small lump of wax.

Ghoul Touch
Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.
Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul’s lair.

Giant Vermin
Transmutation
Level: Clr 4, Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to three vermin, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes
You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.
Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Vermin Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>9th or lower</td>
<td>Medium</td>
</tr>
<tr>
<td>10th–13th</td>
<td>Large</td>
</tr>
<tr>
<td>14th–17th</td>
<td>Huge</td>
</tr>
<tr>
<td>18th–19th</td>
<td>Gargantuan</td>
</tr>
<tr>
<td>20th or higher</td>
<td>Colossal</td>
</tr>
</tbody>
</table>

Glibness
Transmutation
Level: Brd 3
Components: S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn’t apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)
If a divination is attempted against you that would detect your lies or force you to speak the truth the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the divination does not detect your lies or force you to speak only the truth.

Glitterdust
Conjuration (Creation)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Creatures and objects within 10-ft.-radius spread
Duration: 1 round/level
Saving Throw: Will negates (blinding only)
Spell Resistance: No
A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.
Any creature covered by the dust takes a –40 penalty on Hide checks.
Material Component: Ground mica.

Globe of Invulnerability
Abjuration
Level: Sor/Wiz 6
This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

Globe of Invulnerability, Lesser
Abjuration
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic. You can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Glyph of Warding
Abjuration
Level: Clr 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target or Area: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can’t. Read magic allows you to identify a glyph of warding with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster’s choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Glyph of Warding, Greater
Abjuration

**Level:** Clr 6

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

*Material Component:* You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

---

**Goodberry**

Transmutation

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** 2d4 fresh berries touched

**Duration:** One day/level

**Saving Throw:** None

**Spell Resistance:** Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

---

**Good Hope**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One living creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

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

---

**Grasping Hand**

Evocation [Force]

**Level:** Sor/Wiz 7, Strength 7

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

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand’s Strength score (31), –1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of –1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

*Arcane Focus:* A leather glove.

---

**Grease**

Conjuration (Creation)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)
**Target or Area:** One object or a 10-ft. square  
**Duration:** 1 round/level (D)  
**Saving Throw:** See text  
**Spell Resistance:** No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can’t move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

**Material Component:** A bit of pork rind or butter.

---

**Greater (Spell Name)**

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells arcane sight, command, dispel magic, glyph of warding, invisibility, magic fang, magic weapon, planar ally, planar binding, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

---

**Guards and Wards**

*Abjuration*

**Level:** Sor/Wiz 6  
**Components:** V, S, M, F  
**Casting Time:** 30 minutes  
**Range:** Anywhere within the area to be warded  
**Area:** Up to 200 sq. ft./level (S)  
**Duration:** 2 hours/level (D)  
**Saving Throw:** See text  
**Spell Resistance:** See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

**Arcane Locks:** All doors in the warded area are arcane locked. Saving Throw: None. Spell Resistance: No.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: No.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

**Lost Doors:** One door per caster level is covered by a silent image to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. **Dancing lights** in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Saving Throw: None. Spell Resistance: No.
3. A **stinking cloud** in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. Saving Throw: Fortitude negates; see text for stinking cloud. Spell Resistance: No.
5. A **suggestion** in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates. Spell Resistance: Yes.
The whole warded area radiates strong magic of the abjuration school. *A dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

*Material Component:* Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

*Focus:* A small silver rod.

---

**Guidance**

*Divination*

**Level:** Clr 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

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

**Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

---

**Gust of Wind**

*Evocation* [Air]

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Line-shaped gust of severe wind emanating out from you to the extreme of the range

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can’t move a creature beyond the limit of its range.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

*Gust of wind* can be made permanent with a *permanency* spell.

---

**Hallow**

*Evocation* [Good]

**Level:** Clr 5, Drd 5

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

**Casting Time:** 24 hours

**Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a –4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)
Third, any dead body interred in a hallowed site cannot be turned into an undead creature. Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again. Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells’ effects. (See the individual spell descriptions for details.) An area can receive only one hallow spell (and its associated spell effect) at a time. Hallow counters but does not dispel unhallow.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain
Illusion (Glamer)
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)
Area: One 30-ft. cube/level (S)
Duration: 2 hours/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig, and a bit of green plant.

Halt Undead
Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes
This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

Harm
Necromancy
Level: Clr 6, Destruction 6
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half; see text
Spell Resistance: Yes
Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount, but it cannot reduce the target’s hit points to less than 1.
If used on an undead creature, harm acts like heal.
Haste
Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The transmuted creatures move and act more quickly than normal. This extra speed has several effects.
When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is
made using the creature’s full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not
cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you
can’t use it to cast a second spell or otherwise take an extra action in the round.)
A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes
you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.
All of the hasted creature’s modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30
feet, to a maximum of twice the subject’s normal speed using that form of movement. This increase counts as an
enhancement bonus, and it affects the creature’s jumping distance as normal for increased speed.
Multiple haste effects don’t stack. Haste dispels and counters slow.
Material Component: A shaving of licorice root.

Heal
Conjuration (Healing)
Level: Clr 6, Drd 7, Healing 6
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and
all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened,
diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points
damage per level of the caster, to a maximum of 150 points at 15th level.
Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.
If used against an undead creature, heal instead acts like harm.

Heal, Mass
Conjuration (Healing)
Level: Clr 9, Healing 9
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

Heal Mount
Conjuration (Healing)
Level: Pal 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Your mount touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell functions like *heal*, but it affects only the paladin’s special mount (typically a warhorse).

**Heat Metal**

*Transmutation [Fire]*

**Level:** Drd 2, Sun 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

**Duration:** 7 rounds

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

**Spell Resistance:** Yes (object)

*Heat metal* makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature’s possession uses the creature’s saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it’s not wearing metal armor and the metal that it’s carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell’s duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

<table>
<thead>
<tr>
<th>Round</th>
<th>Metal Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Warm</td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>3–5</td>
<td>Searing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7</td>
<td>Warm</td>
<td>None</td>
</tr>
</tbody>
</table>

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

*Heat metal* counters and dispels *chill metal*.

**Helping Hand**

*Evocation*

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 5 miles

**Effect:** Ghostly hand

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

<table>
<thead>
<tr>
<th>Distance</th>
<th>Time to Locate</th>
</tr>
</thead>
<tbody>
<tr>
<td>100 ft. or less</td>
<td>1 round</td>
</tr>
<tr>
<td>1,000 ft.</td>
<td>1 minute</td>
</tr>
<tr>
<td>1 mile</td>
<td>10 minutes</td>
</tr>
<tr>
<td>2 miles</td>
<td>1 hour</td>
</tr>
<tr>
<td>3 miles</td>
<td>2 hours</td>
</tr>
<tr>
<td>4 miles</td>
<td>3 hours</td>
</tr>
<tr>
<td>5 miles</td>
<td>4 hours</td>
</tr>
</tbody>
</table>

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction,
indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you. If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject. If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears. The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can’t pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Heroes’ Feast
Conjuration [Creation]
Level: Brd 6, Clr 6
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Feast for one creature/level
Duration: 1 hour plus 12 hours; see text
Saving Throw: None
Spell Resistance: No
You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.
If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Heroism
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 5, Sor/Wiz 6
Duration: 1 min./level
This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hide from Animals
Abjuration
Level: Drd 1, Rgr 1
Components: S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One creature touched/level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Undead
Abjuration
Level: Clr 1
Components: V, S, DF
 Casting Time: 1 standard action
Range: Touch
Targets: One touched creature/level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can’t see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Hideous Laughter
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 1, Sor/Wiz 2
Components: V, S, M
 Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature; see text
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster’s receives a +4 bonus on its saving throw, because humor doesn’t “translate” well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Animal
Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 2, Drd 2, Rgr 2
Components: V, S
Target: One animal

This spell functions like hold person, except that it affects an animal instead of a humanoid.

Hold Monster
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 4, Law 6, Sor/Wiz 5
Components: V, S, M/DF
Target: One living creature

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass
**Enchantment (Compulsion) [Mind-Affecting]**

**Level:** Sor/Wiz 9

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

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

---

**Hold Person**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Clr 2, Sor/Wiz 3

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

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One humanoid creature

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

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

**Spell Resistance:** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can’t swim and may drown.

**Arcane Focus:** A small, straight piece of iron.

---

**Hold Person, Mass**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 7

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

---

**Hold Portal**

Abjuration

**Level:** Sor/Wiz 1

**Component:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One portal, up to 20 sq. ft./level

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

---

**Holy Aura**

Abjuration [Good]

**Level:** Clr 8, Good 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

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

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.
Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura’s save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite
Evocation [Good]
Level: Good 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous (1 round); see text
Saving Throw: Will partial; see text
Spell Resistance: Yes
You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.
The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.
The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword
Evocation [Good]
Level: Pal 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No
This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a magic circle against evil effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time.
If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way.
This spell does not work on artifacts.
Note: A masterwork weapon’s bonus to attack does not stack with an enhancement bonus to attack.

Holy Word
Evocation [Good, Sonic]
Level: Clr 7, Good 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: Nongood creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes
Any nongood creature within the area that hears the holy word suffers the following ill effects.

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equal to caster level</td>
<td>Deafened</td>
</tr>
<tr>
<td>Up to caster level</td>
<td>−1 Blinded, deafened</td>
</tr>
<tr>
<td>Up to caster level</td>
<td>−5 Paralyzed, blinded, deafened</td>
</tr>
</tbody>
</table>
Up to caster level –10 Killed, paralyzed, blinded, deafened
The effects are cumulative and concurrent. No saving throw is allowed against these effects.

*Deafened:* The creature is deafened for 1d4 rounds.
*Blinded:* The creature is blinded for 2d4 rounds.
*Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.
*Killed:* Living creatures die. Undead creatures are destroyed.

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

### Horrid Wilting
**Necromancy**
**Level:** Sor/Wiz 8, Water 8
**Components:** V, S, M/DF
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Targets:** Living creatures, no two of which can be more than 60 ft. apart
**Duration:** Instantaneous
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

**Arcane Material Component:** A bit of sponge.

### Hypnotic Pattern
**Illusion (Pattern) [Mind-Affecting]**
**Level:** Brd 2, Sor/Wiz 2
**Components:** V (Brd only), S, M; see text
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Colorful lights in a 10-ft.-radius spread
**Duration:** Concentration + 2 rounds
**Saving Throw:** Will negates
**Spell Resistance:** Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

**Material Component:** A glowing stick of incense or a crystal rod filled with phosphorescent material.

### Hypnotism
**Enchantment (Compulsion) [Mind-Affecting]**
**Level:** Brd 1, Sor/Wiz 1
**Components:** V, S
**Casting Time:** 1 round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** Several living creatures, no two of which may be more than 30 ft. apart
**Duration:** 2d4 rounds (D)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that
can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of −2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

**Ice Storm**

Evocation [Cold]

**Level:** Drd 4, Sor/Wiz 4, Water 5  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Cylinder (20-ft. radius, 40 ft. high)  
**Duration:** 1 full round  
**Saving Throw:** None  
**Spell Resistance:** Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A −4 penalty applies to each Listen check made within the ice storm’s effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

**Arcane Material Component:** A pinch of dust and a few drops of water.

**Identify**

Divination  

**Level:** Brd 1, Magic 2, Sor/Wiz 1  
**Components:** V, S, M/DF  
**Casting Time:** 1 hour  
**Range:** Touch  
**Targets:** One touched object  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). *Identify* does not function when used on an artifact.

**Arcane Material Component:** A pinch of dust and a few drops of water with an owl feather; the infusion must be drunk prior to spellcasting.

**Illusory Script**

Illusion (Phantasm) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 minute or longer; see text  
**Range:** Touch  
**Target:** One touched object weighing no more than 10 lb.  
**Duration:** One day/level (D)  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it’s unintelligible to any other character, although an illusionist recognizes it as *illusory script*. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include “Close the book and leave,” “Forget the existence of the book,” and so
forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

**Material Component:** A lead-based ink (cost of not less than 50 gp).

**Illusory Wall**
Illusion (Figment)
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Image 1 ft. by 10 ft. by 10 ft.
Duration: Permanent
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

**Imbue with Spell Ability**
Evocation
Level: Clr 4, Magic 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Creature touched; see text
Duration: Permanent until discharged (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can’t exceed this limit.

<table>
<thead>
<tr>
<th>HD of Recipient</th>
<th>Spells Imbued</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 or lower</td>
<td>One 1st-level spell</td>
</tr>
<tr>
<td>3–4</td>
<td>One or two 1st-level spells</td>
</tr>
<tr>
<td>5 or higher</td>
<td>One or two 1st-level spells and one 2nd-level spell</td>
</tr>
</tbody>
</table>

The transferred spell’s variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

**Implosion**
Evocation
Level: Clr 9, Destruction 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One corporeal creature/round
Duration: Concentration (up to 4 rounds)
Saving Throw: Fortitude negates
Spell Resistance: Yes
You create a destructive resonance in a corporeal creature’s body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.) You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

**Implosion**

Abjuration

**Level:** Sor/Wiz 9  

**Components:** V, S  

**Casting Time:** 1 standard action  

**Range:** Touch  

**Target:** Creature touched  

**Duration:** Instantaneous  

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

**Spell Resistance:** Yes

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient, but will reveal where it is entombed. If you know the target’s name and some facts about its life, the target takes a –4 penalty on its save.

**Incendiary Cloud**

Conjuration (Creation) [Fire]  

**Level:** Fire 8, Sor/Wiz 8  

**Components:** V, S  

**Casting Time:** 1 standard action  

**Range:** Medium (100 ft. + 10 ft./level)  

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high  

**Duration:** 1 round/level  

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

**Spell Resistance:** No

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage. As with a cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke’s new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder’s spread thereafter. As with fog cloud, wind disperses the smoke, and the spell can’t be cast underwater.

**Inflict Critical Wounds**

Necromancy  

**Level:** Clr 4, Destruction 4  

This spell functions like inflict light wounds, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

**Inflict Critical Wounds, Mass**

Necromancy  

**Level:** Clr 8  

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

**Inflict Light Wounds**

Necromancy  

**Level:** Clr 1, Destruction 1  

**Components:** V, S  

**Casting Time:** 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds, Mass
Necromancy
Level: Clr 5, Destruction 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies. Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Minor Wounds
Necromancy
Level: Clr 0
Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate Wounds
Necromancy
Level: Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Moderate Wounds, Mass
Necromancy
Level: Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Inflict Serious Wounds
Necromancy
Level: Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Serious Wounds, Mass
Necromancy
Level: Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Insanity
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The affected creature suffers from a continuous confusion effect, as the spell. Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

Insect Plague
Conjuration (Summoning)
Level: Clr 5, Drd 5
Components: V, S, DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won’t pursue creatures that flee.

Instant Summons
Conjuration ( Summoning)
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: See text
Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand. First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

Interposing Hand
Evocation [Force]
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand
then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature’s attacks. Directing the spell to a new target is a move action.

**Focus:** A soft glove.

---

### Invisibility

*Illusion (Glamer)*

**Level:** Brd 2, Sor/Wiz 2, Trickery 2

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

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lb./level

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)

**Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

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

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

**Arcane Material Component:** An eyelash encased in a bit of gum arabic.

### Invisibility, Greater

*Illusion (Glamer)*

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S

**Target:** You or creature touched

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

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

This spell functions like *invisibility*, except that it doesn’t end if the subject attacks.

### Invisibility, Mass

*Illusion (Glamer)*

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** Any number of creatures, no two of which can be more than 180 ft. apart
This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

*Material Component:* An eyelash encased in a bit of gum arabic.

### Invisibility Purge

**Evocation**

**Level:** Clr 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

### Invisibility Sphere

**Illusion (Glamer)**

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Area:** 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

### Iron Body

**Transmutation**

**Level:** Earth 8, Sor/Wiz 8

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can’t use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

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

*Arcane Material Component:* A small piece of iron that was once part of either an iron golem, a hero’s armor, or a war machine.

### Ironwood

**Transmutation**

**Level:** Drd 6

**Components:** V, S, M
Casting Time: 1 minute/lb. created
Range: 0 ft.
Effect: An ironwood object weighing up to 5 lb./level
Duration: One day/level (D)
Saving Throw: None
Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn. Using this spell with wood shape or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended ironwood object.

Irresistible Dance
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 6, Sor/Wiz 8
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Jump
Transmutation
Level: Drd 1, Rgr 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper’s hind leg, which you break when the spell is cast.

Keen Edge
Transmutation
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as
arrows, rather than as thrown weapons, for the purpose of this spell.)
Multiple effects that increase a weapon’s threat range (such as the keen edge spell and the Improved Critical feat) don’t stack. You can’t cast this spell on a natural weapon, such as a claw.

Knock
Transmutation
Level: Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No
The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Know Direction
Divination
Level: Brd 0, Drd 0
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
You instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

Legend Lore
Divination
Level: Brd 4, Knowledge 7, Sor/Wiz 6
Components: V, S, M, F
Casting Time: See text
Range: Personal
Target: You
Duration: See text
Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).
During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.
Material Component: Incense worth at least 250 gp.
Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Lesser (Spell Name)
Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name.
Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells confusion, geas, globe of invulnerability, planar ally, planar binding, and restoration.

**Levitate**

Transmutation  
**Level:** Sor/Wiz 2  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Personal or close (25 ft. + 5 ft./2 levels)  
**Target:** You or one willing creature or one object (total weight up to 100 lb./level)  
**Duration:** 1 min./level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

**Focus:** Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

**Light**

Evocation [Light]  
**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0  
**Components:** V, M/DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 min./level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

**Arcane Material Component:** A firefly or a piece of phosphorescent moss.

**Lightning Bolt**

Evocation [Electricity]  
**Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** 120 ft.  
**Area:** 120-ft. line  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell’s range permits; otherwise, it stops at the barrier just as any other spell effect does.

**Material Component:** A bit of fur and an amber, crystal, or glass rod.
Limited Wish
Universal
Level: Sor/Wiz 7
Components: V, S, XP
Casting Time: 1 standard action
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: Yes

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it’s of a prohibited school.
- Duplicate any other spell of 4th level or lower, even if it’s of a prohibited school.
- Undo the harmful effects of many spells, such as geas/quest or insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a −7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost: 300 XP or more (see above).

Liveoak
Transmutation
Level: Drd 6
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: Tree touched
Duration: One day/level (D)
Saving Throw: None
Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can’t cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect. Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature
Divination
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Duration: 10 min./level

This spell functions like locate object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Material Component: A bit of fur from a bloodhound.

Locate Object
Divination
Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No
You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Arcane Focus: A forked twig.

Longstrider
Transmutation
Level: Drd 1, Rgr 1, Travel 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Lullaby
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Living creatures within a 10-ft.-radius burst
Duration: Concentration + 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes
Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Listen and Spot checks and a –2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Mage Armor
Conjuration (Creation) [Force]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No
An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC. Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can’t bypass it the way they do normal armor.

Focus: A piece of cured leather.

Mage Hand
Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No
You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range.

Mage’s Disjunction
Abjuration
Level: Magic 9, Sor/Wiz 9
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: All magical effects and magic items within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No
All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature’s possession uses its own Will save bonus or its possessor’s Will save bonus, whichever is higher. You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)
Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage’s Faithful Hound
Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Phantom watchdog
Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw: None
Spell Resistance: No
You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.
If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. The dog is considered ready to bite intruders, so it delivers its first bite on the intruder’s turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.
Material Component: A tiny silver whistle, a piece of bone, and a thread.

Mage’s Lucubration
Transmutation
Level: Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion. If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mage’s Magnificent Mansion
Conjuration (Creation)
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No
You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.
You can create any floor plan you desire to the limit of the spell’s effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.
Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.
Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

Mage’s Private Sanctum
Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft. cube/level (S)
Duration: 24 hours (D)
Saving Throw: None
Spell Resistance: No
This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.
Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.
The spell does not prevent creatures or objects from moving into and out of the area.
Mage’s private sanctum can be made permanent with a permanency spell.
Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mage’s Sword
Evocation [Force]

**Level:** Sor/Wiz 7  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One sword  
**Duration:** 1 round/level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round’s target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword’s AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mage’s sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

**Focus:** A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

Magic Aura

Illusion (Glamer)  
**Level:** Brd 1, Magic 1, Sor/Wiz 1  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One touched object weighing up to 5 lb./level  
**Duration:** One day/level (D)  
**Saving Throw:** None; see text  
**Spell Resistance:** No

You alter an item’s aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object’s actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item’s own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn’t work.

*Note:* A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

**Focus:** A small square of silk that must be passed over the object that receives the aura.

Magic Circle against Chaos

Abjuration [Lawful]  
**Level:** Clr 3, Law 3, Pal 3, Sor/Wiz 3  
This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

Abjuration [Good]  
**Level:** Clr 3, Good 3, Pal 3, Sor/Wiz 3  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action
**Range:** Touch  
**Area:** 10-ft.-radius emanation from touched creature  
**Duration:** 10 min./level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** No; see text.

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. You must overcome a creature’s spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies’ spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle’s boundaries. If a creature too large to fit into the spell’s area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature’s extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 minutes when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.  
**Arcane Material Component:** A little powdered silver with which you trace a 3-footdiameter circle on the floor (or ground) around the creature to be warded.

**Magic Circle against Good**  
*Abjuration* [Evil]  
**Level:** Cdr 3, Evil 3, Sor/Wiz 3  
This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

**Magic Circle against Law**  
*Abjuration* [Chaotic]  
**Level:** Chaos 3, Cdr 3, Sor/Wiz 3  
This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

**Magic Fang**  
*Transmutation*  
**Level:** Drd 1, Rgr 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

*Magic fang* gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike’s damage from nonlethal damage to lethal damage.)

*Magic fang* can be made permanent with a *permanency* spell.

**Magic Fang, Greater**
Transmutation
Level: Drd 3, Rgr 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).
Alternatively, you may imbue all of the creature’s natural weapons with a +1 enhancement bonus (regardless of your caster level).

*Greater magic fang* can be made permanent with a *permanency* spell.

**Magic Jar**
Necromancy
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 hour/level or until you return to your body
Saving Throw: Will negates; see text
Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.
While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature’s soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host’s life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can’t choose to activate the body’s extraordinary or supernatural abilities. The creature’s spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If
the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host’s location.

Focus: A gem or crystal worth at least 100 gp.

Magic Missile
Evocation [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can’t be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Mouth
Illusion (Glamer)
Level: Brd 1, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Permanent until discharged
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a permanency spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Magic Stone
Transmutation
Level: Clr 1, Drd 1, Earth 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: Up to three pebbles touched
**Duration:** 30 minutes or until discharged  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell’s enhancement bonus), or 2d6+2 points against undead.

**Magic Vestment**  
Transmutation  
**Level:** Clr 3, Strength 3, War 3  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Armor or shield touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

**Magic Weapon**  
Transmutation  
**Level:** Clr 1, Pal 1, Sor/Wiz 1, War 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 min./level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon’s +1 bonus on attack rolls.)

You can’t cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk’s unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Magic Weapon, Greater**  
Transmutation  
**Level:** Clr 4, Pal 3, Sor/Wiz 3  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

*Arcane Material Component: Powdered lime and carbon.*

**Major Creation**  
Conjuration (Creation)  
**Level:** Sor/Wiz 5  
**Casting Time:** 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)  
Duration: See text  
This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

<table>
<thead>
<tr>
<th>Hardness and Rarity</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vegetable matter</td>
<td>2 hr./level</td>
</tr>
<tr>
<td>Stone, crystal, base metals</td>
<td>1 hr./level</td>
</tr>
<tr>
<td>Precious metals</td>
<td>20 min./level</td>
</tr>
<tr>
<td>Gems</td>
<td>10 min./level</td>
</tr>
<tr>
<td>Rare metal†</td>
<td>1 round/level</td>
</tr>
</tbody>
</table>

† Includes adamantine, alchemical silver, and mithral. You can’t use major creation to create a cold iron item.

Make Whole
Transmutation  
Level: Clr 2  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One object of up to 10 cu. ft./level  
This spell functions like mending, except that make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mark of Justice
Necromancy  
Level: Clr 5, Pal 4  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Touch  
Target: Creature touched  
Duration: Permanent; see text  
Saving Throw: None  
Spell Resistance: Yes  
You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

Mass (Spell Name)
Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells bear’s endurance, bull’s strength, cat’s grace, charm monster, cure critical
wounds, cure light wounds, cure moderate wounds, cure serious wounds, eagle’s splendor, enlarge person, fox’s cunning, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, owl’s wisdom, reduce person, and suggestion.

Maze
Conjuration (Teleportation)
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes
You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn’t escape, the maze disappears after 10 minutes, forcing the subject to leave.
On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone
Transmutation [Earth]
Level: Clr 3, Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.
While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone’s complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.
Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell’s duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.
The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals you 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Mending
Transmutation
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.
Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item’s magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

**Message**  
Transmutation [Language-Dependent]  
**Level:** Brd 0, Sor/Wiz 0  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One creature/level  
**Duration:** 10 min./level  
**Saving Throw:** None  
**Spell Resistance:** No  
You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path’s entire length lies within the spell’s range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn’t transcend language barriers.  
*Note:* To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.  
**Focus:** A short piece of copper wire.

**Meteor Swarm**  
Evocation [Fire]  
**Level:** Sor/Wiz 9  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Four 40-ft.-radius spreads; see text  
**Duration:** Instantaneous  
**Saving Throw:** None or Reflex half; see text  
**Spell Resistance:** Yes  
*Meteor swarm* is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.  
If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere’s fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target’s space. You may aim more than one meteor at the same target.  
Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere’s damage individually.)

**Mind Blank**  
Abjuration  
**Level:** Protection 8, Sor/Wiz 8  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject’s mind or to gain
information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn’t detected. Scrying attempts that are targeted specifically at the subject do not work at all.

**Mind Fog**

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 30 minutes and 2d6 rounds; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Mind fog* produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round. The fog is thin and does not significantly hamper vision.

**Minor Creation**

*Conjuration (Creation)*

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

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

**Saving Throw:** None

**Spell Resistance:** No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

*Material Component:* A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

**Minor Image**

*Illusion (Figment)*

**Level:** Brd 2, Sor/Wiz 2

**Duration:** Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

**Miracle**

*Evocation*

**Level:** Clr 9, Luck 9

**Components:** V, S, XP; see text

**Casting Time:** 1 standard action

**Range:** See text

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

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** Yes

You don’t so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

*A miracle* can do any of the following things.

• Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).

• Duplicate any other spell of 7th level or lower.

• Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
• Have any effect whose power level is in line with the above effects. If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

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

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

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

**XP Cost:** 5,000 XP (for some uses of the *miracle* spell; see above).

---

**Mirage Arcana**

*Illusion (Glamer)*

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Area:** One 20-ft. cube/level (S)

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

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can’t disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

---

**Mirror Image**

*Illusion (Figment)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal; see text

**Target:** You

**Duration:** 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

*Mirror image* creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image*. When you and the *mirror image* separate, observers can’t use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image’s AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they’re burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

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

---

**Misdirection**

*Illusion (Glamer)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature or object, up to a 10-ft. cube in size

**Duration:** 1 hour/level
**Saving Throw:** None or Will negates; see text
**Spell Resistance:** No
By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

**Mislead**
Illusion (Figment, Glamer)
**Level:** Brd 5, Luck 6, Sor/Wiz 6, Trickery 6
**Components:** S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target/Effect:** You/one illusory double
**Duration:** 1 round/level (D) and concentration + 3 rounds; see text
**Saving Throw:** None or Will disbelief (if interacted with); see text
**Spell Resistance:** No
You become invisible (as improved invisibility, a glamer), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don’t notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.
The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per level, regardless of concentration.

**Mnemonic Enhancer**
Transmutation
**Level:** Wiz 4
**Components:** V, S, M, F
**Casting Time:** 10 minutes
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.
**Prepare:** You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.
**Retain:** You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.
In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).
**Material Component:** A piece of string, and ink consisting of squid secretion with black dragon’s blood.
**Focus:** An ivory plaque of at least 50 gp value.

**Modify Memory**
Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 4
**Components:** V, S
**Casting Time:** 1 round; see text
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** Permanent
**Saving Throw:** Will negates
**Spell Resistance:** Yes
You reach into the subject’s mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell’s range during this time, the spell is lost.

A modified memory does not necessarily affect the subject’s actions, particularly if it contradicts the creature’s natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddied by too much wine.

**Moment of Prescience**

**Divination**

**Level:** Luck 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell’s duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn’t take an action; you can even activate it on another character’s turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can’t have more than one *moment of prescience* active on you at the same time.

**Mount**

**Conjuration (Summoning)**

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One mount

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

*Material Component:* A bit of horse hair.

**Move Earth**

**Transmutation [Earth]**

**Level:** Drd 6, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** See text

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Move earth* moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth
reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Neutralize Poison
Conjuration (Healing)
Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature or object of up to 1 cu. ft./level touched
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don’t go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren’t postponed until after the duration — the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster’s option.


Nightmare
Illusion (Phantasm) [Mind-Affecting, Evil]
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

<table>
<thead>
<tr>
<th>Knowledge</th>
<th>Will Save Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>+10</td>
</tr>
<tr>
<td>Secondhand (you have heard of the subject)</td>
<td>+5</td>
</tr>
<tr>
<td>Firsthand (you have met the subject)</td>
<td>+0</td>
</tr>
<tr>
<td>Familiar (you know the subject well)</td>
<td>-5</td>
</tr>
</tbody>
</table>

1 You must have some sort of connection to a creature you have no knowledge of.

Connection
Will Save Modifier
Likeness or picture    -2
Possession or garment  -4
Body part, lock of hair, bit of nail, etc.  -10

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.
If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.) Creatures who don’t sleep (such as elves, but not half-elves) or dream are immune to this spell.

Non-detection
Abjuration
Level: Rgr 4, Sor/Wiz 3, Trickery 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Non-detection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast non-detection. If you cast non-detection on yourself or on an item currently in your possession, the DC is 15 + your caster level.
If cast on a creature, non-detection wards the creature’s gear as well as the creature itself.
Material Component: A pinch of diamond dust worth 50 gp.

Obscure Object
Abjuration
Level: Brd 1, Clr 3, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: One object touched of up to 100 lb./level
Duration: 8 hours (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).
Arcane Material Component: A piece of chameleon skin.

Obscuring Mist
Conjuration (Creation)
Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No
A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell’s area. A wall of fire burns away the fog in the area into which it deals damage.
This spell does not function underwater.

Open/Close
Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S, F  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Object weighing up to 30 lb. or portal that can be opened or closed  
Duration: Instantaneous  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)  
You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell’s ability to affect.  
Focus: A brass key.

Order’s Wrath  
Evocation [Lawful]  
Level: Law 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Nonlawful creatures within a burst that fills a 30-ft. cube  
Duration: Instantaneous (1 round); see text  
Saving Throw: Will partial; see text  
Spell Resistance: Yes  
You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.  
The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.  
The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Overland Flight  
Transmutation  
Level: Sor/Wiz 5  
Components: V, S  
Range: Personal  
Target: You  
Duration: 1 hour/level  
This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Owl’s Wisdom  
Transmutation  
Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes  
The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl’s wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.  
Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.
Owl’s Wisdom, Mass
Transmutation
Level: Clr 6, Drd 6, Sor/Wiz 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
This spell functions like owl’s wisdom, except that it affects multiple creatures.

Passwall
Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No
You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall’s thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.
Material Component: A pinch of sesame seeds.

Pass without Trace
Transmutation
Level: Drd 1, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One creature/level touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Permanency
Universal
Level: Sor/Wiz 5
Components: V, S, XP
Casting Time: 2 rounds
Range: See text
Target, Effect, or Area: See text
Duration: Permanent; see text
Saving Throw: None
Spell Resistance: No
This spell makes certain other spells permanent.
Depending on the spell, you must be of a minimum caster level and must expend a number of XP.
You can make the following spells permanent in regard to yourself.

<table>
<thead>
<tr>
<th>Spell</th>
<th>Minimum Caster Level</th>
<th>Minimum XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane sight</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Comprehend languages</td>
<td>9th</td>
<td>500 XP</td>
</tr>
</tbody>
</table>
Darkvision 10th 1,000 XP
Detect magic 9th 500 XP
Read magic 9th 500 XP
See invisibility 10th 1,000 XP
Tongues 11th 1,500 XP

You cast the desired spell and then follow it with the permanency spell. You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

### Minimum

<table>
<thead>
<tr>
<th>Spell</th>
<th>Minimum Caster Level</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enlarge person</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Magic fang</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Magic fang, greater</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Reduce person</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Resistance</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Telepathic bond(^1)</td>
<td>13th</td>
<td>2,500 XP</td>
</tr>
</tbody>
</table>

\(^1\) Only bonds two creatures per casting of permanency.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

### Minimum

<table>
<thead>
<tr>
<th>Spell</th>
<th>Minimum Caster Level</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alarm</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Animate objects</td>
<td>14th</td>
<td>3,000 XP</td>
</tr>
<tr>
<td>Dancing lights</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Ghost sound</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Gust of wind</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Invisibility</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
<tr>
<td>Mage’s private sanctum</td>
<td>13th</td>
<td>2,500 XP</td>
</tr>
<tr>
<td>Magic mouth</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
<tr>
<td>Phase door</td>
<td>15th</td>
<td>3,500 XP</td>
</tr>
<tr>
<td>Prismatic sphere</td>
<td>17th</td>
<td>4,500 XP</td>
</tr>
<tr>
<td>Prismatic wall</td>
<td>16th</td>
<td>4,000 XP</td>
</tr>
<tr>
<td>Shrink item</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Solid fog</td>
<td>12th</td>
<td>2,000 XP</td>
</tr>
<tr>
<td>Stinking cloud</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Symbol of death</td>
<td>16th</td>
<td>4,000 XP</td>
</tr>
<tr>
<td>Symbol of fear</td>
<td>14th</td>
<td>3,000 XP</td>
</tr>
<tr>
<td>Symbol of insanity</td>
<td>16th</td>
<td>4,000 XP</td>
</tr>
<tr>
<td>Symbol of pain</td>
<td>13th</td>
<td>2,500 XP</td>
</tr>
<tr>
<td>Symbol of persuasion</td>
<td>14th</td>
<td>3,000 XP</td>
</tr>
<tr>
<td>Symbol of sleep</td>
<td>16th</td>
<td>4,000 XP</td>
</tr>
<tr>
<td>Symbol of stunning</td>
<td>15th</td>
<td>3,500 XP</td>
</tr>
<tr>
<td>Symbol of weakness</td>
<td>15th</td>
<td>3,500 XP</td>
</tr>
<tr>
<td>Teleportation circle</td>
<td>17th</td>
<td>4,500 XP</td>
</tr>
<tr>
<td>Wall of fire</td>
<td>12th</td>
<td>2,000 XP</td>
</tr>
<tr>
<td>Wall of force</td>
<td>13th</td>
<td>2,500 XP</td>
</tr>
<tr>
<td>Web</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
</tbody>
</table>

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal.

XP Cost: See tables above.
Permanent Image
Illusion (Figment)
**Level:** Brd 6, Sor/Wiz 6
**Effect:** Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
**Duration:** Permanent (D)
This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.
**Material Component:** A bit of fleece plus powdered jade worth 100 gp.

Persistent Image
Illusion (Figment)
**Level:** Brd 5, Sor/Wiz 5
**Duration:** 1 min./level (D)
This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.
**Material Component:** A bit of fleece and several grains of sand.

Phantasmal Killer
Illusion (Phantasm) [Fear, Mind-Affecting]
**Level:** Sor/Wiz 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; see text
**Spell Resistance:** Yes
You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject’s subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell’s subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.
If the subject of a *phantasmal killer* attack succeeds in disbeliefing and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed
Conjuration (Creation)
**Level:** Brd 3, Sor/Wiz 3
**Components:** V, S
**Casting Time:** 10 minutes
**Range:** 0 ft.
**Effect:** One quasi-real, horselike creature
**Duration:** 1 hour/level (D)
**Saving Throw:** None
**Spell Resistance:** No
You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.
The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider’s weight plus up to 10 pounds per caster level.
These mounts gain certain powers according to caster level. A mount’s abilities include those of mounts of lower caster levels.
8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).
12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

Phantom Trap
Illusion (Glamer)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Phase Door
Conjuration (Creation)
Level: Sor/Wiz 7, Travel 8
Components: V
Casting Time: 1 standard action
Range: 0 ft.
Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: One usage per two levels
Saving Throw: None
Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use. A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify. Phase door can be made permanent with a permanency spell.

Planar Ally
Conjuration (Calling) [see text for lesser planar ally]
Level: Clr 6
Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

Planar Ally, Greater
Conjuration (Calling) [see text for lesser planar ally]
Level: Clr 8
Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.
This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.
XP Cost: 500 XP.

**Planar Ally, Lesser**
Conjuration (Calling) [see text]
Level: Clr 4
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called elemental or outsider of 6 HD or less
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity’s choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature’s name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).
You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.
The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature’s alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services.
The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.
A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.
A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature’s ethos, it may halve or even waive the payment.
At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).
*Note:* When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
XP Cost: 100 XP.

**Planar Binding**
Conjuration (Calling) [see text for *lesser planar binding*]
Level: Sor/Wiz 6
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear
This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

**Planar Binding, Greater**
Conjuration (Calling) [see text for *lesser planar binding*]
Level: Sor/Wiz 8
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.
This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three
creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser
Conjuration (Calling) [see text]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text
Target: One elemental or outsider with 6 HD or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell’s range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual’s proper name in casting the spell. The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature’s Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Plane Shift
Conjuration (Teleportation)
Level: Clr 5, Sor/Wiz 7
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Plant Growth
Transmutation

**Level:** Drd 3, Plant 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text

**Target or Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Plant growth* has different effects depending on the version chosen.

**Overgrowth:** This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

**Enrichment:** This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

*Plant growth* counters *diminish plants.*

This spell has no effect on plant creatures.

Poison

Necromancy

**Level:** Clr 4, Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous; see text

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

**Spell Resistance:** Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Polar Ray

Evocation [Cold]

**Level:** Sor/Wiz 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

*Focus:* A small, white ceramic cone or prism.

Polymorph

Transmutation

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing living creature touched

**Duration:** 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can’t have more Hit Dice than your caster level (or the subject’s HD, whichever is lower), to a maximum of 15 HD at 15th level. You can’t cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject’s creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

*Material Component:* An empty cocoon.

### Polymorph Any Object

**Transmutation**

**Level:** Sor/Wiz 8, Trickery 8

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

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature, or one nonmagical object of up to 100 cu. ft./level

**Duration:** See text

**Saving Throw:** Fortitude negates (object); see text

**Spell Resistance:** Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

<table>
<thead>
<tr>
<th>Changed Subject Is</th>
<th>Increase to Duration Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Same kingdom (animal, vegetable, mineral)</td>
<td>+5</td>
</tr>
<tr>
<td>Same class (mammals, fungi, metals, etc.)</td>
<td>+2</td>
</tr>
<tr>
<td>Same size</td>
<td>+2</td>
</tr>
<tr>
<td>Related (twig is to tree, wolf fur is to wolf, etc.)</td>
<td>+2</td>
</tr>
<tr>
<td>Same or lower Intelligence</td>
<td>+2</td>
</tr>
</tbody>
</table>

1 Add all that apply. Look up the total on the next table.

<table>
<thead>
<tr>
<th><strong>Duration Factor</strong></th>
<th><strong>Duration</strong></th>
<th><strong>Example</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>20 minutes</td>
<td>Pebble to human</td>
</tr>
<tr>
<td>2</td>
<td>1 hour</td>
<td>Marionette to human</td>
</tr>
<tr>
<td>4</td>
<td>3 hours</td>
<td>Human to marionette</td>
</tr>
<tr>
<td>5</td>
<td>12 hours</td>
<td>Lizard to manticore</td>
</tr>
<tr>
<td>6</td>
<td>2 days</td>
<td>Sheep to wool coat</td>
</tr>
<tr>
<td>7</td>
<td>1 week</td>
<td>Shrew to manticore</td>
</tr>
<tr>
<td>9+</td>
<td>Permanent</td>
<td>Manticore to shrew</td>
</tr>
</tbody>
</table>

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn’t have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren’t affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.
This spell can also be used to duplicate the effects of polymorph, flesh to stone, stone to flesh, transmute mud to rock, transmute water to dust, or transmute rock to mud.

Arcane Material Component: Mercury, gum arabic, and smoke.

Power Word Blind
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7, War 7
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature with 200 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes
You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature that currently has 201 or more hit points is unaffected by power word blind.

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 or less</td>
<td>Permanent</td>
</tr>
<tr>
<td>51–100</td>
<td>1d4+1 minutes</td>
</tr>
<tr>
<td>101–200</td>
<td>1d4+1 rounds</td>
</tr>
</tbody>
</table>

Power Word Kill
Enchantment (Compulsion) [Death, Mind-Affecting]
Level: Sor/Wiz 9, War 9
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

Power Word Stun
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8, War 8
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature with 150 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes
You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 or less</td>
<td>4d4 rounds</td>
</tr>
<tr>
<td>51–100</td>
<td>2d4 rounds</td>
</tr>
<tr>
<td>101–150</td>
<td>1d4 rounds</td>
</tr>
</tbody>
</table>

Prayer
Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 3, Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 40 ft.
Area: All allies and foes within a 40-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes
You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

Prestidigitation
Universal
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 hour
Saving Throw: See text
Spell Resistance: No
Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere
Abjuration
Level: Protection 9, Sor/Wiz 9, Sun 9
Components: V
Range: 10 ft.
Effect: 10-ft.-radius sphere centered on you
This spell functions like prismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere’s blindness effect on creatures with less than 8 HD lasts 2d4x10 minutes.
You can pass into and out of the prismatic sphere and remain near it without harm. However, when you’re inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.
Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.
The colors of the sphere have the same effects as the colors of a prismatic wall. Prismatic sphere can be made permanent with a permanency spell.

Prismatic Spray
Evocation
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes
This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a
different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature
in the area is randomly struck by one or more beams, which have additional effects.

<table>
<thead>
<tr>
<th>1d8</th>
<th>Color of Beam</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Red</td>
<td>20 points fire damage (Reflex half)</td>
</tr>
<tr>
<td>1</td>
<td>Orange</td>
<td>40 points acid damage (Reflex half)</td>
</tr>
<tr>
<td>2</td>
<td>Yellow</td>
<td>80 points electricity damage (Reflex half)</td>
</tr>
<tr>
<td>3</td>
<td>Green</td>
<td>Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)</td>
</tr>
<tr>
<td>4</td>
<td>Blue</td>
<td>Turned to stone (Fortitude negates)</td>
</tr>
<tr>
<td>5</td>
<td>Indigo</td>
<td>Insane, as insanity spell (Will negates)</td>
</tr>
<tr>
<td>6</td>
<td>Violet</td>
<td>Sent to another plane (Will negates)</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>Struck by two rays; roll twice more, ignoring any “8” results.</td>
</tr>
</tbody>
</table>

**Prismatic Wall**

*Abjuration*

*Level:* Sor/Wiz 8

*Components:* V, S

*Casting Time:* 1 standard action

*Range:* Close (25 ft. + 5 ft./2 levels)

*Effect:* Wall 4 ft./level wide, 2 ft./level high

*Duration:* 10 min./level (D)

*Saving Throw:* See text

*Spell Resistance:* See text

*Prismatic wall* creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of
attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you
can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20
feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall’s maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast
to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which
they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each
color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be
brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage’s disjunction* spell destroys a
*prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and greater *dispel magic* cannot dispel the wall or
anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each
color present.

*Prismatic wall* can be made permanent with a *permanency* spell.

<table>
<thead>
<tr>
<th>Color</th>
<th>Order</th>
<th>Effect of Color</th>
<th>Negated By</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td>1st</td>
<td>Stops nonmagical ranged weapons. Dealt 20 points of fire damage (Reflex half).</td>
<td><em>Cone of cold</em></td>
</tr>
<tr>
<td>Orange</td>
<td>2nd</td>
<td>Stops magical ranged weapons. Dealt 40 points of acid damage (Reflex half).</td>
<td><em>Gust of wind</em></td>
</tr>
<tr>
<td>Yellow</td>
<td>3rd</td>
<td>Stops poisons, gases, and petrification. Dealt 80 points of electricity damage (Reflex half).</td>
<td><em>Disintegrate</em></td>
</tr>
<tr>
<td>Green</td>
<td>4th</td>
<td>Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).</td>
<td><em>Passwall</em></td>
</tr>
<tr>
<td>Blue</td>
<td>5th</td>
<td>Stops divination and mental attacks. Turned to stone (Fortitude negates).</td>
<td><em>Magic missile</em></td>
</tr>
<tr>
<td>Indigo</td>
<td>6th</td>
<td>Stops all spells. Will save or become insane (as <em>insanity</em> spell).</td>
<td><em>Daylight</em></td>
</tr>
<tr>
<td>Violet</td>
<td>7th</td>
<td>Energy field destroys all objects and effects. Creatures sent to another plane (Will negates).</td>
<td><em>Dispel magic</em></td>
</tr>
</tbody>
</table>

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

**Level:** Drd 1, Fire 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 0 ft.  
**Effect:** Flame in your palm  
**Duration:** 1 min./level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Image

**Illusion (Figment)**  
**Level:** Brd 6, Sor/Wiz 6  
**Effect:** Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
**Duration:** Permanent until triggered, then 1 round/level  

This spell functions like *silent image*, except that this spell’s figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

*Material Component:* A bit of fleece and jade dust worth 25 gp.

Project Image

**Illusion (Shadow)**  
**Level:** Brd 6, Sor/Wiz 7  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** One shadow duplicate  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will disbelief (if interacted with)  
**Spell Resistance:** No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can’t cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door, teleport, plane shift,* or a similar spell that breaks your line of effect, even momentarily, the spell ends.

*Material Component:* A small replica of you (a doll), which costs 5 gp to create.

Protection from Arrows

**Abjuration**
Protection from Chaos
Abjuration [Lawful]
Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1
This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

Protection from Energy
Abjuration
Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.
Note: Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Protection from Evil
Abjuration [Good]
Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text
This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.
Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.
Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to...
this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

*Arcane Material Component:* A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

**Protection from Good**
Abjuration [Evil]
**Level:** Clr 1, Evil 1, Sor/Wiz 1
This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

**Protection from Law**
Abjuration [Chaotic]
**Level:** Chaos 1, Clr 1, Sor/Wiz 1
This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

**Protection from Spells**
Abjuration
**Level:** Magic 8, Sor/Wiz 8
**Components:** V, S, M, F
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** Up to one creature touched per four levels
**Duration:** 10 min./level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)
The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

*Material Component:* A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

*Focus:* One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

**Prying Eyes**
Divination
**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 minute
**Range:** One mile
**Effect:** Ten or more levitating eyes
**Duration:** 1 hour/level; see text (D)
**Saving Throw:** None
**Spell Resistance:** No
You create a number of semitangible, visible magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.
The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

*Material Component:* A handful of crystal marbles.

**Prying Eyes, Greater**  
*Divination*  
**Level:** Sor/Wiz 8  
This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye’s* maximum Spot modifier is +25 instead of +15.

**Purify Food and Drink**  
*Transmutation*  
**Level:** Clr 0, Drd 0  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 10 ft.  
**Target:** 1 cu. ft./level of contaminated food and water  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.  

*Note:* Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

**Pyrotechnics**  
*Transmutation*  
**Level:** Brd 2, Sor/Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Target:** One fire source, up to a 20-ft. cube  
**Duration:** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text  
**Saving Throw:** Will negates or Fortitude negates; see text  
**Spell Resistance:** Yes or No; see text

*Pyrotechnics* turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.  

*Fireworks:* The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.  

*Smoke Cloud:* A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.  

*Material Component:* The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

**Quench**  
*Transmutation*  
**Level:** Drd 3  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area or Target:** One 20-ft. cube/level (S) or one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)

*Quench* is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

**Rage**
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart
Duration: Concentration + 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a −2 penalty to AC. The effect is otherwise identical with a barbarian’s rage except that the subjects aren’t fatigued at the end of the rage.

**Rainbow Pattern**
Illusion (Pattern) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 4
Components: V (Brd only), S, M, F; see text
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Colorful lights with a 20-ft.-radius spread
Duration: Concentration +1 round/ level (D)
Saving Throw: Will negates
Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern. With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can’t see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.
Focus: A crystal prism.

**Raise Dead**
Conjuration (Healing)
Level: Clr 5
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)
You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject’s soul must be free and willing to return. If the subject’s soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can’t be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn’t prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature’s equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can’t be raised by this spell. Constructs, elementals, outsiders, and undead creatures can’t be raised. The spell cannot bring back a creature that has died of old age. Material Component: Diamonds worth a total of at least 5,000 gp.

Ray of Enfeeblement
Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject’s Strength score cannot drop below 1.

Ray of Exhaustion
Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell’s duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell’s duration expires.
Material Component: A drop of sweat.

Ray of Frost
Evocation [Cold]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic
Divination
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).
Read magic can be made permanent with a permanency spell.
Focus: A clear crystal or mineral prism.

Reduce Animal
Transmutation
Level: Drd 2, Rgr 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One willing animal of Small, Medium, Large, or Huge size
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No
This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal’s natural attacks as appropriate for its new size.

Reduce Person
Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 min./level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes
This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature’s size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a −2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.
A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent’s square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn’t change the target’s speed.
All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature’s possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).
Multiple magical effects that reduce size do not stack.
Reduce person counters and dispels enlarge person.
Reduce person can be made permanent with a permanency spell.

Material Component: A pinch of powdered iron.

Reduce Person, Mass
Transmutation
Level: Sor/Wiz 4
Target: One humanoid creature/level, no two of which can be more than 30 ft. apart
This spell functions like reduce person, except that it affects multiple creatures.

Refuge
Conjuration (Teleportation)
Level: Clr 7, Sor/Wiz 9
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No
You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character’s heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject). You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

Regenerate
Conjuration (Healing)
Level: Clr 7, Drd 9, Healing 7
Components: V, S, DF
Casting Time: 3 full rounds
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The subject’s severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate
Transmutation
Level: Drd 4
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)
With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week
before the casting of the spell and the subject’s soul is free and willing to return. If the subject’s soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature’s body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature’s body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject’s racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject’s level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can’t be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means. It’s possible for the change in the subject’s ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can’t be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can’t be reincarnated. The spell cannot bring back a creature who has died of old age.

<table>
<thead>
<tr>
<th>d%</th>
<th>Incarnation</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Bugbear</td>
<td>+4</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>02–13</td>
<td>Dwarf</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>14–25</td>
<td>Elf</td>
<td>+0</td>
<td>+2</td>
<td>−2</td>
</tr>
<tr>
<td>26</td>
<td>Gnoll</td>
<td>+4</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>27–38</td>
<td>Gnome</td>
<td>−2</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>39–42</td>
<td>Goblin</td>
<td>−2</td>
<td>+2</td>
<td>+0</td>
</tr>
<tr>
<td>43–52</td>
<td>Half-elf</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>53–62</td>
<td>Half-orc</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>63–74</td>
<td>Halfling</td>
<td>−2</td>
<td>+2</td>
<td>+0</td>
</tr>
<tr>
<td>75–89</td>
<td>Human</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>90–93</td>
<td>Kobold</td>
<td>−4</td>
<td>+2</td>
<td>−2</td>
</tr>
<tr>
<td>94</td>
<td>Lizardfolk</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>95–98</td>
<td>Orc</td>
<td>+4</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>99</td>
<td>Troglydete</td>
<td>+0</td>
<td>−2</td>
<td>+4</td>
</tr>
<tr>
<td>100</td>
<td>Other</td>
<td>?</td>
<td>?</td>
<td>?</td>
</tr>
</tbody>
</table>

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn’t automatically speak the language of the new form. A wish or a miracle spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness
Conjuration (Healing)
Level: Clr 3, Pal 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness.

Remove Curse
Abjuration
Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 4
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature or item touched  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels bestow curse.

Remove Disease  
Conjuration (Healing)  
Level: Clr 3, Drd 3, Rgr 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell’s duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear  
Abjuration  
Level: Brd 1, Clr 1  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart  
Duration: 10 minutes; see text  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Remove Paralysis  
Conjuration (Healing)  
Level: Clr 2, Pal 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: Up to four creatures, no two of which can be more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul’s touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.
Repel Metal or Stone
Abjuration [Earth]
Level: Drd 8
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line from you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects.
The waves of energy continue to sweep down the set path for the spell’s duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

Repel Vermin
Abjuration
Level: Brd 4, Clr 4, Drd 4, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None or Will negates; see text
Spell Resistance: Yes
An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood
Transmutation
Level: Drd 6, Plant 6
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line-shaped emanation from you
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No
Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.
The waves of energy continue to sweep down the set path for the spell’s duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

Repulsion
Abjuration
Level: Clr 7, Protection 7, Sor/Wiz 6
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes
An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures’ actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell’s area.
Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Resilient Sphere
Evocation [Force]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around a creature
Duration: 1 min./level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes
A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell’s duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.
Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resistance
Abjuration
Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.
Arcane Material Component: A miniature cloak.

Resist Energy
Abjuration
Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
**Duration:** 10 min./level  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)  

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature’s hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient’s equipment as well.  

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.  

**Note:** Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

---

**Restoration**  
Conjuration (Healing)  
**Level:** Clr 4, Pal 4  
**Components:** V, S, M  

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.  

*Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.  

*Restoration* does not restore levels or Constitution points lost due to death.  

**Material Component:** Diamond dust worth 100 gp that is sprinkled over the target.

---

**Restoration, Greater**  
Conjuration (Healing)  
**Level:** Clr 7  
**Components:** V, S, XP  
**Casting Time:** 10 minutes  

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.  

*Greater restoration* also dispels all magical effects penalizing the creature’s abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.  

**XP Cost:** 500 XP.

---

**Restoration, Lesser**  
Conjuration (Healing)  
**Level:** Clr 2, Drd 2, Pal 1  
**Components:** V, S  
**Casting Time:** 3 rounds  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  

*Lesser restoration* dispels any magical effects reducing one of the subject’s ability scores or cures 1d4 points of temporary ability damage to one of the subject’s ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

---

**Resurrection**  
Conjuration (Healing)  
**Level:** Clr 7  
**Casting Time:** 10 minutes  

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.
The condition of the remains is not a factor. So long as some small portion of the creature’s body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature’s body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can’t be resurrected.) This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can’t be resurrected.

**Material Component:** A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

---

**Reverse Gravity**
Transmutation

**Level:** Drd 8, Sor/Wiz 7

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

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to one 10-ft. cube per two levels (S)

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

**Saving Throw:** None; see text

**Spell Resistance:** No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

**Arcane Material Component:** A lodestone and iron filings.

---

**Righteous Might**
Transmutation

**Level:** Clr 5, Strength 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn’t change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

---

**Rope Trick**
Transmutation
**Level:** Sor/Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One touched piece of rope from 5 ft. to 30 ft. long  
**Duration:** 1 hour/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope “disappear.” In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present on the Material Plane, but it’s invisible, and even creatures that can see the window can’t see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

**Note:** It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

**Material Component:** Powdered corn extract and a twisted loop of parchment.

---

**Rusting Grasp**  
**Transmutation**  
**Level:** Drd 4  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature  
**Duration:** See text  
**Saving Throw:** None  
**Spell Resistance:** No  

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

**Note:** Striking at an opponent’s weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, rusting grasp instantly deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

---

**Sanctuary**  
**Abjuration**  
**Level:** Clr 1, Protection 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** No  

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save
fails, the opponent can’t follow through with the attack, that part of its action is lost, and it can’t directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

**Scare**
Necromancy [Fear, Mind-Affecting]
**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Targets:** One living creature per three levels, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level or 1 round; see text for cause fear
**Saving Throw:** Will partial
**Spell Resistance:** Yes

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

**Material Component:** A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

**Scintillating Pattern**
Illusion (Pattern) [Mind-Affecting]
**Level:** Sor/Wiz 8
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** Colorful lights in a 20-ft.-radius spread
**Duration:** Concentration + 2 rounds
**Saving Throw:** None
**Spell Resistance:** Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)
7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.
13 or more: Confused for 1d4 rounds.

Sightless creatures are not affected by scintillating pattern.

**Material Component:** A small crystal prism.

**Scorching Ray**
Evocation [Fire]
**Level:** Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** One or more rays
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

**Screen**
Illusion (Glamer)
**Level:** Sor/Wiz 8, Trickery 7
**Components:** V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft. cube/level (S)
Duration: 24 hours
Saving Throw: None or Will disbelief (if interacted with); see text
Spell Resistance: No
This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell’s area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.
Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.
Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying
Divination (Scrying)
Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4
Components: V, S, M/DF, F
Casting Time: 1 hour
Range: See text
Effect Magical sensor
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes
You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

<table>
<thead>
<tr>
<th>Knowledge</th>
<th>Will Save Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>None†</td>
<td>+10</td>
</tr>
<tr>
<td>Secondhand (you have heard of the subject)</td>
<td>+5</td>
</tr>
<tr>
<td>Firsthand (you have met the subject)</td>
<td>+0</td>
</tr>
<tr>
<td>Familiar (you know the subject well)</td>
<td>−5</td>
</tr>
</tbody>
</table>

† You must have some sort of connection to a creature you have no knowledge of.

Connection

<table>
<thead>
<tr>
<th>Will Save Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Likeness or picture</td>
</tr>
<tr>
<td>Possession or garment</td>
</tr>
<tr>
<td>Body part, lock of hair, bit of nail, etc.</td>
</tr>
</tbody>
</table>

If the save fails, you can see (but not hear) the subject and the subject’s immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.
As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.
If the save succeeds, you can’t attempt to scry on that subject again for at least 24 hours.
Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.
Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.
Cleric Focus: A holy water font costing not less than 100 gp.
Druid Focus: A natural pool of water.

Scrying, Greater
Divination (Scrying)
Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Duration: 1 hour/level
This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the
sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Sculpt Sound
Transmutation
Level: Brd 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature or object/level, no two of which can be more than 30 ft. apart
Duration: 1 hour/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform
sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is
made, you cannot change it.
You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.
A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light
Evocation
Level: Clr 3, Sun 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged
touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels
(maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature
particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate
object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Chest
 Conjuration (Summoning)
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 10 minutes
Range: See text
Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: Sixty days or until discharged
Saving Throw: None
Spell Resistance: No
You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic
foot of material per caster level (regardless of the chest’s actual size, which is about 3 feet by 2 feet by 2 feet). If any living
creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by
concentrating (a standard action), and it appears next to you.
The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest
is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every
detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of
these chests at any given time—even a wish spell does not allow more. The chests are nonmagical and can be fitted with
locks, wards, and so on, just as any normal chest can be.
To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane.
You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is
irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large
chest can be summoned back, although an extraplanar expedition might be mounted to find it. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

*Focus:* The chest and its replica.

**Secret Page**

*Transmutation*

*Level:* Brd 3, Sor/Wiz 3

*Components:* V, S, M

*Casting Time:* 10 minutes

*Range:* Touch

*Target:* Page touched, up to 3 sq. ft. in size

*Duration:* Permanent

*Saving Throw:* None

*Spell Resistance:* No

*Secret page* alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

*A comprehend languages* spell alone cannot reveal a *secret page*’s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

*Material Component:* Powdered herring scales and will-o’-wisp essence.

**Secure Shelter**

*Conjuration (Creation)*

*Level:* Brd 4, Sor/Wiz 4

*Components:* V, S, M, F; see text

*Casting Time:* 10 minutes

*Range:* Close (25 ft. + 5 ft./2 levels)

*Effect:* 20-ft.-square structure

*Duration:* 2 hours/level (D)

*Saving Throw:* None

*Spell Resistance:* No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter. The *secure shelter* contains rude furnishings — eight bunks, a trestle table, eight stools, and a writing desk.

*Material Component:* A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

*Focus:* The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

**See Invisibility**

*Divination*

*Level:* Brd 3, Sor/Wiz 2

*Components:* V, S, M

*Casting Time:* 1 standard action

*Range:* Personal

*Target:* You
Duration: 10 min./level (D)
You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.
The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Seeming
Illusion (Glamer)
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature per two levels, no two of which can be more than 30 ft. apart
Duration: 12 hours (D)
Saving Throw: Will negates or Will disbelief (if interacted with)
Spell Resistance: Yes or No; see text
This spell functions like disguise self, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.
Unwilling targets can negate the spell’s effect on them by making Will saves or with spell resistance.

Sending
Evocation
Level: Clr 4, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 10 minutes
Range: See text
Target: One creature
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No
You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject’s ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.
If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)
Arcane Material Component: A short piece of fine copper wire.

Sepia Snake Sigil
Conjuration (Creation) [Force]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One touched book or written work
Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text
Saving Throw: Reflex negates
Spell Resistance: No
When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake’s strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.
While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. A dispel magic can remove the sigil. An erase spell destroys the entire page of text. Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

**Material Component:** 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

### Sequester

Abjuration  
**Level:** Sor/Wiz 7  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One willing creature or object (up to a 2-ft. cube/level) touched  
**Duration:** One day/level (D)  
**Saving Throw:** None or Will negates (object)  
**Spell Resistance:** No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the invisibility spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

*Note:* The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

**Material Component:** A basilisk eyelash, gum arabic, and a dram of whitewash.

### Shades

Illusion (Shadow)  
**Level:** Sor/Wiz 9  

This spell functions like shadow conjuration, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

### Shadow Conjuration

Illusion (Shadow)  
**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** See text  
**Effect:** See text  
**Duration:** See text  
**Saving Throw:** Will disbelief (if interacted with); varies; see text  
**Spell Resistance:** Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration’s level (5th) rather than the spell’s normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it’s recognized as
shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature’s damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature’s AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

**Shadow Conjunction, Greater**
Illusion (Shadow)
**Level:** Sor/Wiz 7
This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

**Shadow Evocation**
Illusion (Shadow)
**Level:** Brd 5, Sor/Wiz 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** See text
**Effect:** See text
**Duration:** See text
**Saving Throw:** Will disbelief (if interacted with)
**Spell Resistance:** Yes
You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.) Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation*’s level (5th) rather than the spell’s normal level. Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.

**Shadow Evocation, Greater**
Illusion (Shadow)
**Level:** Sor/Wiz 8
This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

**Shadow Walk**
Illusion (Shadow)
**Level:** Brd 5, Sor/Wiz 6
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** Up to one touched creature/ level
**Duration:** 1 hour/level (D)
**Saving Throw:** Will negates
**Spell Resistance:** Yes
To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.
In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can’t make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It’s impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

*Shadow walk* can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

**Shambler**

Conjuration (Creation)

**Level:** Drd 9, Plant 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

**Duration:** Seven days or seven months (D); see text

**Saving Throw:** None

**Spell Resistance:** No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell’s range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

**Shapechange**

Transmutation

**Level:** Animal 9, Drd 9, Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than twice your caster level in Hit Dice (to a maximum of 50 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed. You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

**Focus:** A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

**Shatter**

Evocation [Sonic]

**Level:** Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2
**Shatter**

- **Components:** V, S, M/DF
- **Casting Time:** 1 standard action
- **Range:** Close (25 ft. + 5 ft./2 levels)
- **Area or Target:** 5-ft.-radius spread; or one solid object or one crystalline creature
- **Duration:** Instantaneous
- **Saving Throw:** Will negates (object); Will negates (object) or Fortitude half; see text
- **Spell Resistance:** Yes (object)

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

**Arcane Material Component:** A chip of mica.

---

**Shield**

- **Abjuration [Force]
- **Level:** Sor/Wiz 1
- **Components:** V, S
- **Casting Time:** 1 standard action
- **Range:** Personal
- **Target:** You
- **Duration:** 1 min./level (D)

*Shield* creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can’t use the *shield* spell for cover.

---

**Shield of Faith**

- **Abjuration**
- **Level:**Clr 1
- **Components:** V, S, M
- **Casting Time:** 1 standard action
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** 1 min./level
- **Saving Throw:** Will negates (harmless)
- **Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

**Material Component:** A small parchment with a bit of holy text written upon it.

---

**Shield of Law**

- **Abjuration [Lawful]
- **Level:** Clr 8, Law 8
- **Components:** V, S, F
- **Casting Time:** 1 standard action
- **Range:** 20 ft.
- **Targets:** One creature/level in a 20-ft.-radius burst centered on you
- **Duration:** 1 round/level (D)
- **Saving Throw:** See text
- **Spell Resistance:** Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from*
This benefit applies against all attacks, not just against attacks by chaotic creatures. Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures. Third, the abjuration blocks possession and mental influence, just as protection from chaos does. Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law’s save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other
Abjuration
Level: Clr 2, Pal 2, Protection 2
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Shillelagh
Transmutation
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One touched nonmagical oak club or quarterstaff
Duration: 1 min./level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp
Evocation [Electricity]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).
Shout
Evocation [Sonic]
Level: Brd 4, Sor/Wiz 4
Components: V
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text
Spell Resistance: Yes (object)
You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.
A shout spell cannot penetrate a silence spell.

Shout, Greater
Evocation [Sonic]
Level: Brd 6, Sor/Wiz 8
Components: V, S, F
Range: 60 ft.
Saving Throw: Fortitude partial or Reflex negates (object); see text
This spell functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.
Arcane Focus: A small metal or ivory horn.

Shrink Item
Transmutation
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One touched object of up to 2 cu. ft./level
Duration: One day/level; see text
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object’s size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.
Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence
Illusion (Glamer)
Level: Brd 2, Clr 2
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 min./level (D)
**Saving Throw:** Will negates; see text or none (object)  
**Spell Resistance:** Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature’s possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

**Silent Image**  
Illusion (Figment)  
**Level:** Brd 1, Sor/Wiz 1  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
**Duration:** Concentration  
**Saving Throw:** Will disbelief (if interacted with)  
**Spell Resistance:** No  

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

**Focus:** A bit of fleece.

**Simulacrum**  
Illusion (Shadow)  
**Level:** Sor/Wiz 7  
**Components:** V, S, M, XP  
**Casting Time:** 12 hours  
**Range:** 0 ft.  
**Effect:** One duplicate creature  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

**Simulacrum** creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature’s levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can’t create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster’s Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

**Material Component:** The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be created.

**XP Cost:** 100 XP per HD of the simulacrum to be created (minimum 1,000 XP).

**Slay Living**  
Necromancy [Death]  
**Level:** Clr 5, Death 5  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes
You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

**Sleep**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One or more living creatures within a 10-ft.-radius burst

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

*Sleep* does not target unconscious creatures, constructs, or undead creatures.

**Material Component:** A pinch of fine sand, rose petals, or a live cricket.

**Sleet Storm**

Conjuration (Creation) [Cold]

**Level:** Drd 3, Sor/Wiz 3

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

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can’t move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

**Arcane Material Component:** A pinch of dust and a few drops of water.

**Slow**

Transmutation

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature’s jumping distance as normal for decreased speed.

Multiple *slow* effects don’t stack. *Slow* counters and dispels *haste*.

**Material Component:** A drop of molasses.

**Snare**

Transmutation
Level: Rgr 2, Drd 3  
Components: V, S, DF  
Casting Time: 3 rounds  
Range: Touch  
Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level  
Duration: Until triggered or broken  
Saving Throw: None  
Spell Resistance: No  

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. 

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled. 

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

---

**Softened Earth and Stone**  
Transmutation [Earth]  
Level: Drd 2, Earth 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 10-ft. square/level; see text  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No  

When this spell is cast, all natural, undressed earth or stone in the spell’s area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. 

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can’t run or charge. 

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can’t run or charge over the surface. 

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. 

While *softened earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. 

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

---

**Solid Fog**  
Conjuration (Creation)  
Level: Sor/Wiz 4  
Components: V, S, M  
Duration: 1 min./level  
Spell Resistance: No  

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can’t take a 5-foot step while in *solid fog*. 

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round. *Solid fog* can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.
**Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

**Song of Discord**
Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Brd 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Creatures within a 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature’s behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

**Soul Bind**
Necromancy

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Corpse

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone, raise dead, reincarnation, resurrection, true resurrection,* or even a *miracle* or a *wish.* Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

**Focus:** A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

**Sound Burst**
Evocation [Sonic]

**Level:** Brd 2, Clr 2

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

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

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

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

**Arcane Focus:** A musical instrument.

**Speak with Animals**
Divination

**Level:** Brd 3, Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal
Target: You
Duration: 1 min./level
You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn’t make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead
Necromancy [Language-Dependent]
Level: Clr 3
Components: V, S, DF
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: No
You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse’s knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature’s alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.
If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can’t even remember being questioned.
This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants
Divination
Level: Brd 4, Drd 3, Rgr 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant’s sense of its surroundings is limited, so it won’t be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn’t make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spectral Hand
Necromancy
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One spectral hand
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No
A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is
dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch
range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your
melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your
direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell
range, goes out of your sight, the hand returns to you and hovers.
The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed
Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier
applies to the hand’s AC as if it were the hand’s Dexterity modifier. The hand has 1 to 4 hit points, the same number that you
lost in creating it.

Spell Immunity
Abjuration
Level: Cdr 4, Protection 4, Strength 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th
level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.
Naturally, that immunity doesn’t protect a creature from spells for which spell resistance doesn’t apply. Spell immunity
protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against
supernatural or extraordinary abilities, such as breath weapons or gaze attacks.
Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in
effect.
A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spell Immunity, Greater
Abjuration
Level: Cdr 8
This spell functions like spell immunity, except the immunity applies to spells of 8th level or lower.
A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spell Resistance
Abjuration
Level: Cdr 5, Magic 5, Protection 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The creature gains spell resistance equal to 12 + your caster level.

Spellstaff
Transmutation
Level: Drd 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: Wooden quarterstaff touched
Duration: Permanent until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given
time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

Focus: The staff that stores the spell.

**Spell Turning**
Abjuration

**Level:** Luck 7, Magic 7, Sor/Wiz 7

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

<table>
<thead>
<tr>
<th>d%</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–70</td>
<td>Spell drains away without effect.</td>
</tr>
<tr>
<td>71–80</td>
<td>Spell affects both of you equally at full effect.</td>
</tr>
<tr>
<td>81–97</td>
<td>Both turning effects are rendered nonfunctional for 1d4 minutes.</td>
</tr>
<tr>
<td>98–100</td>
<td>Both of you go through a rift into another plane.</td>
</tr>
</tbody>
</table>

*Arcane Material Component:* A small silver mirror.

**Spider Climb**
Transmutation

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

*Material Component:* A drop of bitumen and a live spider, both of which must be eaten by the subject.

**Spike Growth**
Transmutation

**Level:** Drd 3, Rgr 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One 20-ft. square/level

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

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Any ground-covering vegetation in the spell’s area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting.
except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell’s area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell’s save DC. *Spike growth* can’t be disabled with the Disable Device skill. *Note:* Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

**Spike Stones**  
*Transmutation [Earth]*  
**Level:** Drd 4, Earth 4  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** One 20-ft. square/level  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Reflex partial  
**Spell Resistance:** Yes  

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. *Spike stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell’s area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature’s speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell’s save DC. *Spike stones* is a magic trap that can’t be disabled with the Disable Device skill. *Note:* Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

**Spiritual Weapon**  
*Evocation [Force]*  
**Level:** Clr 2, War 2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Magic weapon of force  
**Duration:** 1 round/level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes  

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round’s target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell’s range, not the weapon’s normal range increment, and switching targets still is a move action.
A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity’s own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

Chaos: Battleaxe
Evil: Light flail
Good: Warhammer
Law: Longsword

**Statue**

**Transmutation**

**Level:** Sor/Wiz 7
**Components:** V, S, M
**Casting Time:** 1 round
**Range:** Touch
**Target:** Creature touched

**Duration:** 1 hour/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual’s body. Chipping is equal to a mere scratch, but breaking off one of the statue’s arms constitutes serious damage.

The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

**Material Component:** Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

**Status**

**Divination**

**Level:** Clr 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** One living creature touched per three levels

**Duration:** 1 hour/level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

**Stinking Cloud**

**Conjuration (Creation)**

**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates; see text
**Spell Resistance:** No
Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape
Transmutation [Earth]
Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Stoneskin
Abjuration
Level: Drd 5, Earth 6, Sor/Wiz 4, Strength 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target’s skin.

Stone Tell
Divination
Level: Drd 6
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Stone to Flesh
Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration: Instantaneous
Saving Throw: Fortitude negates (object); see text
Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Storm of Vengeance
Conjuration (Summoning)
Level: Drd 9, Clr 9
Components: V, S
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 360-ft.-radius storm cloud
Duration: Concentration (maximum 10 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).
3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.
4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).
5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance’s save DC + the level of the spell the caster is trying to cast.

Suggestion
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 2, Sor/Wiz 3
Components: V, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do something obviously harmful automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as −1 or −2).

Material Component: A snake’s tongue and either a bit of honeycomb or a drop of sweet oil.
Suggestion, Mass
Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 5, Sor/Wiz 6
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level, no two of which can be more than 30 ft. apart
This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Summon Instrument
Conjuration (Summoning)
Level: Brd 0
Components: V, S
Casting Time: 1 round
Range: 0 ft.
Effect: One summoned handheld musical instrument
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No
This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can’t summon an instrument too large to be held in two hands.

Summon Monster I
Conjuration (Summoning) [see text]
Level: Brd 1, Clr 1, Sor/Wiz 1
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster II
Conjuration (Summoning) [see text for summon monster I]
Level: Brd 2, Clr 2, Sor/Wiz 2
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III
Conjuration (Summoning) [see text for summon monster I]
Level: Brd 3, Clr 3, Sor/Wiz 3
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV
Conjuration (Summoning) [see text for summon monster I]

**Level:** Brd 4, Clr 4, Sor/Wiz 4

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart
This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster V**

Conjuration (Summoning) [see text for summon monster I]

**Level:** Brd 5, Clr 5, Sor/Wiz 5

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart
This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster VI**

Conjuration (Summoning) [see text for summon monster I]

**Level:** Brd 6, Clr 6, Sor/Wiz 6

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart
This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster VII**

Conjuration ( Summoning ) [ see text for summon monster I ]

**Level:** Clr 7, Sor/Wiz 7

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster VIII**

Conjuration (Summoning) [see text for summon monster I]

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

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster IX**

Conjuration (Summoning) [see text for summon monster I]

**Level:** Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

This spell functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

---

**Summon Monster**

<table>
<thead>
<tr>
<th>1st Level</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Celestial dog</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial owl</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial giant fire beetle</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial porpoise</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial badger</td>
<td>CG</td>
</tr>
<tr>
<td>Celestial monkey</td>
<td>CG</td>
</tr>
<tr>
<td>Fiendish dire rat</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish raven</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish monstrous centipede, Medium</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous scorpion, Small</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish hawk</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish monstrous spider, Small</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish octopus</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish snake, Small viper</td>
<td>CE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2nd Level</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Celestial giant bee</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial giant bombardier beetle</td>
<td>NG</td>
</tr>
<tr>
<td>Level</td>
<td>Monster</td>
</tr>
<tr>
<td>---------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Celestial riding dog</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial eagle</td>
<td>CG</td>
</tr>
<tr>
<td>Lemure (devil)</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish squid</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish wolf</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish monstrous centipede, Large</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous scorpion, Medium</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish shark, Medium</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous spider, Medium</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish snake, Medium viper</td>
<td>CE</td>
</tr>
<tr>
<td>3rd Level</td>
<td></td>
</tr>
<tr>
<td>Celestial black bear</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial bison</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial dire badger</td>
<td>CG</td>
</tr>
<tr>
<td>Celestial hippogriff</td>
<td>CG</td>
</tr>
<tr>
<td>Elemental, Small (any)</td>
<td>N</td>
</tr>
<tr>
<td>Fiendish ape</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish dire weasel</td>
<td>LE</td>
</tr>
<tr>
<td>Hell hound</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish snake, constrictor</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish boar</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish dire bat</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous centipede, Huge</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish crocodile</td>
<td>CE</td>
</tr>
<tr>
<td>Dretch (demon)</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish snake, Large viper</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish wolverine</td>
<td>CE</td>
</tr>
<tr>
<td>4th Level</td>
<td></td>
</tr>
<tr>
<td>Archon, lantern</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial giant owl</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial giant eagle</td>
<td>CG</td>
</tr>
<tr>
<td>Celestial lion</td>
<td>CG</td>
</tr>
<tr>
<td>Mephit (any)</td>
<td>N</td>
</tr>
<tr>
<td>Fiendish dire wolf</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish giant wasp</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish giant praying mantis</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish shark, Large</td>
<td>NE</td>
</tr>
<tr>
<td>Yeth hound</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous spider, Large</td>
<td>CE</td>
</tr>
<tr>
<td>Fiendish snake, Huge viper</td>
<td>CE</td>
</tr>
<tr>
<td>Howler</td>
<td>CE</td>
</tr>
<tr>
<td>5th Level</td>
<td></td>
</tr>
<tr>
<td>Archon, hound</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial brown bear</td>
<td>LG</td>
</tr>
<tr>
<td>Celestial giant stag beetle</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial sea cat</td>
<td>NG</td>
</tr>
<tr>
<td>Celestial griffon</td>
<td>CG</td>
</tr>
<tr>
<td>Elemental, Medium (any)</td>
<td>N</td>
</tr>
<tr>
<td>Achaierai</td>
<td>LE</td>
</tr>
<tr>
<td>Devil, bearded</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish deinonychus</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish dire ape</td>
<td>LE</td>
</tr>
<tr>
<td>Fiendish dire boar</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish shark, Huge</td>
<td>NE</td>
</tr>
<tr>
<td>Fiendish monstrous scorpion, Large</td>
<td>NE</td>
</tr>
<tr>
<td>Shadow mastiff</td>
<td>NE</td>
</tr>
<tr>
<td>Level</td>
<td>Creature</td>
</tr>
<tr>
<td>------------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>6th Level</td>
<td>Fiendish dire wolverine</td>
</tr>
<tr>
<td></td>
<td>Fiendish giant crocodile</td>
</tr>
<tr>
<td></td>
<td>Fiendish tiger</td>
</tr>
<tr>
<td></td>
<td>Celestial polar bear</td>
</tr>
<tr>
<td></td>
<td>Celestial orca whale</td>
</tr>
<tr>
<td></td>
<td>Bralani (eladrin)</td>
</tr>
<tr>
<td></td>
<td>Celestial dire lion</td>
</tr>
<tr>
<td></td>
<td>Elemental, Large (any)</td>
</tr>
<tr>
<td></td>
<td>Janni (genie)</td>
</tr>
<tr>
<td></td>
<td>Chaos beast</td>
</tr>
<tr>
<td></td>
<td>Devil, chain</td>
</tr>
<tr>
<td></td>
<td>Xill</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous centipede, Gargantuan</td>
</tr>
<tr>
<td></td>
<td>Fiendish rhinoceros</td>
</tr>
<tr>
<td></td>
<td>Fiendish elasmosaurus</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous spider, Huge</td>
</tr>
<tr>
<td></td>
<td>Fiendish snake, giant constrictor</td>
</tr>
<tr>
<td>7th Level</td>
<td>Celestial elephant</td>
</tr>
<tr>
<td></td>
<td>Avoral (guardinal)</td>
</tr>
<tr>
<td></td>
<td>Celestial baleen whale</td>
</tr>
<tr>
<td></td>
<td>Djinni (genie)</td>
</tr>
<tr>
<td></td>
<td>Elemental, Huge (any)</td>
</tr>
<tr>
<td></td>
<td>Invisible stalker</td>
</tr>
<tr>
<td></td>
<td>Devil, bone</td>
</tr>
<tr>
<td></td>
<td>Fiendish megaraptor</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous scorpion, Huge</td>
</tr>
<tr>
<td></td>
<td>Babau (demon)</td>
</tr>
<tr>
<td></td>
<td>Fiendish giant octopus</td>
</tr>
<tr>
<td></td>
<td>Fiendish girallon</td>
</tr>
<tr>
<td>8th Level</td>
<td>Celestial dire bear</td>
</tr>
<tr>
<td></td>
<td>Celestial cachalot whale</td>
</tr>
<tr>
<td></td>
<td>Celestial triceratops</td>
</tr>
<tr>
<td></td>
<td>Lilend</td>
</tr>
<tr>
<td></td>
<td>Elemental, greater (any)</td>
</tr>
<tr>
<td></td>
<td>Fiendish giant squid</td>
</tr>
<tr>
<td></td>
<td>Hellcat</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous centipede, Colossal</td>
</tr>
<tr>
<td></td>
<td>Fiendish dire tiger</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous spider, Gargantuan</td>
</tr>
<tr>
<td></td>
<td>Fiendish tyrannosaurus</td>
</tr>
<tr>
<td></td>
<td>Vrock (demon)</td>
</tr>
<tr>
<td>9th Level</td>
<td>Couatl</td>
</tr>
<tr>
<td></td>
<td>Leonal (guardinal)</td>
</tr>
<tr>
<td></td>
<td>Celestial roc</td>
</tr>
<tr>
<td></td>
<td>Elemental, elder (any)</td>
</tr>
<tr>
<td></td>
<td>Devil, barbed</td>
</tr>
<tr>
<td></td>
<td>Fiendish dire shark</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous scorpion, Gargantuan</td>
</tr>
<tr>
<td></td>
<td>Night hag</td>
</tr>
<tr>
<td></td>
<td>Bebilith (demon)</td>
</tr>
<tr>
<td></td>
<td>Fiendish monstrous spider, Colossal</td>
</tr>
<tr>
<td></td>
<td>Hezrou (demon)</td>
</tr>
</tbody>
</table>

1 May be summoned only into an aquatic or watery environment.
Summon Nature’s Ally I
Conjuration (Summoning)
Level: Drd 1, Rgr 1
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.
A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.
The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature’s Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

Summon Nature’s Ally II
Conjuration (Summoning)
Level: Drd 2, Rgr 2
Effect: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like summon nature’s ally I, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature’s Ally III
Conjuration (Summoning) [see text]
Level: Drd 3, Rgr 3
Effect: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like summon nature’s ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally IV
Conjuration (Summoning) [see text]
Level: Animal 4, Drd 4, Rgr 4
Effect: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like summon nature’s ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally V
Conjuration (Summoning) [see text]
Level: Drd 5
Effect: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like summon nature’s ally I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally VI
Conjuration (Summoning) [see text]
Level: Drd 6
Effect: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like summon nature’s ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures
of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**Summon Nature’s Ally VII**
Conjuration (Summoning) [see text]
**Level:** Drd 7
**Effect:** One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like *summon nature’s ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**Summon Nature’s Ally VIII**
Conjuration (Summoning) [see text]
**Level:** Animal 8, Drd 8
**Effect:** One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like *summon nature’s ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**Summon Nature’s Ally IX**
Conjuration (Summoning) [see text]
**Level:** Drd 9
**Effect:** One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like *summon nature’s ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**Summon Nature’s Ally**

<table>
<thead>
<tr>
<th>1st Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dire rat</td>
</tr>
<tr>
<td>Eagle (animal)</td>
</tr>
<tr>
<td>Monkey (animal)</td>
</tr>
<tr>
<td>Octopus (animal)</td>
</tr>
<tr>
<td>Owl (animal)</td>
</tr>
<tr>
<td>Porpoise (animal)</td>
</tr>
<tr>
<td>Snake, Small viper (animal)</td>
</tr>
<tr>
<td>Wolf (animal)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2nd Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear, black (animal)</td>
</tr>
<tr>
<td>Crocodile (animal)</td>
</tr>
<tr>
<td>Dire badger</td>
</tr>
<tr>
<td>Dire bat</td>
</tr>
<tr>
<td>Elemental, Small (any)</td>
</tr>
<tr>
<td>Hippogriff</td>
</tr>
<tr>
<td>Shark, Medium (animal)</td>
</tr>
<tr>
<td>Snake, Medium viper (animal)</td>
</tr>
<tr>
<td>Squid (animal)</td>
</tr>
<tr>
<td>Wolverine (animal)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3rd Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ape (animal)</td>
</tr>
<tr>
<td>Dire weasel</td>
</tr>
<tr>
<td>Dire wolf</td>
</tr>
<tr>
<td>Eagle, giant [NG]</td>
</tr>
<tr>
<td>Level</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>Lion</td>
</tr>
<tr>
<td>Satyr</td>
</tr>
<tr>
<td>Shark</td>
</tr>
<tr>
<td>Snake</td>
</tr>
<tr>
<td>Snake</td>
</tr>
<tr>
<td>Thoqqua</td>
</tr>
<tr>
<td><strong>4th Level</strong></td>
</tr>
<tr>
<td>Bear</td>
</tr>
<tr>
<td>Crocodile</td>
</tr>
<tr>
<td>Deinonychus</td>
</tr>
<tr>
<td>Dire ape</td>
</tr>
<tr>
<td>Dire boar</td>
</tr>
<tr>
<td>Dire wolverine</td>
</tr>
<tr>
<td>Elemental, Medium (any)</td>
</tr>
<tr>
<td>Salamander</td>
</tr>
<tr>
<td>Sea cat</td>
</tr>
<tr>
<td>Shark</td>
</tr>
<tr>
<td>Snake</td>
</tr>
<tr>
<td>Tiger</td>
</tr>
<tr>
<td>Tojanida</td>
</tr>
<tr>
<td>Unicorn</td>
</tr>
<tr>
<td>Xorn</td>
</tr>
<tr>
<td><strong>5th Level</strong></td>
</tr>
<tr>
<td>Bear</td>
</tr>
<tr>
<td>Dire lion</td>
</tr>
<tr>
<td>Elasmosaurus</td>
</tr>
<tr>
<td>Elemental, Large (any)</td>
</tr>
<tr>
<td>Griffon</td>
</tr>
<tr>
<td>Janni</td>
</tr>
<tr>
<td>Rhinoceros</td>
</tr>
<tr>
<td>Satyr</td>
</tr>
<tr>
<td>Snake</td>
</tr>
<tr>
<td>Nixie</td>
</tr>
<tr>
<td>Tojanida</td>
</tr>
<tr>
<td>Whale</td>
</tr>
<tr>
<td><strong>6th Level</strong></td>
</tr>
<tr>
<td>Elemental</td>
</tr>
<tr>
<td>Elephant</td>
</tr>
<tr>
<td>Girallon</td>
</tr>
<tr>
<td>Megaraptor</td>
</tr>
<tr>
<td>Octopus</td>
</tr>
<tr>
<td>Pixie</td>
</tr>
<tr>
<td>Salamander</td>
</tr>
<tr>
<td>Whale</td>
</tr>
<tr>
<td>Xorn</td>
</tr>
<tr>
<td>*Can’t cast irresistible dance</td>
</tr>
<tr>
<td><strong>7th Level</strong></td>
</tr>
<tr>
<td>Dire tiger</td>
</tr>
<tr>
<td>Elemental, greater (any)</td>
</tr>
<tr>
<td>Djinni (genie)</td>
</tr>
<tr>
<td>Invisible stalker</td>
</tr>
</tbody>
</table>
Pixie* (sprite) [NG; with sleep arrows]
Squid, giant
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot
Xorn, elder
*Can’t cast irresistible dance

8th Level
Dire shark
Roc
Salamander, noble [NE]
Tojanida, elder

9th Level
Elemental, elder
Grig [NG; with fiddle] (sprite)
Pixie* (sprite) [NG; with sleep and memory loss arrows]
Unicorn, celestial charger
*Can cast irresistible dance

1 May be summoned only into an aquatic or watery environment.

**Summon Swarm**
Conjuration (Summoning)
**Level:** Brd 2, Drd 2, Sor/Wiz 2
**Components:** V, S, M/DF
**Casting Time:** 1 round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** One swarm of bats, rats, or spiders
**Duration:** Concentration + 2 rounds
**Saving Throw:** None
**Spell Resistance:** No
You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

**Arcane Material Component:** A square of red cloth.

**Sunbeam**
Evocation [Light]
**Level:** Drd 7, Sun 7
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** 60 ft.
**Area:** Line from your hand
**Duration:** 1 round/level or until all beams are exhausted
**Saving Throw:** Reflex negates and Reflex half; see text
**Spell Resistance:** Yes
For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.
Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.
The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

**Sunburst**
Evocation [Light]
**Sunburst** causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

**Sunburst** dispels any darkness spells of lower than 9th level within its area.

**Arcane Material Component:** A piece of sunstone and a naked flame.

---

**Symbol of Death**

Necromancy [Death]

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

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0 ft.; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points’ worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again. Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the *rune*; reads the *rune*; touches the *rune*; passes over the *rune*; or passes through a portal bearing the *rune*. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can’t trigger it (even if it meets one or more of the triggering conditions, such as reading the *rune*). Once the spell is cast, a *symbol of death*’s triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can’t use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify. When scribbling a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune’s effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and

---

**Level:** Drd 8, Sor/Wiz 8, Sun 8

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

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 80-ft.-radius burst

**Duration:** Instantaneous

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

**Spell Resistance:** Yes

---

**Symbol of Death**

Necromancy [Death]

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

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0 ft.; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points’ worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again. Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the *rune*; reads the *rune*; touches the *rune*; passes over the *rune*; or passes through a portal bearing the *rune*. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can’t trigger it (even if it meets one or more of the triggering conditions, such as reading the *rune*). Once the spell is cast, a *symbol of death*’s triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can’t use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify. When scribbling a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune’s effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and
cannot inadvertently trigger them. 
*Read magic* allows you to identify a *symbol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol. 
A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it. 
*Symbol of death* can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal. 
Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*. 
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

**Symbol of Fear**
Necromancy [Fear, Mind-Affecting]
**Level:**Clr 6, Sor/Wiz 6
**Saving Throw:** Will negates
This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.
Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*. 
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

**Symbol of Insanity**
Enchantment (Compulsion) [Mind-Affecting]
**Level:**Clr 8, Sor/Wiz 8
**Saving Throw:** Will negates
This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell). Unlike *symbol of death*, symbol of insanity has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.
Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*. 
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

**Symbol of Pain**
Necromancy [Evil]
**Level:**Clr 5, Sor/Wiz 5
This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. Unlike *symbol of death*, symbol of pain has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.
Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*. 
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

**Symbol of Persuasion**
Enchantment (Charm) [Mind-Affecting]
**Level:**Clr 6, Sor/Wiz 6
**Saving Throw:** Will negates
This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become charmed by the caster (as the *charm monster* spell) for 1 hour per caster level. Unlike *symbol of death*, symbol of persuasion has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.
Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*. 
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.
Symbol of Sleep
Enchantment (Compulsion) [Mind-Affecting]
Level: Cln 5, Sor/Wiz 5
Saving Throw: Will negates
This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.
Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.
Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Stunning
Enchantment (Compulsion) [Mind-Affecting]
Level: Cln 7, Sor/Wiz 7
Saving Throw: Will negates
This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.
Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Weakness
Necromancy
Level: Cln 7, Sor/Wiz 7
This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.
Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level.
Note: Magic traps such as symbol of weakness are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of weakness and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.
Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Sympathetic Vibration
Evocation [Sonic]
Level: Bro 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: One freestanding structure
Duration: Up to 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes
By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell’s damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/ level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.
Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.
Focus: A tuning fork.

Sympathy
Enchantment (Compulsion) [Mind-Affecting]
Level: Drd 9, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One location (up to a 10-ft. cube/level) or one object
Duration: 2 hours/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes
You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.
Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.
Sympathy counters and dispels antipathy.
Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

Telekinesis
Transmutation
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: See text
Duration: Concentration (up to 1 round/ level) or instantaneous; see text
Saving Throw: Will negates (object) or None; see text
Spell Resistance: Yes (object); see text
You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.
Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.
This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.
An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.
Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don’t provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a failed attempt doesn’t allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.
Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).
You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).
Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telekinetic Sphere
Evocation [Force]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around creatures or objects
Duration: 1 min./level (D)
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell’s duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell’s duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

---

Telepathic Bond
Divination
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting. Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Material Component: Pieces of eggshell from two different kinds of creatures.

---

Teleport
Conjuration (Teleportation)
Level: Sor/Wiz 5, Travel 5
Components: V
Casting Time: 1 standard action
Range: Personal and touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely
the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

**Familiarity:** “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently see it, you’ve been there often, or you have used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic. “False destination” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails instead.

**Mishap:** You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

<table>
<thead>
<tr>
<th>Familiarity</th>
<th>On Target</th>
<th>Off Target</th>
<th>Similar Area</th>
<th>Mishap</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very familiar</td>
<td>01–97</td>
<td>98–99</td>
<td>100</td>
<td>—</td>
</tr>
<tr>
<td>Studied carefully</td>
<td>01–94</td>
<td>95–97</td>
<td>98–99</td>
<td>100</td>
</tr>
<tr>
<td>Seen casually</td>
<td>01–88</td>
<td>89–94</td>
<td>95–98</td>
<td>99–100</td>
</tr>
<tr>
<td>Viewed once</td>
<td>01–76</td>
<td>77–88</td>
<td>89–96</td>
<td>97–100</td>
</tr>
<tr>
<td>False destination</td>
<td>—</td>
<td>—</td>
<td>81–92</td>
<td>93–100</td>
</tr>
</tbody>
</table>

**Teleport Object**
Conjuration (Teleportation)

**Level:** Sor/Wiz 7

**Range:** Touch

**Target:** One touched object of up to 50 lb./level and 3 cu. ft./level

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

**Spell Resistance:** Yes (object)

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

**Teleport, Greater**
Conjuration (Teleportation)

**Level:** Sor/Wiz 7, Travel 7

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

**Teleportation Circle**
Conjuration (Teleportation)

**Level:** Sor/Wiz 9

**Components:** V, M

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** 5-ft.-radius circle that teleports those who activate it

**Duration:** 10 min./level (D)

**Saving Throw:** None
Spell Resistance: Yes
You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can’t change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.
The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.
*Teleportation circle* can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.
*Note*: Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.
*Material Component*: Amber dust to cover the area of the circle (cost 1,000 gp).

**Temporal Stasis**
Transmutation
**Level**: Sor/Wiz 8
**Components**: V, S, M
**Casting Time**: 1 standard action
**Range**: Touch
**Target**: Creature touched
**Duration**: Permanent
**Saving Throw**: Fortitude negates
**Spell Resistance**: Yes
You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).
*Material Component*: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

**Time Stop**
Transmutation
**Level**: Sor/Wiz 9, Trickery 9
**Components**: V
**Casting Time**: 1 standard action
**Range**: Personal
**Target**: You
**Duration**: $1d4+1$ rounds (apparent time); see text
This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for $1d4+1$ rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.
You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature’s possession.
You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

**Tiny Hut**
Evocation [Force]
**Level**: Brd 3, Sor/Wiz 3
**Components**: V, S, M
**Casting Time**: 1 standard action
**Range**: 20 ft.
**Effect**: 20-ft.-radius sphere centered on your location
**Duration**: 2 hours/level (D)
**Saving Throw**: None
Spell Resistance: No
You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Tongues
Divination
Level: Brd 2,Clr 4,Sor/Wiz 3
Components: V,M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No
This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don’t speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Touch of Fatigue
Necromancy
Level: Sor/Wiz 0
Components: V,S,M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell’s duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell’s duration expires.

Material Component: A drop of sweat.

Touch of Idiocy
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V,S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: No
Spell Resistance: Yes
With a touch, you reduce the target’s mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target’s Intelligence, Wisdom, and Charisma scores. This penalty can’t reduce any of these scores below 1. This spell’s effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Transformation
Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can’t cast spells, even from magic items.
You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).
You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.
Material Component: A potion of bull’s strength, which you drink (and whose effects are subsumed by the spell effects).

Transmute Metal to Wood
Transmutation
Level: Drd 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: All metal objects within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object; see text)
This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a −2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.
Only limited wish, miracle, wish, or similar magic can restore a transmuted object to its metallic state.

Transmute Mud to Rock
Transmutation [Earth]
Level: Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No
This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.
Transmute mud to rock counters and dispels transmute rock to mud.
Arcane Material Component: Sand, lime, and water.

Transmute Rock to Mud
Transmutation [Earth]
This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can’t affect worked stone and doesn’t reach deep enough to undermine such buildings’ foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

*Arcane Material Component:* Clay and water.

---

**Transmutate Stone**

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

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

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to two 10-ft. cubes/level (S)

**Duration:** Permanent; see text

**Saving Throw:** See text

**Spell Resistance:** No

---

**Transport Via Plants**

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Unlimited

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

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can’t use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

---

**Trap the Soul**

**Conjuration (Summoning)**

**Level:** Sor/Wiz 8

**Components:** V, S, M, (F); see text

**Casting Time:** 1 standard action or see text

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Permanent; see text

**Saving Throw:** See text

**Spell Resistance:** Yes; see text

*Trap the soul* forces a creature’s life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or
until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature’s name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature’s soul in the trap. To use this method, both the creature’s name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

---

**Tree Shape**

Transmutation

**Level:** Drd 2, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action (instead of as a standard action).

---

**Tree Stride**

Conjuration (Teleportation)

**Level:** Drd 5, Rgr 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

---

<table>
<thead>
<tr>
<th>Type of Tree</th>
<th>Transport Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oak, ash, yew</td>
<td>3,000 feet</td>
</tr>
<tr>
<td>Elm, linden</td>
<td>2,000 feet</td>
</tr>
<tr>
<td>Other deciduous</td>
<td>1,500 feet</td>
</tr>
<tr>
<td>Any coniferous</td>
<td>1,000 feet</td>
</tr>
<tr>
<td>All other trees</td>
<td>500 feet</td>
</tr>
</tbody>
</table>

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one.
tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.
You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

**True Resurrection**
Conjuration (Healing)
**Level:** Clr 9
**Casting Time:** 10 minutes
This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased’s time and place of birth or death is the most common method). Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.
You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can’t resurrect constructs or undead creatures.
Even *true resurrection* can’t restore to life a creature who has died of old age.

**Material Component:** A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

**True Seeing**
Divination
**Level:** Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 min./level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.
*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a crystal ball or in conjunction with clairaudience/clairvoyance.

**Material Component:** A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

**True Strike**
Divination
**Level:** Sor/Wiz 1
**Components:** V, F
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** See text
You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

**Focus:** A small wooden replica of an archery target.

**Undeath to Death**
Necromancy
**Level:** Clr 6, Sor/Wiz 6
**Components:** V, S, M/DF
**Area:** Several undead creatures within a 40-ft.-radius burst
**Saving Throw:** Will negates
This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

*Material Component:* The powder of a crushed diamond worth at least 500 gp.

---

**Undetectable Alignment**
Abjuration

*Level:* Brd 1, Clr 2, Pal 2

*Components:* V, S

*Casting Time:* 1 standard action

*Range:* Close (25 ft. + 5 ft./2 levels)

*Target:* One creature or object

*Duration:* 24 hours

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

**Spell Resistance:** Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

---

**Unhallow**
Evocation [Evil]

*Level:* Clr 5, Drd 5

*Components:* V, S, M

*Casting Time:* 24 hours

*Range:* Touch

*Area:* 40-ft. radius emanating from the touched point

*Duration:* Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Unhallow* makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a –4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the *unhallowed site*. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed site* include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, resist fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells’ effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel *hallow*.

*Material Component:* Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area.

---

**Unholy Aura**
Abjuration [Evil]

*Level:* Clr 8, Evil 8

*Components:* V, S, F

*Casting Time:* 1 standard action

*Range:* 20 ft.

*Targets:* One creature/level in a 20-ft.-radius burst centered on you

*Duration:* 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.
Third, the abjuration blocks possession and mental influence, just as protection from good does. Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

**Focus:** A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

---

**Unholy Blight**
Evocation [Evil]

**Level:** Evil 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous (1d4 rounds); see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective. The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

---

**Unseen Servant**
Conjuration (Creation)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One invisible, mindless, shapeless servant

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can’t perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can’t be used untrained. Its speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell’s range (measured from your current position), the servant ceases to exist.

**Material Component:** A piece of string and a bit of wood.

---

**Vampiric Touch**
Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous/1 hour; see text

**Saving Throw:** None

**Spell Resistance:** Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can’t gain more than the subject’s current hit
points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Veil
Illusion (Glamer)
Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Duration: Concentration + 1 hour/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes; see text
You instantly change the appearance of the subjects and then maintain that appearance for the spell’s duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check. Unwilling targets can negate the spell’s effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn’t help.

Ventriloquism
Illusion (Figment)
Level: Brd 1, Sor/Wiz 1
Components: V, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Intelligible sound, usually speech
Duration: 1 min./level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).
Focus: A parchment rolled up into a small cone.

Virtue
Transmutation
Level: Clr 0, Drd 0, Pal 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min.
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The subject gains 1 temporary hit point.

Vision
Divination
Level: Sor/Wiz 7
Components: V, S, M, XP
Casting Time: 1 standard action
This spell functions like legend lore, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.
XP Cost: 100 XP.
Wall of the Banshee
Necromancy [Death, Sonic]
Level: Death 9, Sor/Wiz 9
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One living creature/level within a 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

Wall of Fire
Evocation [Fire]
Level: Drd 5, Fire 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high
Duration: Concentration + 1 round/level
Saving Throw: None
Spell Resistance: Yes
An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.
If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)
*Wall of fire* can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.
_Arcane Material Component:_ A small piece of phosphorus.

Wall of Force
Evocation [Force]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level
Duration: 1 round /level (D)
Saving Throw: None
Spell Resistance: No
_A Wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage’s disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.
The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.
*Wall of force* can be made permanent with a *permanency* spell.
_Material Component:_ A pinch of powder made from a clear gem.

Wall of Ice
Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of iron is 1 inch thick per four caster levels. You can double the wall’s area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

Wall of Stone

Conjuration (Creation) [Earth]

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action
**Wall of Stone**
Conjuration (Creation)
Level: Drd 5, Plant 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Stone wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall’s area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell’s area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

**Arcane Material Component:** A small block of granite.
**Spell Resistance**: Yes (object)
You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a –4 penalty on attack rolls.
You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.
You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell.
Until the object is completely warped, it suffers no ill effects.

**Water Breathing**
Transmutation
*Level*: Clr 3, Drd 3, Sor/Wiz 3, Water 3
*Components*: V, S, M/DF
*Casting Time*: 1 standard action
*Range*: Touch
*Target*: Living creatures touched
*Duration*: 2 hours/level; see text
*Saving Throw*: Will negates (harmless)
*Spell Resistance*: Yes (harmless)
The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.
*Arcane Material Component*: A short reed or piece of straw.

**Water Walk**
Transmutation [Water]
*Level*: Clr 3, Rgr 3
*Components*: V, S, DF
*Casting Time*: 1 standard action
*Range*: Touch
*Targets*: One touched creature/level
*Duration*: 10 min./level (D)
*Saving Throw*: Will negates (harmless)
*Spell Resistance*: Yes (harmless)
The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects’ feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.
If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

**Waves of Exhaustion**
Necromancy
*Level*: Sor/Wiz 7
*Components*: V, S
*Casting Time*: 1 standard action
*Range*: 60 ft.
*Area*: Cone-shaped burst
*Duration*: Instantaneous
*Saving Throw*: No
*Spell Resistance*: Yes
Waves of negative energy cause all living creatures in the spell’s area to become exhausted. This spell has no effect on a creature that is already exhausted.

**Waves of Fatigue**
Necromancy
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes
Waves of negative energy render all living creatures in the spell’s area fatigued. This spell has no effect on a creature that is already fatigued.

Web
Conjuration (Creation)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 min./level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No
Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won’t cause you to become entangled.
Anyone in the effect’s area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can’t move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.
If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.
The strands of a web spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.
Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Weird
Illusion (Phantasm) [Fear, Mind-Affecting]
Level: Sor/Wiz 9
Targets: Any number of creatures, no two of which can be more than 30 ft. apart
This spell functions like phantasmal killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.
If a subject’s Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Whirlwind
Evocation [Air]
Level: Air 8, Drd 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone’s every movement or specify a simple program. Directing the cyclone’s movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell’s range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can’t regain control of the cyclone, even if it comes back within range.)

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

Whispering Wind
Transmutation [Air]
Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: 1 mile/level
Area: 10-ft.-radius spread
Duration: No more than 1 hour/level or until discharged (destination is reached)
Saving Throw: None
Spell Resistance: No

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Wind Walk
Transmutation [Air]
Level: Clr 6, Drd 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: You and one touched creature per three levels
Duration: 1 hour/level (D); see text
Saving Throw: No and Will negates (harmless)
Spell Resistance: No and Yes (harmless)

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

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

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

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

Wind Wall
Evocation [Air]
Level: Air 2, Cln 3, Drd 3, Rgr 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

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

Wish
Universal
Level: Sor/Wiz 9
Components: V, XP
Casting Time: 1 standard action
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

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

A wish can produce any one of the following effects.

• Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
• Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
• Duplicate any wizard or sorcerer spell of 7th level or lower even if it’s of a prohibited school.
• Duplicate any other spell of 5th level or lower even if it’s of a prohibited school.
• Undo the harmful effects of many other spells, such as geas/quest or insanity.
• Create a nonmagical item of up to 25,000 gp in value.
• Create a magic item, or add to the powers of an existing magic item.
• Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
• Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
• Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level.
• Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
• Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent’s successful save, a foe’s successful critical hit (either the attack roll or the critical roll), a friend’s failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the
effect, and spell resistance (if any) applies. You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

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

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

### Wood Shape

**Transmutation**

**Level:** Drd 2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

*Wood shape* enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn’t possible. There is a 30% chance that any shape that includes moving parts simply doesn’t work.

### Word of Chaos

**Evocation [Chaotic, Sonic]**  
**Level:** Chaos 7, Clr 7  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** 40 ft.  
**Area:** Nonchaotic creatures in a 40-ft.-radius spread centered on you  
**Duration:** Instantaneous  
**Saving Throw:** None or Will negates; see text  
**Spell Resistance:** Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects. The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- **Deafened:** The creature is deafened for 1d4 rounds.
- **Stunned:** The creature is stunned for 1 round.
- **Confused:** The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.
- **Killed:** Living creatures die. Undead creatures are destroyed.

<table>
<thead>
<tr>
<th>HD Effect</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equal to caster level</td>
<td>Deafened</td>
</tr>
<tr>
<td>Up to caster level –1</td>
<td>Stunned, deafened</td>
</tr>
<tr>
<td>Up to caster level –5</td>
<td>Confused, stunned, deafened</td>
</tr>
<tr>
<td>Up to caster level –10</td>
<td>Killed, confused, stunned, deafened</td>
</tr>
</tbody>
</table>

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

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

### Word of Recall

**Conjuration (Teleportation)**  
**Level:** Clr 6, Drd 8  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** Unlimited  
**Target:** You and touched objects or other willing creatures
Duration: Instantaneous
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

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

An unwilling creature can’t be teleported by word of recall. Likewise, a creature’s Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zone of Silence
Illusion (Glamer)
Level: Brd 4
Components: V, S
Casting Time: 1 round
Range: Personal
Area: 5-ft.-radius emanation centered on you
Duration: 1 hour/level (D)

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

Zone of Truth
Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 2, Pal 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

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