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Pathfinder
Roleplaying Game™

BETA PLAYTEST

By Jason Bulmahn

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Beta Playtest Edition

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game, designed by Monte Cook, Jonathan Tweet, and Skip Williams

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Introduction

Welcome to the *Pathfinder Roleplaying Game*. Let me start by saying thank you for taking a look at these rules. We here at Paizo have been working hard to make this game the fantasy roleplaying game you want to play—a game where dragons live in dungeons, goblins lurk in the forest, and noble knights ride off to undertake perilous quests. It can be all of these things and more, depending on the style of game you want it to be. These rules can be used to run a game of high intrigue set in the court of a dying king or they can be used to chronicle the desperate struggle for survival on the borderlands of an evil empire. It all depends on you and your imagination.

This is the Beta edition of the game, which contains the majority of the rules you need to play. Although nearly complete, you might find it useful to have the 3.5 rules set available as a reference to help fill in a few small gaps. Over the next eight months, these rules will be playtested and refined based on your feedback.

This process began in March with a series of Alpha releases. If you have been participating since the beginning, many of these rules should be quite familiar to you, but be sure to take a close look, as there have been a number of changes. If this is your first time looking at these rules, I look forward to hearing your feedback. I don't want this game to develop in a vacuum. I need your help to make this the best game possible.

Before I get into how you can help, it might be best to explain the history and design goals of the Pathfinder RPG. These rules guided me through the design process, and they should help you as you play the game.

History & Design Goals

The *Pathfinder RPG* began as a small side project back in October 2007. Since 4th Edition had recently been announced I began to wonder how many people would stick with the 3.5 rules set. Everyone could agree that 3.5 needed some work, but the system itself was mostly sound. I thought that those folks might want some updated rules, since support was beginning to wane.

In March of this year, we posted the first Alpha release of these new rules, as a free PDF on **paizo.com**. Over the next three months, two more releases were posted, expanding the rules and modifying existing ones based off playtester feedback. At the close of the Alpha stage, in early June, more than 20,000 enthusiastic gamers had downloaded the rules and our message boards were flooded with ideas, concerns, and comments about the *Pathfinder RPG*. We took their feedback and comments to craft this Beta edition. Just as we could not make the Beta without the help of playtesters, we cannot hope to make the final game without your help.

When work first began on the *Pathfinder RPG*, I set down a number of principles to guide me. Since this game is based on the 3.5 rules set, I wanted to make sure that it stayed true to

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the original vision of the game. When taking a look at these rules, please keep the following guidelines in mind as they might help you understand the changes that were made.

Improve the Game: The 3.5 rules set is excellent, but it has its flaws. Over the past few years, a number of common problems have seemed to crop up again and again, problems that delay the game or cause no end of arguments (grapple and *polymorph*, for example). I wanted the *Pathfinder RPG* to clean up these rules by streamlining in places and adding options in others. You can still grapple in the *Pathfinder RPG*, but it is no longer the huge headache that it was. I also worked to even out some of the choices. A number of 3.5 skills are far less valuable than others, making them suboptimal choices. In my experience, few rogues took Forgery, but Spot was an incredibly common choice. These rules work to balance some of these options. So while you might still take Perception over Linguistics, the latter is now a far more useful choice than it was before.

Add Options: Just before design began, a friend of mine asked me why no one ever seemed to take rogue beyond 2nd level or fighter beyond 4th level. This got me thinking. Far too many of the basic classes lose their luster after just a few levels, leading most players to take a host of other classes or a number of prestige classes. While this option is still available, I wanted to give every class a reason to be followed up through 20th level. To this end, I have tried to add options to the game whenever possible. This principle goes beyond class powers, as well. From sundering to magic items, there are now more options and choices to make than ever before, each one opening up whole new avenues of character and adventure design.

Compatibility: Of all the goals I set out with when designing this game, compatibility ranked near the top. I wanted to make sure that any rules we changed were adaptable to the extensive body of work that exists for the 3.5 rules set. In addition to being compatible, I wanted to ensure that any conversion work would be minimal. In most cases, this meant adding to existing rules, instead of subtracting from them. So, while we changed the way turning undead works, we did not remove turning undead from the game. We added options to the fighter without removing any of them. This design philosophy doesn't always hold true, however. Some skills were combined and a few disappeared altogether (goodbye, Use Rope). Whenever I broke this rule, it was because the other guidelines took precedence.

What's Next?

That's simple. Play. Incorporate these rules into your existing campaign or start up a whole new campaign using these rules to influence your decisions. We want to know what works and what needs more work, and we can't think of a better way to do that than getting thousands of gamers to help.

Your feedback and playtest reports will be used to help tune these rules. Your experiences will help guide the design from this point forward. Over the next year, we will be running a host of focused playtest periods, looking at individual parts of the rules. You will be able to find information on these playtest periods on our website (**paizo.com**), where you will also be able to download a free pdf of these rules, and occasional rules updates. With your help, we will release the finished version of the *Pathfinder RPG* in August 2009. At that point, all Pathfinder products, including *Pathfinder*, the *Pathfinder Companion*, the *Pathfinder Modules*, and *Pathfinder Chronicles* supplements will convert to these rules. For more information on this process, including how to get involved and where to submit feedback, see the Playtesting chapter at the end of this document.

Once again, thank you for your continued interest in the *Pathfinder RPG*.

We look forward to hearing from you.

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Generating a Character

Generating a Character

From a sly rogue to a stalwart paladin, the *Pathfinder RPG* allows you to make the character you want to play. Chapters 2 through 11 cover all of the rules you need to create a character and play the game, starting with ability scores and ending with spells and magic.

When generating a character, start by coming up with a concept or general type of character you want to play. Do you want a character who goes toe-to-toe with terrible monsters, matching claws and fangs against sword and shield? Or do you want a mystical seer who draws his powers from the great beyond to further his own ends? Nearly anything is possible. The only limit is your imagination.

Once you have a general concept worked out, use the following steps to bring your idea to life.

Step 1: Ability Scores

This chapter presents all the rules necessary to generate your character's ability scores. These scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

Step 2: Race

Once you have settled on your ability scores, it's time to determine your character's race. A character's race modifies his ability scores and grants a number of other bonuses. There are seven basic races to choose from, although your game master (GM) might have others to add to the list. Races are covered in Chapter 3.

Step 3: Class

A character's class determines many of his powers and abilities. Class represents a sort of profession that your character has undertaken, such as fighter or wizard. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities. Depending on a character's class, he might have a number of additional choices to make, such as what spells he knows. Classes are explored in Chapter 4.

Step 4: Skills

A character's class determines how many skills he possesses. Skills represent everyday abilities such as clambering over rocks and hearing someone opening a door. Each character is given a number of skill points that can be spent to become more proficient at various skills. You can find a complete description of all of the skills in Chapter 5.

Step 5: Feats

Feats represent special abilities that a character has learned. Each character starts with at least one feat. Feats are described in Chapter 6.

Step 6: Equipment

Each character begins play with an amount of gold pieces (gp) that can be spent on a wide variety of equipment and gear, from chainmail armor to a leather backpack. Equipment can be found in Chapter 7.

Step 7: Details

Finally, you need to determine all of a character's details, including his starting hit points, Armor Class, saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name, alignment, and physical appearance. It is best to jot down a few personality traits as well to help you play the character during the game. Additional details are described in Chapter 8.

Once your character has been generated, it's time to play the game. As you play, your character gains treasure and XP. After a few sessions, you character should earn enough experience to gain a level, granting him increased abilities, skills, and other statistics. The process of advancing your charter works much in the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees.

Ability Scores

Ability scores represent a character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just his ability score, these scores, and the modifiers they create, affect nearly every other aspect of a character's skills and abilities. Ability scores for characters generally range from 3 to 18, although racial bonuses and penalties can alter this, and the average of any score is 10.

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Table 2-1: Ability Score Costs

Score	Points
7	–4
8	–2
9	–1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

Table 2-2: Total Points

Campaign Type	Points
Low Fantasy	10
Standard Fantasy	15
High Fantasy	20
Epic Fantasy	25

Table 2-3: Ability Modifiers and Bonus Spells

		Bonus Spells (by Spell Level)									
Score	Modifier	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	–5	Can't cast spells tied to this ability									
2–3	–4	Can't cast spells tied to this ability									
4–5	–3	Can't cast spells tied to this ability									
6–7	–2	Can't cast spells tied to this ability									
8–9	–1	Can't cast spells tied to this ability									
10–11	0	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—
18–19	+4	—	1	1	1	1	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—
28–29	+9	—	3	2	2	2	2	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2
42–43	+16	—	4	4	4	4	3	3	3	3	2
44–45	+17	—	5	4	4	4	4	3	3	3	3
etc. . .											

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Apply racial modifiers after the scores are generated—see the Races chapter for more details.

Classic: Roll 3d6 and add the dice together. Record this result and repeat the process until you generate six scores. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further, with the results applied to the ability scores in the order they are rolled. Characters generated using this method must be designed after their ability scores are generated.

Modern: Roll 4d6 and add together the three highest results. Record this result and repeat the process until six scores are generated. Assign these results to your ability scores as you see fit. This method is less random than classic and tends to create characters with above-average ability scores.

Heroic: Roll 2d6 and add 6 to the results of the dice. Record this result and repeat the process until six scores are generated. Assign these results to your ability scores as you see fit. This method generates characters with mostly above-average scores.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. See Table 2–1 for the costs of each score. After all the points are spent, apply any racial modifiers the character might have.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points to spend on your ability scores. Average nonplayer characters (NPCs) are typically built using as few as 3 points. See Table 2–2 for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters. This system is typically used for organized play events, such as the *Pathfinder Society*.

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Determine Bonuses

Each ability, after changes made because of race, has a modifier ranging from –5 to +5. Table 2–3 shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

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

Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards, Wisdom for clerics, druids, paladins, and rangers, or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of a high enough class level to be able to cast spells of a given spell level. See the class descriptions in Chapter 4 for details.

The Abilities

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

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for those who engage in hand-to-hand (or "melee") combat, such as fighters, monks, paladins, and some rangers. Strength also determines the maximum 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 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 and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

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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). This ability is vital for characters seeking to excel at ranged weapons, such as the bow or sling.

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.
- Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth 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. Some creatures, such as undead and constructs, do not have a Constitution score.

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 advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

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, though your character always gets at least 1 skill point per level.
- Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on his 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, awareness, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and conscious 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 effects of *charm person* and other spells).
- Heal, Perception, Profession, Sense Motive, 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 the most important ability for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to channel energy. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, 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.
- Channel energy difficulty classes (DC) 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.

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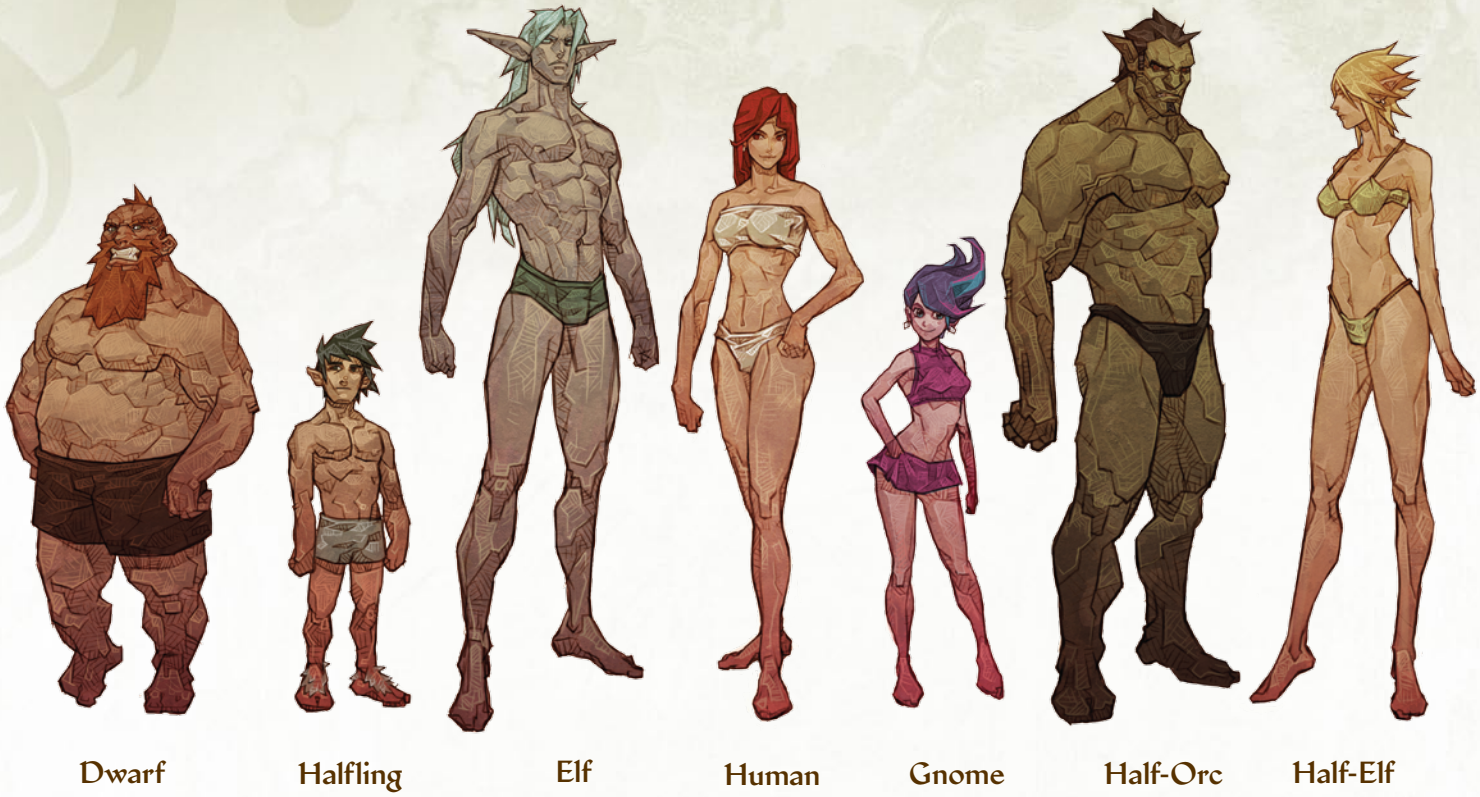
Races



From the stout dwarf to the noble elf, the races of a *Pathfinder RPG* are a diverse mix of cultures, attitudes, and appearance. The following are the most common races present in the civilized world.

Dwarves

Often called the "stout folk," dwarves are an ancient race. Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips. Dwarves have a love for earth and stone, making them fine stonemasons and expert miners. Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical. On the whole, they have a lust for treasure, especially precious metals and gems. Dwarves have a relatively dour outlook rooted in grim reality, but when in a good mood with ale in hand, their rumbling laughter can be heard for quite a distance.

Dwarf Racial Traits

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures, and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision 60 feet: Dwarves can see in the dark up to 60 feet.

Stonecunning: Dwarves treat any Profession skill related to stone as a class skill. In addition, they receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Keen Senses: Dwarves receive a +2 bonus on taste- and touch-based Perception skill checks.

Greed: Dwarves treat Appraise as a class skill when attempting to determine the price of nonmagical goods that contain precious metals and gemstones.

Hearty: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

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Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes due to special training against these hated foes.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters of the giant type.

Stability: Dwarves receive a +4 bonus to their combat maneuver bonus when resisting a bull rush or trip attempt while standing on the ground.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose any of the following: Elemental, Giant, Gnome, Goblin, Orc, and Undercommon.

Favored Class: The favored class of dwarves is cleric or fighter. This choice must be made at 1st level and cannot be changed.

ELVES

Since the dawn of history, the elves have looked upon the other races from their forest abodes, watching them grow and prosper, struggling through barbarism and war. The elves are eternal, or nearly so, having life spans that rival the mighty dragons. While most elves live in woodland settings, others dwell in towering elven cities, full of graceful spires that blend in with the surrounding trees. Some elves choose to leave their kin behind and mingle with the other races, dwelling alongside them but never quite belonging. Elves are patient craftsmen, spending years perfecting their art, be it sword smithing, armor crafting, poetry, or song.

Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: The favored class of elves is ranger or wizard. This choice must be made at 1st level and cannot be changed.

GNOMES

Where the elves have a tie to nature, gnomes are linked to the fey that inhabit the quiet corners of the world. While many can seem whimsical and distant, gnomes that dwell alongside other races often take to one craft or profession with obsessive zeal, using that passion to root them in their surroundings. Many view such gnomes as eccentric, as their passions tend toward invention, alchemy, or other technical pursuits. Those that dwell with fey are often the opposite, their lives full of frivolous endeavors, making them seem odd and fickle to outside observers. Even these gnomes take to one passion or another, usually music, song, or poetry. Some theorize that without passion, a gnome fades into the wild to join the fey forever.

Gnome Racial Traits

+2 Constitution, +2 Charisma, –2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Small: Gnomes are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

Slow Speed: Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of poor illumination.

Keen Senses: Gnomes receive a +2 bonus on smell- and touch-based Perception checks.

Obsessive: Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Illusion Resistant: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Weapon Familiarity: Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtypes due to special training against these hated foes.

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Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Languages: Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Favored Class: The favored class of gnomes is bard or sorcerer. This choice must be made at 1st level and cannot be changed.

HALF-ELVES

Born from elven and human parents, half-elves have trouble adjusting to either society. Ever since the elves and humans first met, there have been half-elves. Most half-elves are born from loving couples who tend their offspring in a manner best suited to their lifestyle. Half-elves tend to follow the societal path that they were raised in. While this is typically human, making those half-elves passionate and energetic, some are raised in elven clans, making them more reserved and deliberate. In either case, traits from the other parent seem to slip through, causing them no end of trouble among their peers. Like their human ancestors, half-elves are skilled at nearly any craft. Half-elves tend to be wanderers, as they find it difficult to fit in anywhere. It is no surprise, then, that many turn to a life of adventuring.

Half-Elf Racial Traits

+2 to one ability score: Half-elf characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

Medium: Half-elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Half-elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Adaptability: Half-elves receive Skill Focus, as a bonus feat, at 1st level.

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class: Half-elves can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

HALF-ORCS

Born from orc and human parents, half-orcs are outcasts, looked upon with fear, hatred, and pity by most of the civilized world. Half-orcs are not a new phenomenon: in the days when orcs and humans clashed endlessly, many who found themselves caught in-between were the subjects of terrible violence, with half-orcs as the byproduct. While many half-orcs today share this dark history, others come from entire communities of half-orcs, bound together by their common lineage. Half-orcs favor many of the traits of their less-civilized parents, tending toward violence and a dark, brooding outlook. From their human parentage, half-orcs are gifted with a wide variety of passions. While these stereotypes are not universal, they are quite common. Half-orcs raised in orc society tend to blend in, earning positions of respect so long as they can physically match their peers. Those raised in human society often find themselves the targets of cruel prejudices and are frequently the suspect whenever a crime is uncovered. Due to such difficulties, many half-orcs turn to lives of crime or adventuring, where their combination of strength and wits serves them best.

Half-Orc Racial Traits

+2 Strength, +2 Wisdom, –2 Intelligence: Half-orcs are physically strong and constantly on the lookout for danger, but their orc stock hinders their intelligence.

Medium: Half-orcs are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-orcs have a base speed of 30 feet.

Darkvision 60 feet: Half-orcs can see in the dark up to 60 feet.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Orc Ferocity: Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.

Languages: Half-orcs begin play speaking Common and Orc. Half-orcs with high Intelligence scores can choose any of the following: Draconic, Giant, Gnoll, Goblin, and Abyssal.

Favored Class: The favored class of half-orcs is barbarian or druid. This choice must be made at 1st level and cannot be changed.

HALFLINGS

Living alongside many other civilized races, halflings are an accepted part of most societies. Although their role

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varies greatly from citizen to slave, it's their spirit and sense of community that sets them apart. Halflings care a great deal about their families and other close relations, making them great friends as well as bitter enemies to those who have wronged them. While some halflings prefer to settle in one location, usually with others of their kind and extended families, others feel a greater sense of wanderlust and move from place to place as their moods and the situations dictate. Halflings have a relatively optimistic outlook, being able to find the bright side of nearly any situation. This, combined with their uncanny luck, makes them relatively fearless, willing to risk their lives for the chance of adventure.

Halfling Racial Traits

+2 Dexterity, +2 Charisma, –2 Strength: Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

Small: Halflings are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

Slow Speed: Halflings have a base speed of 20 feet.

Keen Senses: Halflings receive a +2 racial bonus on sound-based Perception skill checks.

Sure-footed: Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose any of the following: Abyssal, Dwarven, Elven, Gnome, and Goblin.

Favored Class: The favored class of halflings is bard or rogue. This choice must be made at 1st level and cannot be changed.

HUMANS

Of all the races, humans show the most variety. They're a young race by the standards of elves and dwarves, but have accomplished much in their short time. Human cities dot the landscape and their kingdoms rule much of the world. Yet for all of their power, they can easily recede into barbarism within a generation. While some strive to make the world a better place, others seek to conquer it, drawing up great hosts to march on their civilized neighbors. While their craftsmanship does not equal that of many other races, humans are skilled at nearly every trade imaginable. Not surprisingly, adventuring is a common occupation, as most humans have an innate curiosity about what lies beyond the next horizon or at the bottom of the nearest dungeon.

Favored Classes

Each race has two favored classes, representing its natural affinity for a specific set of skills and abilities. Whenever you take a level in your race's favored class, you receive either +1 hit point or +1 skill point. Humans and half-elves frequently get this bonus, unless they multiclass. You do not gain this bonus for taking levels in a prestige class, regardless of its theme.

Human Racial Traits

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

Medium: Humans are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training: Humans are proficient with any one martial weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed.

Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class: Humans can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

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Classes

A character's class is one of his most defining features. It's the source of most of his abilities, skills, and feats, and these help give him a unique and valuable role in any adventuring party.

Character Advancement

As player characters successfully overcome the challenges set before them, they gain valuable experience that ultimately leads to greater powers and abilities. This progression is represented by a simple experience system that rewards characters for facing challenges, defeating monsters, disarming traps, and accomplishing story goals. As experience points accumulate, characters advance in level, gaining new abilities, feats, spells, skills, and other class-related powers. The rate of this advancement depends on the type of game that you and your GM would like to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best. Characters advance in level according to table 4–1.

Player Character Classes

The following modifications are designed to balance the player character classes.

Barbarian

Alignment: Any nonlawful.
Hit Die: d12.

Class Skills

The barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

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 her 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.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian gains a number of rage points equal to 4 + her Constitution modifier. At each level after 1st, she gains an additional number of rage points equal to 2 + her Constitution modifier. Temporary increases to Constitution, such as those gained from rage and spells like *bear's endurance,* do not increase a barbarian's total number of rage points. A barbarian must spend one rage point to enter a rage and

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Table 4-1: Character Advancement and Level-Dependent Bonuses

Character	Experience Point Total				Ability
Level	Slow	Medium	Fast	Feats	Score
1st	—	—	—	1st	—
2nd	3,000	2,000	1,300	—	—
3rd	7,500	5,000	3,300	2nd	—
4th	14,000	9,000	6,000	—	1st
5th	23,000	15,000	10,000	3rd	—
6th	35,000	23,000	15,000	—	—
7th	53,000	35,000	23,000	4th	—
8th	77,000	51,000	34,000	—	2nd
9th	115,000	75,000	50,000	5th	—
10th	160,000	105,000	71,000	—	—
11th	235,000	155,000	105,000	6th	—
12th	330,000	220,000	145,000	—	3rd
13th	475,000	315,000	210,000	7th	—
14th	665,000	445,000	295,000	—	—
15th	955,000	635,000	425,000	8th	—
16th	1,350,000	890,000	600,000	—	4th
17th	1,900,000	1,300,000	850,000	9th	—
18th	2,700,000	1,800,000	1,200,000	—	—
19th	3,850,000	2,550,000	1,700,000	10th	—
20th	5,350,000	3,600,000	2,400,000	—	5th

Table 4-2: Barbarian

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

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Designer Notes: Starting Hit Points

We've had a great deal of debate about starting hit points, and have yet to come to a satisfying conclusion. Here are the options that we have floating around. Each one has its pros and cons, but the goal here is the same: to make 1st-level characters a bit more durable. Please try them out and let us know which ones work for you.

Standard: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Double: Double your maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Racial: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, you get a number of bonus hit points based on your race. The frail races (elf, gnome, and halfling) receive 4 hit points. The standard races (half-elf and human) receive 6 hit points. The hardy races (dwarf and half-orc) receive 8 hit points.

Flat: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, each character receives a flat number of bonus hit points, regardless of race or class. Our recommendation is 6 hit points.

Constitution: Maximum hit points for 1st level plus your Constitution score and any other bonuses.

one additional point at the start of any round spent in rage. In addition, rage points can be spent to activate rage powers. A barbarian can enter rage as a free action. Rage points are renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rage points spent during the rage. A barbarian cannot enter a new rage while fatigued but can otherwise enter rage multiple times during a single encounter or combat.

Rage Powers: As a barbarian gains experience, she learns to harness her rage in new ways. Starting at 2nd level, a barbarian gains one rage power. She gains an additional rage power for every two levels of barbarian attained after 2nd level. A barbarian can use her rage powers only while raging, with each power consuming a set number of rage points. A barbarian cannot select an individual power more than once. Unless otherwise noted, these abilities are swift actions that must be performed on the barbarian's turn.

Animal Fury (Ex): The barbarian may make a bite attack using her full base attack bonus plus her Strength modifier. If the bite hits, it deals 1d6 points of damage (assuming the barbarian is Medium; 1d4 points of damage if Small) plus the barbarian's Strength modifier. A barbarian can use this power while grappled. If the bite attack hits, any grapple checks made against the target this round are at a +2 bonus. (2 rage points)

Clear Mind (Su): A barbarian may reroll a failed Will save. This power is used as an immediate action after the save is failed. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power. (6 rage points)

Increased Damage Reduction (Ex): The barbarian gains damage reduction 1/— per 4 rage points spent for 1 round. This damage reduction stacks with that granted by the barbarian class feature. The barbarian cannot increase her damage reduction by more than 3/— with this power. A barbarian must be at least 12th level before selecting this ability. (4, 8, or 12 rage points)

Elemental Rage (Su): All of the barbarian's attacks deal an additional 1d6 points of energy damage for 1 round. The energy type must be acid, cold, electricity, or fire. This energy damage does not stack with energy damage dealt by special weapon abilities if it is of the same type. A barbarian must be at least 12th level before selecting this power. (8 rage points)

Guarded Stance (Ex): The barbarian gains a dodge bonus to her Armor Class equal to 1/2 her barbarian level for 1 round against melee attacks. (2 rage points)

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a free action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 2d6 rounds. (4 rage points)

Knockback (Ex): Anyone hit by the barbarian's melee attacks this round is pushed back 5 feet, if possible. This power is used before any attacks are made. (4 rage points)

Low-Light Vision (Ex): The barbarian's senses suddenly sharpen and she gains low-light vision for 1 round. (2 rage points)

Mighty Swing (Ex): The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 8th level before selecting this power. (8 rage points)

Moment of Clarity (Ex): The barbarian does not take any of the penalties from rage for 1 round. This includes the penalty to Armor Class and the restriction on what actions can be performed. (4 rage points)

Night Sight (Ex): The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet for 1 round. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power. (4 rage points)

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Powerful Blow (Ex): The barbarian adds her barbarian level on one damage roll. This power is used as a swift action before the roll to hit is made. (4 rage points)

Quick Reflexes (Ex): The barbarian can make an additional attack of opportunity above the normal limit of one per round. This power is used as an immediate action when an opponent takes an action that provokes an attack of opportunity. (4 rage points)

Renewed Vigor (Su): The barbarian heals 1d8 points of damage + her Constitution modifier. This power is used as a standard action. A barbarian must be at least 6th level before selecting this power. (6 rage points)

Rolling Dodge (Ex): The barbarian gains a dodge bonus to her Armor Class equal to 1/2 her barbarian level for 1 round against ranged attacks. (2 rage points)

Roused Anger (Ex): The barbarian may enter rage even if fatigued. This power is used as a free action when the barbarian enters rage. (4 rage points)

Strength Surge (Ex): The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her combat maneuver bonus when an opponent attempts a maneuver against her. This power is used as an immediate action. (2 rage points)

Surprise Accuracy (Ex): The barbarian adds her barbarian level on one attack roll. This power is used as a swift action before the roll to hit. (4 rage points)

Swift Foot (Ex): The barbarian gains an enhancement bonus to her speed for 1 round equal to 10 feet per 2 rage points spent. Her speed cannot be increased by more than 30 feet in this way. (2, 4, or 6 rage points)

Terrifying Howl (Su): The barbarian unleashes a terrifying howl as a standard action. All enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not) it is immune to this power for 24 hours. A barbarian must have the intimidating glare rage power to select this rage power. A barbarian must be at least 8th level before selecting this power. (8 rage points)

Unexpected Strike (Ex): The barbarian can take one additional attack as part of a full-attack action at her highest bonus. This additional attack does not stack with *haste* or other similar effects. A barbarian must be at least 8th level before selecting this power. (8 rage points)

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. 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): 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 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, when a barbarian enters rage, she can choose to enter a greater rage. The bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. A barbarian must spend 2 rage points to enter greater rage, and must expend 2 rage points per round to maintain her rage.

Indomitable Will (Ex): While in 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 she also receives during her rage.

Tireless Rage (Ex): Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex): At 20th level, when a barbarian enters rage, she can choose to enter mighty rage. The bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4. A barbarian must spend 3 rage points to enter mighty rage, and must expend 3 rage points per round to maintain her rage.

BARD

Alignment: Any.
Hit Die: d8.

Class Skills

The bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

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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 also proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. 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. 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 level. 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 4–3. In addition, he receives bonus spells per day if he has a high Charisma score.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on Table 4–4. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score. The numbers on Table 4–4 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: At 1st level, a bard selects one Knowledge skill. He gains 1 bonus skill point to place in that Knowledge skill and an additional skill point every time he gains a level. In addition, a bard adds 1/2 his level (minimum 1) to all Knowledge skill checks and may make such checks untrained.

Bardic Performance: Once per day per bard level, a bard can use his Perform skill to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic performance, they can be activated using any Perform skill, such as dancing, singing, playing an instrument, or performing comedy. 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 performance ability until he acquires the needed ranks. Some abilities can only be used by a bard with a specific type of Perform.

Starting a bardic performance effect is a standard action. Some bardic performance abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using a bardic performance ability 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). Bardic performance has specific limitations, depending on the type of Perform

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Table 4-3: Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic knowledge, bardic performance, cantrips, countersong, distraction, *fascinate*, inspire courage +1	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	3	—	—	—	—	—
4th	+3	+1	+4	+4		3	1	—	—	—	—
5th	+3	+1	+4	+4	Inspire courage +2, lore master 1/day	4	2	—	—	—	—
6th	+4	+2	+5	+5	*Suggestion*	4	3	—	—	—	—
7th	+5	+2	+5	+5		4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Dirge of doom, discordant performance	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7		5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Inspire courage +3, lore master 2/day	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	*Song of freedom, soothing performance*	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8		5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	*Frightening tune, paralyzing show*	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10		5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +4, lore master 3/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	*Mass suggestion*	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Jack of all trades	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Deadly performance	5	5	5	5	5	5

skill used to activate it. Bardic performance activated with Perform (act) or Perform (dance) requires line of sight to the targets of its effects and does not affect blind creatures. Bardic performance activated with Perform (comedy) and Perform (oratory) requires the targets to be able to hear the bard, and such effects are language dependent (although the bard can activate magic items that require a magic word, such as wands, while using these types of Perform to activate bardic performance). Bardic performance activated using any other type of Perform only requires the targets to be able to hear the bard. These requirements are in addition to those listed with each bardic performance ability.

Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic performance using a Perform skill that relies on sound. A blind bard has a 50% chance to fail when attempting to use bardic performance using a Perform skill that relies on sight. If he fails either of these checks, the attempt still counts against his daily limit.

Countersong (Su): A bard with 1 or more ranks in a Perform skill can use his performance 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 does not work on effects that don't allow saves. The bard may keep up the countersong for 10 rounds. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Distraction (Su): A bard with 1 or more ranks in a Perform skill can use his performance to counter magical effects that depend on sight. Each round of the distraction, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) 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 distraction is already under the effect of a

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Table 4-4: Bard Spells Known

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

noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. The bard may keep up the distraction for 10 rounds. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

Fascinate (Sp): A bard with 1 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.

Each creature within range recieves a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate 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 Perception 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. A bard can use this bardic performance ability utilizing any type of Perform.

Inspire Courage (Su): A bard with 1 or more ranks in a Perform skill can use his performance 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 percieve the bard's performance. The effect lasts for as long as the ally percieves the bard's performance 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 5th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 5th, +3 at 11th, and +4 at 17th). Inspire courage is a mind-affecting ability. A bard can use this bardic performance ability utilizing any type of Perform.

Inspire Competence (Su): A bard of 3rd level or higher with 3 or more ranks in a Perform skill can use his performance 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 she continues to hear the bard's music. Certain uses of this ability are infeasible, such as Sneak attempts. 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. A bard can use this bardic performance ability utilizing any type of Perform.

Suggestion (Sp): A bard of 6th level or higher with 6 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 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. A bard can use this bardic performance ability utilizing any type of Perform.

Dirge of Doom (Su): A bard of 8th level or higher with 8 or more ranks in a Perform skill can use his performance to foster a sense of growing dread in his enemies, causing them to take a number of penalties. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. The effect lasts for as long as the enemy hears

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the bard and remains within 30 feet, and it persists for 3 rounds after the bard stops playing or the enemy leaves the area. Affected enemies are shaken and take a –2 penalty on ability checks, attack rolls, saving throws, and skill checks. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Discordant Performance (Su): A bard of 8th level or higher with 8 or more ranks in a Perform skill can can use his performance to cause his enemies to become confused. To be affected, an enemy must be able to see the bard perform and be within 30 feet. The effect lasts for as long as the enemy sees the bard and remains within 30 feet. Each enemy within range recieves a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to confuse that creature again using discordant performance for 24 hours. If its saving throw fails, the creature becomes confused as long as the bard keeps performing (up to a maximum of 1 round per bard level). At the end of an affected creature's turn, it is allowed a new Will save to overcome the effect, making it immune to discordant performance for 24 hours if it does. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

Inspire Greatness (Su): A bard of 9th level or higher with 9 or more ranks in a Perform skill can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting 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, and four at 18th). To inspire greatness, a bard must perform and an ally must hear or see him perform. The effect lasts for as long as the ally witnesses the performance 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. A bard can use this bardic performance ability utilizing any type of Perform.

Song of Freedom (Sp): A bard of 12th level or higher with 12 or more ranks in a Perform skill can use his performance 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. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Soothing Performance (Sp): A bard of 12th level or higher with 12 or more ranks in a Perform skill can use his performance to create an effect equivalent to the *mass cure light wounds* spell (caster level equals the character's bard level). In addition, this performance removes the fatigued, sickened, and shakened condition from all those affected. Using this ability requires 1 minute of uninterrupted concentration and performance, and it functions on all targets within 30 feet. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

Frightening Tune (Sp): A bard of 14th level or higher with 14 or more ranks in a Perform skill can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range recieves a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot use *frightening tune* on that creature again for 24 hours. If its saving throw fails, the creature becomes frightened for 1d4 rounds plus the bard's Charisma modifier. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Paralyzing Show (Sp): A bard of 14th level or higher with 14 or more ranks in a Perform skill can use his performance to paralyze his enemies. To be affected, an enemy must be able to see the bard perform and be within 30 feet. Each enemy within range recieves a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot use *paralyzing show* on that creature again for 24 hours. If its saving throw fails, the creature becomes paralyzed for a number of rounds equal to the bard's level. At the end of an affected creature's turn, it is allowed a new Will save to overcome the effect, making it immune to *paralyzing show* for 24 hours. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

Inspire Heroics (Su): A bard of 15th level or higher with 15 or more ranks in a Perform skill can use his performance 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 perform and an ally must witness the performance 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 witnesses the performance and for 5 rounds thereafter. Inspire heroics is a mind-affecting ability. A bard can use this bardic performance ability utilizing any type of Perform.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 18 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-

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dependent ability. A bard can use this bardic performance ability utilizing any type of Perform.

Deadly Performance (Su): A bard of 20th level or higher with 20 or more ranks in a Perform skill can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform and be within 30 feet. The target recieves a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is stunned for 1d4 rounds and the bard cannot use deadly performance on that creature again for 24 hours. If its saving throw fails, the target dies. A bard can use this bardic performance ability utilizing any type of Perform.

Cantrips (Sp): A bard knows a number of cantrips. He can cast these spells at will as a spell-like ability. The number of cantrips a bard knows is noted on Table 4–4 under 0 level spells known. Cantrips are treated like any other spell cast by the bard in terms of duration and other variables based on level.

Well-Versed (Ex): At 2nd level, the bard becomes resistant to the bardic performance of others. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Lore Master (Ex): At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

Jack of All Trades (Ex): At 19th level, the bard can use any skill, even if the skill requires him to be trained. In addition, all skills are now considered class skills. If the bard has 5 or more ranks in a skill, he can take 10 on the skill, even if it is not normally allowed.

CLERIC

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.
Hit Die: d8.

Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor, and with shields (except tower shields). Clerics are also proficient with the favored weapon of their deities.

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).

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

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Table 4-5: Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Channel energy, domain powers, orisons	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Domain powers	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Domain powers	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Domain powers	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Domain powers	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Domain powers	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Domain powers	4	4	4	4	4	4	4	4	4	4

Deities of the Pathfinder Chronicles

Deity	AL	Portfolios	Domains	Favored Weapon
Erastil	LG	God of farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	Goddess of valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Torag	LG	God of the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Sarenrae	NG	Goddess of the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	Goddess of beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Desna	CG	Goddess of dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	starknife
Cayden Cailean	CG	God of freedom, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Abadar	LN	God of cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	light crossbow
Irori	LN	God of history, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	unarmed strike
Gozreh	N	Deity of nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Pharasma	N	Goddess of fate, death, prophecy, birth	Death, Knowledge, Healing, Repose, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, War	greatsword
Calistria	CN	Goddess of trickery, lust, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Asmodeus	LE	God of tyranny, slavery, pride, contracts	Evil, Fire, Law, Magic, Trickery	mace
Zon-Kuthon	LE	God of envy, pain, darkness, loss	Darkness, Death, Destruction, Evil, Law	spiked chain
Urgathoa	NE	Goddess of gluttony, disease, undeath	Death, Evil, Magic, Strength, War	scythe
Norgorber	NE	God of greed, secrets, poison, murder	Charm, Death, Evil, Knowledge, Trickery	short sword
Lamashtu	CE	Goddess of madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Rovagug	CE	God of wrath, disaster, destruction	Chaos, Evil, Destruction, War, Weather	greataxe

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Designer Notes: Orisons

In giving clerics the ability to cast orisons at will, it is important to remove *cure minor wounds* from the game to keep them balanced and prevent them from healing everyone up to full hit points between every fight. Instead, we replaced *cure minor wounds* with *stabilize* and *inflict minor wounds* with *bleed*, both of which you can find in the Spells and Magic Chapter.

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. Her base daily spell allotment is given on Table 4–5. In addition, she receives bonus spells per day if she has a high Wisdom score.

Clerics meditate or pray for their spells. Each cleric must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her 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 she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy in the Combat Chapter). This power also heals or harms living creatures in the radius.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy, damaging undead creatures and causing them to flee. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy, healing undead and bending them to her will. A neutral cleric of a neutral deity must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier.

Domain Powers (Su): Each cleric must choose a deity. Each deity has a number of domains associated with its faith, and its clerics must choose two of these domains to focus on. Each domain grants a number of domain powers dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains both of the listed powers and bonus spells granted by her domains at each of the listed levels. See the Spells Chapter for more information.

If your cleric is not devoted to a particular deity, you still select two domains to represent her spiritual inclinations.

Orisons (Sp): Clerics can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of orisons a cleric can prepare each day is noted in Table 4–5 under "Spells per day." Orisons are treated like any other spell cast by the cleric in terms of duration and other variables based on level. Orisons cannot be channeled through spontaneous casting.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison 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 channel energy).

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to her own or her deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

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 her race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (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 are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

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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, scythe, 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. A druid must choose and prepare her spells in advance.

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 4–6. 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). 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.

Orisons (Sp): Druids can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of orisons a druid can prepare each day is noted in Table 4–6 under spells per day. Orisons are treated like any other spell cast by the druid in terms of duration and other variables based on level. Orisons cannot be channeled through spontaneous casting.

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 nondruids.

Druidic has its own alphabet.

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Table 4-6: Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure, wild shape (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild shape (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (at will)	4	4	4	4	4	4	4	4	4	4

Nature Bond (Ex): At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: air, animal, earth, fire, plant, water, or weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to his druid level.

The second option is to form a close bond with an animal companion. 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: 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. As a druid advances in level, the animal's power increases as shown on the Animal Companion Advancement 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.

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Alternative Animal Companions

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

7th Level or Higher (Level –6)
Bear, brown (animal)
Dire wolverine
Crocodile, giant[1] (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolf
Elasmosaurus[1] (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[1] (animal)
Snake, giant constrictor (animal)
Whale, orca[1] (animal)

13th Level or Higher (Level –12)
Dire bear
Elephant (animal)
Octopus, giant[1] (animal)

16th Level or Higher (Level –15)
Dire shark[1]
Dire tiger
Squid, giant[1] (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)

[1] Available only in an aquatic environment.

Animal Companion Advancement

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

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. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, 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 and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight, entangle, spike growth,* and *warp wood.*

Wild Shape (Su): At 4th 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 *beast shape I* 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 an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II.* When taking the form of an elemental, the druid's wild shape functions as *elemental body I.*

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At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

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).

Animal Companions

A druid's animal companion is superior to a normal animal of its kind and has several special powers, as described below.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes, as noted under Animal Companion Advancement.

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): 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 may cast spells on her animal companion 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 the Alternative Animal Companion lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

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Table 4-7: Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, bravery
3rd	+3	+3	+1	+1	Armor training
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Armor training
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Armor training
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Armor training
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

Fighter

Alignment: Any.
Hit Die: d10.

Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

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, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from either fighter bonus feats or combat feats (see the Feats chapter).

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd, to a maximum of +5 at 18th level.

Armor Training (Ex): Starting at 3rd level, a fighter gains added protection from the armor he is wearing. Whenever he is wearing armor, he gains an additional +1 armor bonus to his armor class, reduces the armor check penalty by 1 (to a minimum of 0), and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), a fighter gains even more protection, increasing these bonuses by +1 each time, for a total of +4 to armor class at 15th level, with a –4 reduction to the armor check penalty and a +4 increase to the maximum Dexterity bonus allowed.

Weapon Training (Ex): Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

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Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

Blades, Heavy: bastard sword, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, sickle, and short sword.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Crossbows: hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

Double: dire flail, dwarven urgosh, gnome hooked hammer, orc double axe, and two-bladed sword.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, light hammer, light mace, greatclub, heavy mace, and warhammer.

Monk: kama, nunchaku, sai, shuriken, siangham, and unarmed strike.

Pole Arms: glaive, guisarme, halberd, ranseur, and quarterstaff.

Spears: javelin, lance, longspear, shortspear, spear, and trident.

Thrown: bolas, club, dart, dagger, handaxe, javelin, light hammer, net, shortspear, shuriken, sling, spear, and trident.

Armor Mastery (Ex): At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (a ×2 becomes a ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

Monk

Alignment: Any lawful.
Hit Die: d8.

Class Skills

The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the monk.

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

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 his AC bonus, as well as his fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC. In addition, a monk gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he 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, he may make one extra attack in a round at his 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 4–8. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before his 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 unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). He 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 his full Strength bonus to his damage rolls for all successful attacks, whether he 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 intersperse unarmed strikes with quarterstaff strikes, assuming that he has enough attacks in his flurry of blows routine to do so.

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When a monk reaches 11th level, his flurry of blows ability improves. In addition to the standard single extra attack he gets from flurry of blows, he gets a second extra attack at his 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 or with elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He 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 his unarmed strikes than a normal person would, as shown on Table 4–8. The unarmed damage on Table 4–8 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Table: Small or Large Monk Unarmed Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Bonus Feat: At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats must be taken from the following list: Caught Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, Stunning Fist, and Throw Anything. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. 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, he 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 his speed, as shown on Table 4–8. A monk in armor or carrying a medium or heavy load loses this extra speed.

Maneuver Training (Ex): At 3rd level, a monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

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.

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Table 4-8: Monk

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

* The value shown is for Medium monks. For Small or Large monks see Table: Small or Large Monk Unarmed Damage.

***Ki* Pool (Su):** At 4th level, a monk's gains a pool of *ki*, supernatural energy he can use to accomplish amazing feats. A monk's *ki* pool is equal to one half his monk level plus his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk level. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation.

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

High Jump (Ex): At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

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

Wholeness of Body (Su): At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his *ki* pool.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless 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*. Using this ability is a move action that consumes 2 points from his *ki* pool. His caster level for this effect is 1/2 his monk level.

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to his 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. He can use this quivering palm attack once a week, and he must announce his intent before making his attack roll. 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 his 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 his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when his 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 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from his *ki* pool.

Perfect Self: At 20th level, a monk becomes a magical creature. He 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 him 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 he were a member of his previous creature type.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

PALADIN

Alignment: Lawful Good.
Hit Die: d10.

Class Skills

The paladin's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

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 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 4–9, to a maximum of seven times per day at 19th 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 can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma bonus. With one use of this ability, a paladin can heal one target a number of hit points equal to her level. As a paladin gains levels, she can use this ability to create other effects. The DC for any of these abilities is based off the paladin's Charisma.

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Alternatively, a paladin can use 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. This attack deals an amount of damage equal to the paladin's level. Undead do not receive a saving throw against this damage.

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.

Channel Positive Energy (Su): When a paladin reaches 4th level, she gains the supernatural ability to channel positive energy. She may use this ability a number of times per day equal to 1 + her Charisma modifier. She channels positive energy as a cleric of three levels lower would.

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 Charisma 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 Charisma 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 4–9. In addition, she receives bonus spells per day if she has a high Charisma score. When Table 4–9 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 Charisma 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 half her paladin level.

Divine Bond (Sp): Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms.

The first bond allows her to enhance her weapon as a standard action, provided the weapon is her deity's favored weapon. When called, a celestial spirit enhances the weapon, causing it to shed light as a torch for 1 minute per paladin level. At 5th level, this spirit grants the weapon a +1 bonus. For every three levels beyond 5th, the weapon gains another +1 bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. These bonuses do not stack with any properties the weapon already has. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other abilities can be added. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin, but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

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Table 4-9: Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, *detect evil*, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Channel positive energy, smite evil 2/day	0	—	—	—
5th	+5	+4	+1	+1	Divine bond	1	—	—	—
6th	+6/+1	+5	+2	+2	*Remove disease*	1	—	—	—
7th	+7/+2	+5	+2	+2	Smite evil 3/day	1	0	—	—
8th	+8/+3	+6	+2	+2	Aura of resolve	1	1	—	—
9th	+9/+4	+6	+3	+3	*Remove curse*	2	1	—	—
10th	+10/+5	+7	+3	+3	Smite evil 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+3	Aura of justice	2	1	1	—
12th	+12/+7/+2	+8	+4	+4	*Neutralize poison*	2	2	1	—
13th	+13/+8/+3	+8	+4	+4	Smite evil 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+4	Aura of faith	3	2	1	1
15th	+15/+10/+5	+9	+5	+5	*Break enchantment*	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+5	Smite evil 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Aura of righteousness	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6	*Heal*	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Smite evil 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Holy champion	4	4	3	3

If a weapon bearing a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

The second bond allows a paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. 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. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. 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 30 days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

***Remove Disease* (Sp):** At 6th level, a paladin can spend two uses of her lay on hands ability to *remove disease*, as the spell. Her caster level for this effect is equal to her paladin level.

Aura of Resolve (Su): At 8th level, a paladin is immune to *charm* spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

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

***Remove Curse* (Sp):** At 9th level, a paladin can spend two uses of her lay on hands ability to *remove curse*, as the spell. Her caster level for this effect is equal to her paladin level.

Aura of Justice (Su): At 11th level, a paladin can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the paladin's next turn. Using this ability is a free action. Evil creatures gain no benefit from this ability.

***Neutralize Poison* (Sp):** At 12th level, a paladin can spend two uses of her lay on hands ability to *neutralize poison*, as

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the spell. Her caster level for this effect is equal to her paladin level.

Aura of Faith (Su): At 14th level, a paladin's weapons are treated as good aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as good aligned for the purposes of overcoming damage reduction.

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

***Break Enchantment* (Sp):** At 15th level, a paladin can spend three uses of her lay on hands ability to *break enchantment*, as the spell. Her caster level for this effect is equal to her paladin level.

Aura of Righteousness (Su): At 17th level, a paladin gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

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

***Heal* (Sp):** At 18th level, a paladin can spend four uses of her lay on hands ability to *heal*, as the spell. Her caster level for this effect is equal to her paladin level.

Holy Champion (Su): At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil against an evil outsider, the outsider is also subject to a *banishment*, using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). In addition, whenever she channels positive energy, she channels the maximum possible amount.

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities, except proficiencies, 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.

The Paladin's Bonded 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 halfling 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.

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

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 and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is in addition to the mount's existing natural armor bonus.

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

Int: This is the mount's Intelligence score.

Empathic Link (Su): The paladin has an empathic link with her mount to a distance of 1 mile. The paladin cannot see through the mount's eyes, but the two can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

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Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a wizard 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: 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 may cast spells on her mount 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 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 Spellcraft check to succeed if the target is 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: d10.

Class Skills

The ranger's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6 + Int modifier.

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 the Ranger Favored Enemies Table. The ranger gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks when using these skills against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and 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.

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Table 4-10: Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Endurance, 1st favored terrain	—	—	—	—
4th	+4	+4	+4	+1	Hunter's bond	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	1	—	—	—
6th	+6/+1	+5	+5	+2	Combat style feat	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Swift tracker, 2nd favored terrain	1	1	—	—
9th	+9/+4	+6	+6	+3	Evasion	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter	4	4	3	3

Table: Ranger Favored Enemies

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

Track (Ex): A ranger adds half his level to Survival skill checks made to follow or identify tracks.

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 Feat (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 gained through normal advancement. He can choose these feats, even if he does not have the normal prerequisites.

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Careful Targeting, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds the following feats to his list: Exact Targeting and Many Shot. At 11th level, he adds the following feats to his list: Pinpoint Targeting and Shot on the Run.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Deft Shield, Double Slice, Two-Weapon Defense, and Two-

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Weapon Fighting. At 6th level, he adds the following feats to his list: Improved Two-Weapon Fighting and Weapon Swap. At 11th level, he adds the following feats to his list: Greater Two-Weapon Fighting and Two-Weapon Rend.

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

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

Favored Terrain (Ex): At 3rd level, a ranger may select a type of terrain from among those given on the Favored Terrain Table. The ranger gains a +2 bonus on Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. Likewise, he gets a +1 bonus on initiative checks when in this terrain.

At 8th level and every five levels thereafter (13th and 18th level), the ranger may select an additional favored terrain from those given on the table. In addition, at each such interval, the skill bonus in any one favored terrain (including the one just selected, if so desired) increase by +2, while the initiative bonus increases by +1.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrains Table

Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material)
Swamp
Underground (caves)
Underground (dungeons)
Urban (buildings, streets, and sewers)
Water (on boats and other craft)
Water (below surface)

Hunter's Bond (Ex): At 4th level, a ranger forms a bond with those he hunts with. This bond can take one of two forms. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose 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: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

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 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 4–10. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 4–10 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.

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.

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

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow 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.

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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.

Quarry (Ex): At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can end this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If his quarry is killed, he can select a new quarry after waiting 1 hour. This ability does not confer the ability to know whether or not the quarry is still alive. The ranger must see proof that his quarry has been killed to select another after 1 hour.

Camouflage (Ex): A ranger of 12th level or higher can use the Stealth skill to hide in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex): At 16th level, a ranger's evasion improves. This ability works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

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

Improved Quarry (Ex): At 19th level, the ranger's ability to hunt his quarry improves. He can now select a quarry as a free action. He can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Hunter (Ex): A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 20 plus the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

ROGUE

Alignment: Any.
Hit Die: d8.

Class Skills

The rogue's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 8 + Int modifier.

Class Features

The following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, 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.

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 Perception skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 10, 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.

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Table 4-11: Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Rogue talent, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Rogue talent, trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Advanced talent, rogue talent
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Rogue talent, trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Rogue talent, trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

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.

Rogue Talents: As a rogue gains experience she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Bleeding Attack (Ex): A rogue with this ability can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (ie. 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself.

Combat Trick: A rogue may gain a combat feat that she qualifies for in place of a rogue talent.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using Stealth without penalty.

Finesse Rogue: A rogue may gain the Weapon Finesse feat in place of a rogue talent.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using Acrobatics without penalty.

Major Magic (Sp): A rogue with this talent gains the ability to cast a 1st-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue

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Designer Notes: Sneak Attack

Sneak attack now works against nearly every creature you might face. While some might have specific immunity, the change was made so that rogues might be more effective in combat regardless of the adventure. Now it represents being able to find a weak spot more than striking at vital organs. Generally speaking, only creatures that do not have a weak spot at all, either due to a homogenous nature or near-indestructible build, are immune to sneak attack. Examples might include air, earth, fire, and water elementals, most oozes and some undead.

level. The save DC for this spell is determined using the rogue's Intelligence modifier. A rogue must have the *minor magic* rogue talent before choosing this talent.

Minor Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. The save DC for this spell is determined using the rogue's Intelligence modifier.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using Disable Device (minimum 1 round).

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue cannot take 5-foot steps while crawling.

Slow Reactions (Ex): Opponents damaged by this rogue's sneak attack cannot make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attacks (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have acted. Opponents who cannot be caught flat-footed (such as through improved uncanny dodge) are immune.

Weapon Training: A rogue may gain the Weapon Focus feat in place of a rogue talent.

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. 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 another 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.

Advanced Talents: At 10th level, and every two levels thereafter, a rogue can choose one of the following advanced talents in place of a rogue talent.

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.

Dispelling Attack (Su): Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted *dispel magic*, targeting the lowest level spell effect active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the *major magic* rogue talent before choosing dispelling attack.

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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, 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 any feat that she qualifies for in place of a rogue talent.

Master Strike (Ex): Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. This can have one of three effects. The target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to resist with a DC equal to 20 plus the rogue's Intelligence modifier. This attack deals damage normally. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Sorcerer

Alignment: Any.
Hit Die: d6.

Class Skills

The sorcerer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcane) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks Per Level: 2 + Int modifier.

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 her spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. 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.

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Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–12. In addition, she receives bonus spells per day if she 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 her choice. At each new sorcerer level, she gains one or more new spells, as indicated on Table 4–13. (Unlike spells per day, the number of spells a sorcerer knows is not affected by her Charisma score; the numbers on Table 4–13 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 through study. The sorcerer can't use this latter 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 she 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 she gains new spells known for the level.

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

Bloodlines: Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell, derived from her bloodline. These spells are in addition to the sorcerer's list of spells known. These spells cannot be exchanged for different spells at higher levels (although variations might exist, with GM permission).

At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list specific to each bloodline. The sorcerer must meet the prerequisites for these bonus feats.

***Cantrips* (Sp):** Sorcerers know a number of cantrips. They can cast these spells at will as a spell-like ability. The number of cantrips a sorcerer knows is noted on Table 4–13 under 0-level spells known. Cantrips are treated like any other spell cast by the sorcerer in terms of duration and other variables based on level.

Eschew Materials: A sorcerer gains Eschew Materials as a bonus feat at 1st level.

Sorcerer Bloodlines

The following bloodlines represent only some of the possible sources of power that a sorcerer can draw upon. Unless otherwise noted, most sorcerers are assumed to have the arcane bloodline.

Aberrant

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Class Skill: Knowledge (dungeoneering).

Bonus Spells: *enlarge person* (3rd), *see invisibility* (5th), *tongues* (7th), *black tentacles* (9th), *feeblemind* (11th), *veil* (13th), *plane shift* (15th), *mind blank* (17th), *shapechange* (19th).

Bonus Feats: Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

Bloodline Powers: Aberrant sorcerers show increasing signs of their tainted heritage as they increase in level. While these traits are simple to hide, a sorcerer can choose to show her traits at any time.

Acidic Ray (Su): Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two caster levels you possess.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

Unusual Anatomy (Ex): At 9th level, your anatomy changes, giving you a 25% chance of ignoring any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Alien Resistance (Su): At 15th level, you gain spell resistance equal to your sorcerer level +10.

Aberrant Form (Ex): At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/—.

Abyssal

Some time ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is

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particularly strong, calling on you to bring ruin to those around you.

Class Skill: Knowledge (planes).

Bonus Spells: *cause fear* (3rd), *bull's strength* (5th), *rage* (7th), *stoneskin* (9th), *dismissal* (11th), *transformation* (13th), *greater teleport* (15th), *unholy aura* (17th), *summon monster IX* (19th).

Bonus Feats: Augment Summoning, Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Knowledge [planes]).

Bloodline Powers: While some would say that you are possessed, you know better. The demonic influence in your blood grows as you gain power.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, these claws become flaming weapons, dealing 1d6 points of fire damage on a successful hit. This is a supernatural ability.

Demon Resistances (Ex): At 3rd level, you gain resist electricity 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to electricity increases to 10 and your bonus on poison saving throws increases to +4.

Strength of the Abyss (Ex): At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Added Summonings (Su): At 15th level, whenever you summon a creature with the Demon subtype or the fiendish template using a *summon monster* spell, you summon one additional creature.

Demonic Might (Su): At 20th level, the power of the Abyss flows through you. You gain immunity to electricity and poison. You also gain resistance to acid 10, cold 10, and fire 10, and gain telepathy with a range of 60 feet.

Arcane

Your family has always been skilled in the art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Class Skill: Knowledge (any one).

Bonus Spells: *identify* (3rd), *invisibility* (5th), *dispel magic* (7th), *dimension door* (9th), *overland flight* (11th), *true seeing* (13th), *greater teleport* (15th), *power word stun* (17th), *wish* (19th).

Bonus Feats: Combat Casting, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus, Still Spell.

Bloodline Powers: Magic comes naturally to you, but as you gain levels you must take care to prevent the power from overwhelming you.

Arcane Bond (Su): At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level. Your levels stack with any wizard levels you posses when determining the powers of your familiar or bonded object.

Metamagic Adept (Ex): At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 19th level. At 20th level, this ability is replaced by arcane apotheosis.

New Arcana (Ex): At 9th level, you can add any one spell that you are capable of casting to your list of spells known. You can also add one additional spell at 13th level and 17th level.

School Power (Ex): At 15th level, pick one school of magic. The DC for any spells you cast of that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

Arcane Apotheosis (Ex): At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you are using magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

Celestial

Your bloodline is blessed by a celestial power, either through having a celestial relative or through divine intervention. Although this power drives you along the path of good, your fate is your own to determine.

Class Skill: Heal.

Bonus Spells: *bless* (3rd), *resist energy* (5th), *magic circle against evil* (7th), *remove curse* (9th), *flame strike* (11th), *greater dispel magic* (13th), *banishment* (15th), *sunburst* (17th), *gate* (19th).

Bonus Feats: Dodge, Extend Spell, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Skill Focus (Knowledge [religion]), Weapon Finesse.

Bloodline Powers: Your celestial heritage grants you a great many powers, but they come at a price. The lords of the higher planes are watching you and your actions closely.

Heavenly Fire (Su): Starting at 1st level, you can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d6 points of fire damage +1 for every two caster levels you possess. Against good creatures, this ray heals them of 1d6 points of damage +1 for every two

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Table 4-12: Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bloodline power, cantrips, eschew materials	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bloodline power	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bloodline feat	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Bloodline power	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Bloodline feat	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Bloodline power	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Bloodline feat	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Bloodline power	6	6	6	6	6	6	6	6	6

Table 4-13: Sorcerer Spells Known

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

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caster levels you possess. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect.

Celestial Resistances (Ex): At 3rd level, you gain resist acid 5 and resist cold 5. At 9th level, your resistances increase to 10.

Wings of Heaven (Su): At 9th level, you can sprout feathery wings and fly for a number of minutes per day equal to your sorcerer level with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but you must use it in 1 minute increments.

Conviction (Su): At 15th level, you can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed. You must take the second result, even if it is worse. You can use this ability once per day.

Ascension (Su): At 20th level, you can call upon the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resist electricity 10, resist fire 10, and a +4 racial bonus on saves against poison. Finally, you gain the tongues ability, allowing you to speak with any creature that has a language.

Destined

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of your bloodline's origin, you have a great future ahead of you.

Class Skill: Knowledge (history).

Bonus Spells: *alarm* (3rd), *blur* (5th), *protection from energy* (7th), *freedom of movement* (9th), *break enchantment* (11th), *mislead* (13th), *spell turning* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: Arcane Strike, Diehard, Endurance, Leadership, Lightning Reflexes, Maximize Spell, Skill Focus (Knowledge [history]), Weapon Focus.

Bloodline Powers: You are destined for great things, and the powers that you gain serve to protect you and fulfill your destiny.

Touch of Destiny (Su): Starting at 1st level, you can touch a creature as a standard action to give it a bonus to a single attack roll, skill check, ability check, or saving throw equal to half your caster level (minimum +1). This bonus lasts 3 rounds or until it is used. Once a creature has benefited from touch of destiny, it can gain no further benefit from this ability for 1 day.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws during surprise rounds or if you are otherwise unaware of the attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum +5 at 19th level.

It Was Meant To Be (Su): At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Within Reach (Su): At 15th level, your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to –9 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.

Destiny Realized (Su): At 20th level, your moment of destiny is at hand. Any critical threats made against you only confirm if the second roll results in a natural 20 on the die. Any critical threats you score are automatically confirmed. Once per day, you can automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

Draconic

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

Class Skill: Perception.

Bonus Spells: *mage armor* (3rd), *resist energy* (5th), *fly* (7th), *fear* (9th), *spell resistance* (11th), *form of the dragon I* (13th), *form of the dragon II* (15th), *form of the dragon III* (17th), *wish* (19th).

Bonus Feats: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness.

Bloodline Powers: The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select one of the chromatic or metallic dragon types. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your dragon type, as noted on the following table.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

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Claws (Ex): Starting at 1st level, you can make two claw attacks as a full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases to 1d8 points of damage (1d6 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. This is a supernatural ability.

Dragon Resistances (Ex): At 3rd level, you gain resist 5 against your energy type and a +1 natural armor bonus. At 9th level, your energy resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

Breath Weapon (Su): At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per caster level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. The shape of the breath weapon depends on your dragon type. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Wings (Su): At 15th level, leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

Power of Wyrms (Su): At 20th level, your draconic heritage becomes manifest. You gain immunity to paralysis, sleep, and damage of your energy type. You also gain blindsense 60 feet.

Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

Class Skill: Knowledge (planes).

Bonus Spells: *burning hands** (3rd), *scorching ray** (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (elementals only) (17th), *elemental swarm* (19th).

*These spells always deal a type of damage determined by your element.

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Powers: One of the four elements is fused to your being, and you can draw upon its power in times of need. At first level, you must select one of the four elements: air, earth, fire, or water. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your element, as noted on the following table.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (average)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base speed
Water	Cold	Swim 60 feet

Elemental Ray (Su): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type +1 for every two caster levels you possess.

Elemental Resistance (Ex): At 3rd level, you gain resist 10 against your energy. At 9th level, your energy resistance increases to 20.

Elemental Blast (Su): At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per caster level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their save gain vulnerability to your energy type for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Elemental Movement (Su): At 15th level, you gain a special movement type or bonus. This ability is based on your element.

Elemental Body (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage of your energy type.

Fey

The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. This tends to make you more emotional than most, prone to bouts of extreme joy and rage.

Class Skill: Knowledge (nature).

Bonus Spells: *entangle* (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th), *mislead* (13th), *phase door* (15th), *irresistible dance* (17th), *shapechange* (19th).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Bloodline Powers: You have always had a tie to the natural world and, as your power increases, so does the influence of the fey.

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Laughing Touch (Su): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action and can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 1 day.

Woodland Stride (Ex): At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Fleeting Glance (Su): At 9th level, you can turn invisible for a number of rounds per day equal to your caster level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Fey (Su): At 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. Once per day, you can cast *shadow walk* as a bonus spell.

Infernal

Somewhere in your family's history, a relative made a deal with a devil, and that pact has influenced the line ever since. Now it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can't help but wonder if your ultimate reward is bound to the Pit.

Class Skill: Diplomacy.

Bonus Spells: *protection from good* (3rd), *scorching ray* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *planar binding* (devils and creatures with the fiendish template only) (13th), *greater teleport* (15th), *power word stun* (17th), *meteor swarm* (19th).

Bonus Feats: Blind-Fight, Combat Expertise, Deceitful, Extend Spell, Improved Disarm, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration.

Bloodline Powers: You can draw upon the power of the Hells, although you must be wary of their corrupting influence. Such power does not come without a price.

Corrupting Touch (Su): At 1st level, you can cause a creature to become shaken as a melee touch attack. The target also takes an additional –2 penalty on saves versus spells of the enchantment school. This effect persists for 1 round per two caster levels you possess (minimum 1). Multiple touches do not stack, but they do reset the duration.

Infernal Resistances (Ex): At 3rd level, you gain resist fire 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to fire increases to 10 and your bonus on poison saving throws increases to +4.

Hellfire (Su): At 9th level, you can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per caster level. Those caught in the area of your blast receive a Reflex save for half damage. Good creatures that fail their save are shaken for 1 round per caster level. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

On Dark Wings (Su): At 15th level, you can grow fearsome bat wings as a standard action, giving you a fly speed of 60 feet with average maneuverability. The wings can be dispelled as a free action.

Power of the Pit (Su): At 20th level, your form becomes infused with vile power. You gain immunity to fire and poison. You also gain resistance to acid 10 and cold 10, and the ability to see perfectly in darkness of any kind. This fiendish sight extends for 60 feet.

Undead

The touch of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action.

Class Skill: Knowledge (religion).

Bonus Spells: *chill touch* (3rd), *false life* (5th), *vampiric touch* (7th), *animate dead* (9th), *waves of fatigue* (11th), *undeath to death* (13th), *finger of death* (15th), *horrid wilting* (17th), *energy drain* (19th).

Bonus Feats: Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

Bloodline Powers: You can call upon the foul powers of the afterlife. Unfortunately, the more you draw upon them, the closer you come to joining them.

Grave Touch (Su): Starting at 1st level, you can make a melee touch attack as a standard action that deals 1d6 points of cold damage +1 for every two caster levels you possess. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of your touch.

Death's Gift (Su): At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage.

Grasp of the Dead (Su): At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear

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your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per caster level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Incorporeal Form (Su): At 15th level, you can become incorporeal for 1 round per caster level. While in this form, you gain the incorporeal subtype and your spells do not affect corporeal creatures, but your grave touch ability functions normally. You can use this ability once per day.

One of Us (Ex): At 20th level, your form begins to rot (although the appearance is up to you) and undead begin to see you as one of them. You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Unintelligent undead do not notice you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

Wizard

Alignment: Any.
Hit Die: d6.

Class Skills

The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are the 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 his 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 his spells ahead of time.

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. His base daily spell allotment is given on Table 4–14. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

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Table 4-14: Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane bond, cantrips, school power, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	School power	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	School power	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	School power	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	School power	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat, school power	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	School power	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	School power	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	School power	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	School power	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat, school power	4	4	4	4	4	4	4	4	4	4

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

Arcane Bond (Su): At 1st level, wizards forge a powerful bond with an object or creature. This bond can take one of two forms: The first is a familiar, following the standard rules for such creatures (see Familiars) and the second is a bond with an object, using it to cast spells and enchanting it with even greater powers.

Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the wizard knows and can cast, just as if the wizard had cast it. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's prohibited schools.

A wizard can enchant his bonded object as if he had the required feats. If the bonded object is a wand, it loses its enchantment when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties. Bonded objects only function for their creator, including any magic abilities added to the object. This means that they cannot be sold.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the subject of an arcane bond is lost or destroyed, it can be replaced after 1 week's time in a special ritual that costs 200 gp per wizard level. This ritual takes 8 hours to complete.

***Cantrips* (Sp):** Wizards can prepare a number of cantrips, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of cantrips a wizard can prepare each day is noted on Table 4–14 under "Spells per Day." Cantrips are treated like any other spell cast by the wizard in terms of duration and other variables based on level.

School Powers: At 1st level, a wizard may choose one school of magic to focus on, and two other schools of magic to ignore (called prohibited schools). Wizards who do not choose a school of focus instead gain the powers listed for the universal school and do not need to choose any prohibited schools. Wizards may prepare and cast spells from their prohibited schools, but they do not gain the specialist bonus ability of their chosen school for that day if they do so.

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Each arcane school grants a number of school powers dependent upon the level of the wizard. In addition, each arcane school (except the universal school) also grants a specialist bonus power so long as the wizard does not have any spells prepared from his prohibited schools. See the Spells and Magic chapter for more information.

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, he 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 feats 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 those feats.

Spellbooks: A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his 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 his prohibited school or schools, if any; see School Powers) plus three 1st-level spells of his choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of his choice. At each new wizard level, he gains two new spells of any spell level or levels that he can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own.

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 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.

Familiar	Special
Bat	Master gains a +3 bonus on hearing-based and opposed Perception checks
Cat	Master gains a +3 bonus on Stealth checks
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Monkey	Master gains a +3 bonus on Acrobatics checks
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Rat	Master gains a +2 bonus on Fortitude saves
Raven[1]	Master gains a +3 bonus on Appraise checks
Snake[2]	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

[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 in addition 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.

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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: The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar 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 to a distance of 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 emotions can be communicated.

As a result, 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 would. 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 ermines and minks. 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.

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	*Scry* on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

Designer Notes: Class Hit Dice

By now, you probably have noticed that we changed the Hit Dice of both the rogue and the wizard. This change was made for two reasons: first, to increase the hardiness of each class, and second, to create a more standardized system for determining class Hit Dice. In these, and other classes, your Hit Dice are now directly tied to your base attack bonus progression. Classes such as wizard and sorcerer, which advance the slowest, now receive d6 Hit Dice. Bards, clerics, druids, monks, and rogues, who advance at a moderate pace, now all receive d8 Hit Dice. Classes that feature a fast base attack bonus progression, such as fighters, paladins, and rangers, receive d10 Hit Dice. The only exception to this rule is the barbarian, who retains his impressive d12 Hit Dice.

Designer Notes: Race and Class Power

These rules increase the power of the base races and classes to some extent. This was done for a number of reasons, the most important of which was to balance them with the current level of power in the game. Over the years, a number of other races and classes have been released that are a bit more powerful than the base options. Since we do not want the core races and classes to be suboptimal choices, and we cannot change the other material, adding to the base choices seemed like the best option. We think that you will find these changes are not all that intrusive, and might even allow you to play with some of the other races and classes on an even scale.

Arcane Spells and Armor

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component. The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no arcane spell failure chance while wearing armor. Such spells can also be cast even if the caster's hands are bound or he is grappling (although Spellcraft 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.

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Skills

Skills represent some of the more mundane abilities your character possesses. As your character advances in level, you can gain new skills and your existing skills improve.

Acquiring Skills

At first level, your character gains a number of skill points dependent upon your class plus your Intelligence modifier. At every level after that, you gain additional skill points. These skill points can be spent to purchase ranks of any skill, but you can only acquire a number of ranks in a specific skill equal to your total Hit Dice. In addition, each class has a number of favored skills, called class skills. Your character is most proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.

The number of skill ranks you gain when taking a level in one of the base classes is shown on table 5–1. Humans gain one additional skill point per class level. Character's who take levels in their favored class can also chose to gain 1 additional skill point. At each level after 1st, you gain a number of skill ranks dependant upon your class. If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.

Skill Checks

Whenever your character is required to make a skill check, roll 1d20 and add the appropriate modifier. If the skill is one that you have put ranks into, you are considered trained. Each rank you place in a skill gives you a +1 bonus on checks made using that skill. When making a skill check, add your ranks and the appropriate ability score modifier to a 1d20 check. If the skill is a class skill and you have invested ranks into that skill, you also add +3 to the check. If you are not trained in the skill (and it may be tried untrained) you may attempt the skill using only the bonus (or penalty) provided by the associated ability score modifier. Any racial modifiers apply to all of these rolls. These values are summarized on Table 5–2.

Skill Summary

The following skill descriptions are either entirely new or altered from recent editions. For a complete summary of all of the skills, see Table 5–4. Some previous skills have been combined into one unified skill. For a summary of these changes, see Table 5–3.

Designer Notes: Prestige Skills

With the changes to the skill system, the requirements to enter various prestige classes must change as well. Whenever a prestige class calls for a number of skill ranks, you can qualify for the prestige class if you meet that number of ranks –3 if you also have the skill as a class skill. If you do not have the skill as a class skill, you must possess double that number of ranks. For example, a 3.5 prestige class might require eight ranks in Move Silently. In the *Pathfinder RPG*, it instead requires five ranks of the Stealth skill if Stealth is one of your class skills and ten ranks if it is not.

Table 5-1: Skill Points

Class	Skill Points
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

Table 5-2: Skill Check Bonuses

Skill	Skill Check is Equal To[1]
Untrained	1d20 + Ability modifier + racial modifier
Trained	1d20 + Skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + Skill ranks + ability modifier + racial modifier + 3

1 Armor check penalty applies to all Strength and Dexterity-based skill checks.

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.

Skill descriptions adhere to the following guidelines.

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Table 5-3: Altered Skills

Old Skill	New Skill
Balance	Acrobatics
Concentration	Spellcraft
Decipher Script	Linguistics
Forgery	Linguistics
Gather Information	Diplomacy
Hide	Stealth
Jump	Acrobatics
Listen	Perception
Move Silently	Stealth
Open Lock	Disable Device
Search	Perception
Speak Languages	Linguistics
Spot	Perception
Tumble	Acrobatics
Use Rope	—

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.

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.

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Table 5-4: New Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Ability
Acrobatics	C	C	—	—	—	C	—	—	C	—	—	Yes	Dex[1]
Appraise	—	C	C	—	—	—	—	—	C	C	C	Yes	Int
Bluff	—	C	—	—	—	—	—	—	C	C	—	Yes	Cha
Climb	C	C	—	C	C	C	—	C	C	—	—	Yes	Str[1]
Craft	C	C	C	C	C	C	C	C	C	C	C	Yes	Int
Diplomacy	—	C	C	—	—	—	C	—	C	—	—	Yes	Cha
Disable Device	—	—	—	—	—	—	—	—	C	—	—	No	Dex[1]
Disguise	—	C	—	—	—	—	—	—	C	—	—	Yes	Cha
Escape Artist	—	C	—	—	—	C	—	—	C	—	—	Yes	Dex[1]
Fly	—	—	—	C	—	—	—	—	—	C	C	No	Dex[1]
Handle Animal	C	—	—	C	C	—	C	C	—	—	—	No	Cha
Heal	—	—	C	C	—	—	C	C	—	—	—	Yes	Wis
Intimidate	C	—	—	—	C	C	—	C	C	C	—	Yes	Cha
Knowledge (arcana)	—	C	C	—	—	—	—	—	—	C	C	No	Int
Knowledge (dungeoneering)	—	C	—	—	C	—	—	C	C	—	C	No	Int
Knowledge (engineering)	—	C	—	—	C	—	—	—	—	—	C	No	Int
Knowledge (geography)	—	C	—	C	—	—	—	C	—	—	C	No	Int
Knowledge (history)	—	C	C	—	—	C	—	—	—	—	C	No	Int
Knowledge (local)	—	C	—	—	—	—	—	—	C	—	C	No	Int
Knowledge (nature)	C	C	—	C	—	—	—	C	—	—	C	No	Int
Knowledge (nobility)	—	C	C	—	—	—	C	—	—	—	C	No	Int
Knowledge (planes)	—	C	C	—	—	—	—	—	—	—	C	No	Int
Knowledge (religion)	—	C	C	—	—	—	C	—	—	—	C	No	Int
Linguistics	—	C	C	—	—	—	—	—	C	—	C	No	Int
Perception	C	C	—	C	—	C	—	C	C	—	—	Yes	Wis
Perform	—	C	—	—	—	C	—	—	C	—	—	Yes	Cha
Profession	—	C	C	C	C	C	C	C	C	C	C	No	Wis
Ride	C	—	—	C	C	C	C	C	—	—	—	Yes	Dex[1]
Sense Motive	—	C	C	—	—	C	C	—	C	—	—	Yes	Wis
Sleight of Hand	—	C	—	—	—	—	—	—	C	—	—	No	Dex[1]
Spellcraft	—	C	C	C	—	—	C	C	—	C	C	Yes	Int
Stealth	—	C	—	—	—	C	—	C	C	—	—	Yes	Dex[1]
Survival	C	—	—	C	C	—	—	C	—	—	—	Yes	Wis
Swim	C	—	—	C	C	C	—	C	C	—	—	Yes	Str[1]
Use Magic Device	—	C	—	—	—	—	—	—	C	C	—	No	Cha

C = Class Skill; 1 = Armor check penalty applies

Restriction: The full utility of certain skills is restricted to characters of certain classes. 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").

Acrobatics (Dex; Armor Check Penalty)

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll, avoiding attacks and confusing your opponents.

Check: This skill has three distinct uses. First, you can use it to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed through such situations. Only one check is needed per round to move across such surfaces. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted

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below. While you are using Acrobatics in this way, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0[1]
1–3 feet wide	5[1]
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

1 No Acrobatics check is needed to move across these surfaces unless the modifiers increase the DC to 10 or higher.

This skill can also be used to move past or through opponents without provoking an attack of opportunity. You must make one check per opponent. If you fail your check when moving past an opponent, you continue to move but provoke an attack of opportunity as normal. If you fail your check when moving through an opponent's square, your movement ends before you enter the opponent's space and you provoke an attack of opportunity as normal.

Situation	Base Acrobatics DC[1]
Move through a threatened area	15 + opponent's base attack bonus
Move through an enemy's space	20 + opponent's base attack bonus

1 This DC is used to avoid an attack of opportunity due to movement. This penalty increases by +2 for each additional opponent avoided in one round.

You can also use the Acrobatics skill to jump across gaps and pits, as well as soften your fall. Instead of determining the base DC by the surface width, the base DC is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed above 30 feet.

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

The following modifiers apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any given condition applies.

Acrobatics Modifiers	DC Modifier
Lightly Obstructed (gravel, sand)	+2
Severely Obstructed (cavern, rubble)	+5
Slightly Slippery (wet)	+2
Severely Slippery (icy)	+5
Slightly Sloped (<45°)	+2
Severely Sloped (>45°)	+5
Slightly Unsteady (boat in rough water)	+2
Mildly Unsteady (boat in a storm)	+5
Severely Unsteady (earthquake)	+10
Move at normal speed or greater	+5[1]

1 This does not apply to checks made to jump.

Action: None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Special: If you are proficient in the Acrobatics skill, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

Appraise (Int)

With this skill, you can evaluate the value of any object, picking out priceless treasures from worthless junk. If you are trained in this skill, you can use it in conjunction with *detect magic* to ascertain the properties of a magic item.

Check: The DC of the Appraise checks on non-magical items depends on their value, as noted on the following chart. If you fail the check, you are unable to accurately gauge the value of an item. The GM might invent a value for the item that is wildly off the mark if your check fails by 5 or more. Particularly rare or exotic items might increase the DC of this check by +5.

Mundane Item Value	Appraise DC
0 gp–100 gp	5
101 gp–500 gp	10
501 gp–1,000 gp	15
1,001 gp–5,000 gp	20

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5,001 gp–10,000 gp	25
10,001 gp+	30

You can also use this check to determine the most valuable-looking item in a treasure hoard. The DC of this check is generally 20, but can increase to as high as 30 for a particularly large hoard.

If you are trained in Appraise, you can use it in conjunction with *detect magic* or *identify* to determine the properties of a magic item in your possession. The DC of this check is equal to 15 + the item's caster level. If successful, you determine the item's properties and command words. You cannot determine the powers of artifacts through the use of this skill. You must be the caster of *detect magic* to use this skill in this way.

Action: Appraising a non-magical item takes 1 standard action. Determining the most valuable object in a treasure hoard takes 1 full-round action. Attempting to ascertain the power of magic items takes 3 rounds per item to be identified and you must be able to thoroughly examine the item.

Try Again: Additional attempts to Appraise a non-magical item reveal the same result. When using *detect magic* or *identify* to Appraise magic items, you only attempt to ascertain the powers of an individual item once per day. Additional attempts during the same day reveal the same results.

Special: An elf gets a +2 racial bonus on Appraise checks used to identify the properties of magic items.

A spellcaster with a raven familiar gains a +3 bonus on Appraise checks.

Bluff (Cha)

You know how to tell a lie.

Check: You can convince others that what you are saying is true. Bluff is an opposed skill check versus your opponent's Sense Motive skill. If you are actively using Bluff to fool another, with a successful check you convince your opponent that what you are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie.

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	–5
The lie is far-fetched	–10
The lie is impossible	–20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Feint: You can also use Bluff to feint in combat, causing your opponent to be flat-footed against your next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. For more information on feinting, see the Combat Chapter.

Secret Messages: You can use Bluff to pass hidden messages to another character without others understanding your true meaning. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are speaking in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that hear the message can decipher the message by succeeding at an opposed Sense Motive check.

Action: Attempting to deceive someone takes at least 1 round, but can possibly take longer if the lie is elaborate. Feinting in combat is a standard action. Delivering a secret message generally takes twice as long as the message itself would take to relay.

Try Again: If you fail to deceive someone, any further checks made to deceive them are made at a –10 penalty and may be impossible (GM discretion). You can attempt to feint against someone again if you fail. Secret messages can be relayed again if the first attempt fails.

Special: A spellcaster with a snake familiar gains a +3 bonus on Bluff checks.

Climb (Str; Armor Check Penalty)

You are skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.

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	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.

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5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the *rope trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	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.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb DC Modifier[1]	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

1 These modifiers are cumulative; use all 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).

Make 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.

Catch 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).

Catch 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

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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 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 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.

Craft (Int)

You are skilled in the creation of a specific group of items, such as armor or weapons. 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 result, 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. You must make an appropriate Craft check, however, 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 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 in silver pieces (1 gp = 10 sp).

2. Find the DC from the table on page 55.

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 worth of 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) should be divided by the number of days in a week.

Create 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.

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Table 5-5: Craft Skills

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Alchemist's fire, smokestick, or tindertwig	Alchemy	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	25
Armor or shield	Armorsmithing	10 + AC bonus
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Composite longbow or composite shortbow with high strength rating	Bowmaking	15 + (2 x rating)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies[1]
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

1 Traps have their own rules for construction.

Repair 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 above table.

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: 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. 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.

Diplomacy (Cha)

You can use this skill to persuade others, resolve differences, and gather valuable information. This skill is also used to negotiate conflicts, using the proper etiquette and manners suitable to the problem.

Check: You can change the attitudes of nonplayer characters with a successful check. The DC of this check depends on the character's starting attitude toward you. If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Starting Attitude	Diplomacy DC
Hostile	25
Unfriendly	20
Indifferent	15
Friendly	10
Helpful	0

If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional

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Diplomacy check, at the same DC with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against their nature or puts them in serious peril.

Request	Diplomacy Modifier
Give simple advice or directions	–5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal secret knowledge	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

Gather Information: You can also use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors, it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply not known by the common folk.

Action: Using Diplomacy to influence a creature's attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction, depending upon the complexity of the request. Using Diplomacy to gather information takes 1d4 hours of wandering the town, searching for rumors and informants.

Try Again: You cannot use Diplomacy to influence a given creature's attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. You can retry Diplomacy checks made to gather information.

Disable Device (Dex; Armor Check Penalty; Trained Only)

You are skilled at disarming traps and opening locks. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

Check: When disarming a trap or other device, 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).

Device	Time	Disable Device DC[1]	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

1If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Open Locks: The DC for opening a lock depends on its quality. If you do not have a set of thieves' tools, these DCs increase by +10.

Lock Quality	Disable Device DC
Simple	20
Average	25
Good	30
Amazing	40

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. Attempting to open a lock is a full-round action.

Try Again: Varies. You can retry checks made to disable traps if you miss the check by 4 or less, though you must be aware that you fail in order to try again. You can retry checks made to open locks.

Special: If you have the Deft Hands 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.

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Disguise (Cha)

You are skilled at changing your appearance to avoid notice or appear as someone else.

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If you don't draw any attention to yourself, others do not get to make Perception 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 Perception checks.

You get only one Disguise check per use of the skill, even if several people are making Perception 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.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender[1]	–2
Disguised as different race[1]	–2
Disguised as different age category[1]	–2[2]

1 These modifiers are cumulative; use any that apply.

2 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 Perception checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

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

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

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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.

Escape Artist (Dex; Armor Check Penalty)

Your training allows you to slip bonds and escape from grapples.

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

Ropes: The DC of your Escape Artist check is equal to the binder's combat maneuver bonus +10.

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).

Restraint	Escape Artist DC
Rope/bindings	Binder's CMB +10
Net, *animate rope* spell, *command plants*, *control plants*, or *entangle*	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

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.

Fly (Dex; Armor Check Penalty; Trained Only)

You are skilled at flying, either through the use of wings or magic, and you can perform daring maneuvers while airborne. Note that this skill does not give you the ability to fly.

Check: You can perform maneuvers while flying. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a check. The difficulty of these maneuvers varies, as noted on the following chart.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15

Wind Effects on Fly

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	–2
Severe	31–50 mph	Small	Tiny	–4
Windstorm	51–74 mph	Medium	Small	–8
Hurricane	75–174 mph	Large	Medium	–12
Tornado	175+ mph	Huge	Large	–16

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Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at a greater than 45° angle	20

Attacked While Flying: You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude.

Collision While Flying: If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid Falling Damage: If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision.

High Wind Speeds: Flying in high winds adds penalties on your Fly checks as noted on the Wind Effects table. "Checked" means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists. "Blown away" means that creatures of that size or smaller must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to the wind. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

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

Try Again: Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail this check by 5 or more, you plummet to the ground, taking the appropriate falling damage.

Special: Creatures with a fly speed receive this skill for free as a class skill. They also receive a bonus (or penalty) on all Fly checks depending on their maneuverability.

Creatures with clumsy maneuverability take a –8 penalty on all Fly checks.

Creatures with poor maneuverability take a –4 penalty on all Fly checks.

Creatures with good maneuverability get a +4 racial bonus on all Fly checks.

Creatures with perfect maneuverability get a +8 racial bonus on all Fly checks.

Creatures without a maneuverability rating are assumed to have an average maneuverability and take no penalty on Fly checks.

You cannot take this skill without a natural means of flight or a reliable means of flying every day (either through a spell or other magical manner, such as a druid's wild shape ability).

Handle Animal (Cha; Trained Only)

You are trained at working with animals, from teaching them tricks to getting them to follow your simple commands.

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

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal

1 See the specific trick or purpose below.

General Purpose	DC
Combat riding	20
Fighting	20
Guarding	20
Heavy labor	15
Hunting	20
Performance	15
Riding	15

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.

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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)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

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 domesticated animal later.

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.

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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)

You are skilled at tending to the ailments of others.

Check: The DC and effect depend on the task you attempt.

Task	DC
First aid	15
Long-term care	15
Treat wounds from caltrops, *spike growth*, or *spike stones*	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

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 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 Wounds from Caltrops, 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 Deadly Wounds: When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, add your Wisdom modifier to this amount (if positive). A creature can only benefit from its deadly wounds being treated within 24 hours of being injured and never more than once per day. You must expend five uses from a healer's kit to perform this task. You take a –2 penalty on your Heal skill check for each use from the healer's kit that you lack.

Treat Poison: To treat poison means to tend to 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 saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his 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. Treating deadly wounds takes 1 hour 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.

Intimidate (Cha)

You can use this skill to frighten your opponents or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

Check: You can use Intimidate to force an opponent to act friendly toward you for 1d6 × 10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If successful, the target will give you information you desire, take actions that do not endanger it, or otherwise offer limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Demoralize: You can use this skill to cause your opponents to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you are successful, the target is

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shaken for one round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten opponents in this way if they are within 30 feet and can clearly see and hear you.

Action: Using Intimidate to change an opponent's attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

Try Again: You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after one hour has passed.

Special: You also gain a +4 bonus on Intimidate checks if you are larger than your target, and a –4 penalty on Intimidate checks if you are smaller than your target.

Knowledge (Int; Trained Only)

You are educated in one field of study and are capable of answering both simple and complex questions. Like the Craft, Perform, 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)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Engineering (buildings, aqueducts, bridges, fortifications)
- Geography (lands, terrain, climate, people)
- History (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 (lineages, heraldry, family trees, mottoes, personalities, royalty)
- Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

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 CR. For common monsters, such as goblins, the DC of this check equals 5 + the monster's CR. For particularly rare monsters, such as the tarrasque, the DC of this check equals 15 + the monster's CR or more. A successful check allows you to remember a bit of useful information about that monster.

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Table 5-6: Knowledge Skill DCs

Task	Knowledge Skill	DC
Identify auras while using *detect magic*	Arcana	15 + spell level
Identify a spell effect that is in place	Arcana	20 + spell level
Identify materials manufactured by magic	Arcana	20 + spell level
Identify a spell that just targeted you	Arcana	25 + spell level
Identify the spells cast using a specific material component	Arcana	20
Identify underground hazard	Dungeoneering	15 + hazard's CR
Identify mineral, stone, or metal	Dungeoneering	10
Determine slope	Dungeoneering	15
Determine depth underground	Dungeoneering	20
Identify dangerous construction	Engineering	10
Determine structure's style or age	Engineering	15
Determine a structure's weakness	Engineering	20
Identify a creature's ethnicity or accent	Geography	10
Recognize regional terrain features	Geography	15
Know location of nearest community or noteworthy site	Geography	20
Know recent or historically significant event	History	10
Determine approximate date of a specific event	History	15
Know obscure or ancient historical event	History	20
Know local laws, rulers, and popular locations	Local	10
Know a common rumor or local tradition	Local	15
Know hidden organizations, rulers, and locations	Local	20
Identify natural hazard	Nature	15 + hazard's CR
Identify a common plant or animal	Nature	10
Identify unnatural weather phenomenon	Nature	15
Determine artificial natural of feature	Nature	20
Know current rulers and their symbol	Nobility	10
Know proper etiquette	Nobility	15
Know line of succession	Nobility	20
Know the names of the planes	Planes	10
Recognize current plane	Planes	15
Identify a creature's planar origin	Planes	20
Recognize a common deity's symbol or clergy	Religion	10
Know common mythology and tenets	Religion	15
Recognize an obscure deity's symbol or clergy	Religion	20
Identify a monster's abilities and weaknesses	Varies	10 + monster's CR

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Many of the Knowledge skills have specific uses as noted on Table 5–6.

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.

Untrained: An untrained Knowledge check is an Intelligence check, but you cannot make any check with a DC higher than 10. If you have access to an extensive library that covers a specific skill, this limit is removed. The time to make checks using a library, however, increases from 1 hour to 1d4 hours. Particularly complete libraries might even grant a bonus on Knowledge checks in the fields that they cover.

Linguistics (Int; Trained Only)

You are skilled at working with language, both in its spoken and written forms. You can speak multiple languages and can decipher nearly any tongue given the time. Your skill in writing allows you to create and detect forgeries as well.

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic

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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 Linguistics check and (if necessary) the Wisdom check are made secretly by the GM, so that you can't tell whether the conclusion you draw is true or false.

Create or Detect Forgeries: Forgery requires writing materials (such as ink, paper, and wax) appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, 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 Linguistics 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 Linguistics check is opposed by the Linguistics check of the person who examines the document to verify its authenticity. The examiner gains modifiers on his check if any of the conditions on the table below exist.

Condition	Reader's Linguistics Check Modifier
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	–2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	–2
Document contradicts orders or knowledge	+2

Learn a Language: Whenever you put a rank into this skill, you immediately learn to speak and read a new language.

Action: Varies. Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.

Try Again: Yes.

Special: You must be trained to use this skill, but you can always attempt to read archaic and strange forms of your own racial bonus languages.

Perception (Wis)

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses, including sight, sound, touch, taste, and smell.

Check: Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. For this purpose, the skill is broken down into the five senses, as noted below.

Sight: You can spot enemies far away or notice the small details that indicate the location of a trap, secret door, or hidden panel. The following table outlines the DC of these checks. Note that you automatically fail any Perception skill check made against a target that you cannot see due to insufficient lighting.

Sight	Perception DC
A hidden creature	Opposed by Stealth
A visible creature	0
A trap	Varies by trap
A concealed door	15+
A hidden compartment	15+
A secret door	20+

Sight Modifiers[1]	DC Modifier
Distance in sunlight	+1/100 feet
Distance in torchlight	+1/10 feet
Distance in moonlight	+1/5 feet
Distance in candlelight	+1/1 foot

1 These modifiers only apply to spotting creatures. Hidden objects cannot be spotted by creatures that cannot closely examine the area, generally at a distance no greater than 20 feet.

Sound: You can hear the footfalls of approaching monsters, the rumble of a distant dragon, or the cries for help in a burning building. The following table outlines the DC of these checks. If you beat the DC by 10 or more, you can make out fine details about the sound (and can hear the words being spoken, if any).

Sound	Perception DC
A creature moving silently	Opposed by Stealth
A battle	–10
People talking	0
An armored creature walking	5
An unarmored creature walking	10
People whispering	15
A key being turned in a lock	20
A bow being drawn back to fire	25

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Sound Modifiers	DC Modifier
Distance	+1/10 feet
Through a door	+5
Through a wall	+10/foot of thickness
Cavernous space	+5
A louder noise is present	+5
Listener asleep	+10
Pinpoint an invisible foe through sound	+20

Smell: You can pick up fine odors in the air, allowing you to smell nearby creatures, inhaled poisons, and nearby odiferous hazards. The following table outlines the DCs of these checks. Unlike the ability to hear or see an approaching enemy, smell cannot be used to notice hidden foes unless the scent is present for more than a 10 minutes.

Smell	Perception DC
Rotting garbage	–10
An ogre's den	–5
Smoke or an ogre	0
Perfume or an orc	5
Fresh air or a dwarf	10
Sweat or a human	15
Blood or an elf	20
Inhaled poison	Poison's DC

Smell Modifiers	DC Modifier
Distance	+1/10 feet
Time since the source of the smell was present	+1/minute
Through a door	+5
Breeze	+5
A stronger odor nearby	+5
Cold environment	+5
Wind	+10
Pinpoint an invisible foe through smell	+20
Particularly strong	–5

Taste: You can taste when food has spoiled, is poisoned, or is diseased. You can also use your sense of taste to identify the properties of common potions. The following table outlines the DCs of these checks. Note that when you intentionally attempt to taste for poison or spoiled food, if you fail the check by 5 or more, you suffer the effects of the poison or spoiled food and must save accordingly. You do not get to make this check automatically when you ingest poison or diseased food unless the DC of the check is less than 20.

Taste	Perception DC
Spoiled food	5
Ingested poison	Poison's DC
Potion	15 + caster level

Taste Modifiers	DC Modifier
Taste is intentionally obscured	+10
Uncommon Potion (GM's discretion)	+5
Rare Potion (GM's discretion)	+10

Touch: You can feel for breezes indicating the route to open air as well as the gentle tremors made by burrowing creatures and marching armies. The following table outlines the DC of these checks.

Touch	Perception DC
Notice a pickpocket	Opposed by Sleight of Hand
Air movement	20
Burrowing creature	25
Creatures or armies on the move	30

Touch Modifiers	DC Modifier
Distance to burrower	+1/10 feet
Distance to large creatures or armies	+1/100 feet
Size of moving creature	Size modifier
Number of moving creatures	–1/10 creatures

Action: Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.

Try Again: Yes. You can try to sense something you missed the first time, so long as the stimulus is still present.

Special: An elf or half-elf has a +2 bonus on hearing- and sight-based Perception checks. A halfling has a +2 bonus on hearing- and taste-based Perception checks. A gnome has a +2 bonus on smell- and touch-based perception checks. A dwarf has a +2 bonus on taste- and touch-based Perception checks.

Creatures with the scent special quality have a +8 bonus on smell-based Perception checks.

Creatures with the tremorsense special quality have a +8 bonus on touch-based Perception checks and automatically make any such checks within their range.

A spellcaster with a hawk or owl familiar gains a +3 bonus on sight-based Perception checks. A spellcaster with a bat familiar gains a +3 bonus on sound-based Perception checks.

Perform (Cha)

You are skilled at one form of entertainment, from singing to acting to playing an instrument. 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, pantomime)

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- 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.

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is akin to begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	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.
25	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.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant patrons, or even from extraplanar beings.

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 minimum number of ranks to use his Bardic Performance abilities. See Bardic Performance in the bard class description.

Profession (Wis; Trained Only)

You are skilled at a specific job, such as cook, sailor, or bartender. 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)

You are skilled at riding a creature, usually a horse, but possibly something more exotic, like a hippogriff or pegasus. 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.

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20[1]

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.

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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.

Sense Motive (Wis)

You are skilled at detecting falsehoods and discerning a creature's true intentions.

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.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

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 impostor. 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.

Sleight of Hand (Dex; Trained Only; Armor Check Penalty)

Your training allows you to pick pockets, draw hidden weapons, and take a variety of actions without being noticed.

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 Perception 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

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is opposed by the Perception check of anyone observing you or of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception 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 touch- or sight-based Perception check (whichever is better) 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 move 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.

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.

Spellcraft (Int)

You are skilled at the art of casting spells and can identify spells as they are being cast. You can also use this skill to avoid losing your spell if you are damaged or distracted while casting.

Check: Spellcraft is used whenever your knowledge and skill of the technical art of casting a spell comes into question. The DC of this check varies depending upon the task at hand. If you are casting a spell, and you succeed at the check, you may continue casting the spell as normal. If the check fails, the spell is wasted. Use the same DCs for any Spellcraft checks made due to distraction while concentrating on a spell or effect.

Action: Identifying a spell as it is being cast requires no action. Learning a spell from a spellbook takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed spellbook does not add any time to your spell preparation. Making a Spellcraft check to avoid losing a spell as it is being cast or concentrated on does not require an action.

Retry: You cannot retry checks made to identify a spell. If you fail to learn a spell from a spellbook or scroll, you must wait at least 1 week before you can try again. If you fail to prepare a spell from a borrowed spellbook, you cannot try again until the next day. You cannot retry a Spellcraft check to cast a spell while distracted, as the spell is lost.

Special: If you are a specialist wizard, you get a +2 bonus to identify, learn, and prepare spells from your chosen school. Similarly, you take a –5 penalty on similar checks made concerning spells from your opposed schools.

Spellcraft DCs

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	10 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Cast defensively (avoiding an attack of opportunity)	15 + spell level
Cast a spell if you are damaged while casting	10 + damage dealt + spell level
Cast a spell if you are taking continuous damage	10 + half the damage dealt + spell level
Cast a spell if you are distracted by a nondamaging spell	Distracting spell's DC + spell level
Cast a spell while on a moving mount or vehicle	10 + spell level
Cast a spell while on a vigorously moving mount or vehicle	15 + spell level
Cast a spell while moving violently (earthquake, falling)	20 + spell level
Cast a spell while entangled	15 + spell level
Cast a spell while grappled	15 + spell level
Cast a spell during extreme weather	10 + spell level

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Stealth (Dex; Armor Check Penalty)

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice you. You can move up to one-half your normal speed and use Stealth 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 impossible to use Stealth while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Bluff check), you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack, then immediately use Stealth again. You take a –20 penalty on your Stealth check to maintain your obscured location.

Creating a Diversion to Hide: You can use Bluff to allow you to use Stealth. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Action: Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, using Stealth immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you're moving.

If you have the Stealthy feat, you get a +2 bonus on Stealth checks.

Survival (Wis)

You are skilled at surviving in the wild and following the tracks left by others.

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 DC	Task
10	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.
15	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.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	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.

Follow Tracks: 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. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but you can't use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (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:

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

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).

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Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

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.

Several modifiers may apply to the Survival check, as given on the table above.

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 first table on page 69, 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.

Special: If you are trained 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.

Swim (Str; Armor Check Penalty)

You know how to swim and can do so even in stormy water.

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 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.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

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: 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.

Use Magic Device (Cha; Trained Only)

You are skilled at activating magic items, even if you are not otherwise trained in their use.

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

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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.

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

Activate Blindly: 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, such as staffs.

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.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

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Feats

Feats represent a number of unique abilities your character possesses. Feats apply bonuses to your statistics and grant you the ability to take actions otherwise prohibited to you.

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 gains the prerequisite.

A character can't use a feat if he 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.

Combat Feats

Any feat designated as a combat 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 the 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.

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 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.

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Item Cost: Brew Potion, Craft Staff, 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 cost of the raw materials) also depends on the caster level. The caster level must be low enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

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

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

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

Staves: The price for staves is calculated using more complex formulas (see the *Pathfinder RPG web enhancement*).

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 also carries a commensurate cost. For potions and scrolls, the creator must expend the material component cost when creating the item.

For a wand, the creator must expend 50 copies of the material component.

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

Metamagic Feats

As a spellcaster's knowledge of magic grows, he 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. 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 a standard action, casting a metamagic version is a full-round action for a sorcerer or bard. This isn't the same as a 1-round casting time. The only exception is for spells modified by the Quicken Spell metamagic feat, which can be cast as normal using the feat.

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 standard 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. The only exception is for spells modified by the Quicken Spell metamagic feat, which can be cast as normal using the feat.

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. Casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

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

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

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

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

Feat Descriptions

The following format is used for all feat descriptions.

Feat Name (type of feat)

A basic description of what the feat does. Note that this description is generally just for flavor.

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Table 6-1: Feats

Feat	Prerequisites	Benefits
Acrobatic	—	+2 bonus on Acrobatics and Fly checks
Agile Maneuvers	—	Use your Dex bonus when calculating your CMB
Alertness	—	+2 bonus on Perception and Sense Motive checks
Animal Affinity	—	+2 bonus on Handle Animal and Ride checks
Arcane Armor Training[1]	Light Armor Proficiency, caster level 3rd	Reduce your arcane spell failure chance
Arcane Armor Mastery[1]	Arcane Armor Training, Medium Armor Proficiency, caster level 7th	Further reduce your arcane spell failure chance
Arcane Strike[1]	Ability to cast arcane spells	+1 damage and weapons are considered magic
Armor Proficiency, Light	—	No penalties on attack rolls while wearing light armor
Armor Proficiency, Medium	Light Armor Proficiency	No penalties on attack rolls while wearing medium armor
Armor Proficiency, Heavy	Medium Armor Proficiency	No penalties on attack rolls while wearing heavy armor
Athletic	—	+2 bonus on Climb and Swim checks
Augment Summoning	Spell Focus (conjuration)	Summoned creatures gain a +4 Str and Con
Blind-Fight[1]	—	Reroll miss chances for concealment
Caught Off-Guard[1]	Base attack bonus +4	No penalties for improvised melee weapons
Combat Casting	—	+4 bonus on Spellcraft checks for defensive casting
Combat Expertise[1]	Int 13	Trade attack bonus for AC bonus
Improved Disarm[1]	Combat Expertise	+2 bonus on disarm attempts, no attack of opportunity
Improved Feint[1]	Combat Expertise	Feint as a move action
Improved Trip[1]	Combat Expertise	+2 bonus on trip attempts, no attack of opportunity
Whirlwind Attack[1]	Dex 13, Combat Expertise, Spring Attack, base attack bonus +4	Make one melee attack against all foes within reach
Combat Reflexes[1]	—	Make additional attacks of opportunity
Dazzling Display[1]	Weapon Focus	Intimidate all foes within 30 feet
Stunning Defense[1]	Dazzling Display, base attack bonus +6	Intimidated foes are flat-footed
Deadly Stroke[1]	Greater Weapon Focus, Stunned Defense, base attack bonus +11	Deal double damage plus 1 Con bleed
Deadly Aim[1]	Dex 13, base attack bonus +1	Trade ranged attack bonus for damage
Deceitful	—	+2 bonus on Bluff and Disguise checks
Defensive Combat Training[1]	—	+4 to DC of combat maneuvers
Deft Hands	—	+2 bonus on Disable Device and Sleight of Hand checks
Dodge[1]	Dex 13	+1 dodge bonus to AC
Mobility[1]	Dodge	+4 AC against attacks of opportunity from movement
Spring Attack[1]	Mobility, base attack bonus +4	Move before and after melee attack
Wind Stance[1]	Dodge, base attack bonus +6	Gain 20% concealment if you move
Lightning Stance[1]	Dex 17, Wind Stance, base attack bonus +11	Gain 50% concealment if you double move
Endurance	—	+4 bonus on checks to avoid nonlethal damage
Diehard	Endurance	Remain conscious up to –9 hit points
Eschew Materials	—	Cast spells without material components
Exotic Weapon Proficiency[1]	Base attack bonus +1	No penalty on attacks made with one exotic weapon
Extra Ki	Ki pool class feature	Increase your ki pool by 2 points
Extra Lay on Hands	Lay on hands class feature	Use lay on hands two additional times per day
Extra Rage	Rage class feature	Gain 6 rage points
Extra Turning	Channel energy class feature	Channel energy two additional times per day
Great Fortitude	—	+2 on Fortitude saves
Improved Counterspell	—	Counterspell with any spell of the same school
Improved Critical[1]	Proficiency with weapon, base attack bonus +8	Double the threat range of one weapon
Improved Familiar	Ability to acquire a familiar, see feat	Gain a more powerful familiar
Improved Initiative[1]	—	+4 bonus on initiative checks
Improved Turning	Channel energy class feature	+2 bonus on channel energy DC

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Feat	Prerequisites	Benefits
Improved Unarmed Strike[1]	—	Always considered armed
Deflect Arrows[1]	Dex 13, Improved Unarmed Strike	Avoid one ranged attack per round
Snatch Arrows[1]	Dex 15, Deflect Arrows	Catch one ranged attack per round
Improved Grapple[1]	Dex 13, Improved Unarmed Strike	+2 bonus on grapple attempts, no attack of opportunity
Scorpion Style[1]	Improved Unarmed Strike	Reduce target's speed to 5 ft.
Gorgon's Fist[1]	Scorpion Style, base attack bonus +6	Stagger a foe whose speed is reduced
Medusa's Wrath[1]	Gorgon's Wrath, base attack bonus +11	Make 2 extra attacks against a hindered foe
Stunning Fist[1]	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8	Stun opponent with an unarmed strike
Intimidating Prowess[1]	—	Add Str to Intimidate in addition to Cha
Iron Will	—	+2 bonus on Will saves
Leadership	Character level 6th	Gain a cohort and followers
Lightning Reflexes	—	+2 bonus on Reflex saves
Magical Aptitude	—	+2 bonus on Spellcraft and Use Magic Device checks
Martial Weapon Proficiency	—	No penalty on attacks made with one martial weapon
Mounted Combat[1]	Ride 1 rank	Avoid attacks on mount with Ride check
Mounted Archery[1]	Mounted Combat	Half penalty for ranged attacks while mounted
Ride-By Attack[1]	Mounted Combat	Move before and after a charge attack while mounted
Spirited Charge[1]	Ride-By Attack	Double damage on a mounted charge
Trample[1]	Mounted Combat	Overrun targets while mounted
Natural Spell	Wis 13, wild shape class feature	Case spells while using wild shape
Overhand Chop[1]	—	Add double Str bonus with a 2-handed weapon
Backswing[1]	Overhand Chop, base attack bonus +6	Deal extra damage with a 2-handed weapon
Devastating Blow[1]	Backswing, base attack bonus +11	Make one attack an automatic critical hit
Persuasive	—	+2 bonus on Diplomacy and Intimidate checks
Point Blank Shot[1]	—	+1 attack and damage on targets within 30 feet
Far Shot[1]	Point Blank Shot	Decrease ranged penalties by half
Precise Shot[1]	Point Blank Shot	No penalty for shooting into melee
Improved Precise Shot[1]	Dex 19, Precise Shot, base attack bonus +11	No cover or concealment chance on ranged attacks
Pinpoint Targeting[1]	Improved Precise Shot, base attack bonus +16	No armor or shield bonus on one ranged attack
Shot on the Run[1]	Dex 13, Mobility, Point Blank Shot, base attack bonus +4	Move before and after ranged attack
Rapid Shot[1]	Dex 13, Point Blank Shot	Make one extra ranged attack
Manyshot[1]	Dex 17, Rapid Shot, base attack bonus +6	Shoot two arrows simultaneously
Power Attack[1]	Str 13, base attack bonus +1	Trade melee attack bonus for damage
Cleave[1]	Power Attack	Make an additional attack if the first one hits
Great Cleave[1]	Cleave, base attack bonus +4	Make an additional attack after each attack hits
Improved Bull Rush[1]	Power Attack	+2 bonus on bull rush attempts, no attack of opportunity
Improved Overrun[1]	Power Attack	+2 bonus on overrun attempts, no attack of opportunity
Improved Sunder[1]	Power Attack	+2 bonus on sunder attempts, no attack of opportunity
Quick Draw[1]	Base attack bonus +1	Draw weapon as a free action
Rapid Reload[1]	—	Reload crossbow quickly
Razor Sharp Chair Leg[1]	Caught Off Guard or Throw Anything, base attack bonus +8	Make an improvised weapon deadly
Run	—	Run at 5 times your normal speed
Selective Channeling	Cha 13, channel energy class feature	Choose who to affect with channel energy
Self-Sufficient	—	+2 bonus on Heal and Survival checks
Shield Proficiency	—	No penalties on attack rolls when using a shield
Improved Shield Bash[1]	Shield Proficiency	Keep your shield bonus when shield bashing
Shield Slam[1]	Improved Shield Bash, base attack bonus +6	Free bull rush with a bash attack
Shield Master[1]	Shield Slam, base attack bonus +11	No two-weapon penalties when using a shield
Tower Shield Proficiency[1]	Shield Proficiency	No penalties on attack rolls when using a tower shield

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Feat	Prerequisites	Benefits
Simple Weapon Proficiency	—	No penalty on attacks made with simple weapons
Skill Focus	—	+3 bonus on one skill
Spell Focus	—	+1 bonus on save DCs for one school
Greater Spell Focus	Spell Focus	+1 bonus on save DCs for one school
Spell Mastery	1st level Wizard	Prepare some spells without a spellbook
Spell Penetration	—	+2 bonus on level checks to beat spell resistance
Greater Spell Penetration	Spell Penetration	+4 bonus on level checks to beat spell resistance
Stealthy	—	+2 bonus on Escape Artist and Stealth checks
Throw Anything[1]	—	No penalties for improvised ranged weapons
Toughness	—	+3 hit points, +1 per Hit Die
Turning Smite	Channel energy class feature	Add a turning attempt to your attack
Two-Weapon Fighting[1]	Dex 15	Reduce two-weapon fighting penalties to –2
Double Slice[1]	Two-Weapon Fighting	+2 bonus on attacks made with your off-hand
Two-Weapon Rend[1]	Double Slice, Improved Two-Weapon Fighting, base attack bonus +11	Rend a foe hit by both your weapons
Improved Two-Weapon Fighting[1]	Dex 17, Two-Weapon Fighting, base attack bonus +6	Gain additional off-hand attack
Greater Two-Weapon Fighting[1]	Dex 19, Improved Two-Weapon Fighting, base attack bonus +11	Gain another off-hand attack
Weapon Swap[1]	Dex 17, Improved Two-Weapon Fighting	Make all of your attacks with one weapon
Two-Weapon Defense[1]	Two-Weapon Fighting	Gain +1 shield bonus when wielding two weapons
Vital Strike[1]	Base attack bonus +11	Take one fewer attack to deal extra damage
Improved Vital Strike[1]	Vital Strike, base attack bonus +16	Take two fewer attacks to deal significantly more damage
Weapon Finesse[1]	—	Use Dex instead of Str on attack rolls with light weapons
Weapon Focus[1]	Proficiency with weapon, base attack bonus +1	+1 bonus on attack rolls with one weapon
Greater Weapon Focus[1]	Weapon Focus, 8th level fighter	+1 bonus on attack rolls with one weapon
Weapon Specialization[1]	Weapon Focus, 4th level fighter	+2 bonus on damage rolls with one weapon
Greater Weapon Specialization[1]	Weapon Specialization, 12th level fighter	+4 bonus on damage rolls with one weapon

Item Creation Feats	Prerequisites	Benefits
Brew Potion	Caster level 3rd	Create magic potions
Craft Magic Arms and Armor	Caster level 5th	Create magic armors, shields, and weapons
Craft Rod	Caster level 9th	Create magic rods
Craft Staff	Caster level 12th	Create magic staves
Craft Wand	Caster level 5th	Create magic wands
Craft Wondrous Items	Caster level 3rd	Create magic wondrous items
Forge Rings	Caster level 12th	Create magic rings
Scribe Scroll	Caster level 1st	Create magic scrolls

Metamagic Feats	Prerequisites	Benefits
Empower Spell	—	Increase spell variables by 50%
Enlarge Spell	—	Double spell range
Extend Spell	—	Double spell duration
Heighten Spell	—	Treat spell as a higher level
Maximize Spell	—	Maximize spell varables
Quicken Spell	—	Cast spell as a swift action
Silent Spell	—	Cast spell without verbal components
Still Spell	—	Cast spell without somatic components
Widen Spell	—	Double spell area

1 This is a combat feat and can be selected as a fighter bonus feat

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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.

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 while you decide whether or not to acquire the feat.

Acrobatic

You are skilled at leaping, jumping, and climbing.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Agile Maneuvers (Combat)

Your learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your combat maneuver bonus (see the Combat chapter) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your combat maneuver bonus.

Alertness

Your keen senses allow you to perceive what others might normally miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Animal Affinity

You are skilled at working with animals and mounts.

Benefit: You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Arcane Armor Mastery (Combat)

You have mastered the ability to cast spells while wearing armor.

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Prerequisites: Arcane Armor Training, Armor Proficiency (Medium), caster level 7th.

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

Arcane Armor Training (Combat)

You have learned how to cast spells while wearing armor.

Prerequisites: Armor Proficiency (Light), caster level 3rd.

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

Arcane Strike (Combat)

You draw upon your arcane power to enhance your weapons.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Armor Proficiency, Heavy

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Clerics, fighters, and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency, Light

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

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

Armor Proficiency, Medium

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, bards, clerics, druids, fighters, and paladins automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Athletic

You possess an inherent physical prowess.

Benefit: You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Augment Summoning

Your summoned creatures are more powerful and robust than most.

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.

Backswing (Combat)

You are skilled at using your return swing to deal additional damage your foes.

Prerequisites: Overhand Chop, base attack bonus +6.

Benefit: When making a full-attack action with a two-handed melee weapon, add double your Strength bonus to the damage roll of your first attack. If your base attack bonus is +11 or higher, add triple your Strength bonus to the damage roll of your first attack.

Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

Blind-Fight (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

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 do not need to make Acrobatics skill checks to move at full speed while blinded.

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.

Brew Potion (Item Creation)

You can create magic potions.

Prerequisite: Caster level 3rd.

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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 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. 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 × its caster level × 50 gp. To brew a potion, you must use up raw materials costing one half this base price.

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

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

Caught Off-Guard (Combat)

Foes are surprised by your use of unorthodox weapons.

Prerequisites: Base attack bonus +4.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed to any attacks you make with an improvised melee weapon.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

Cleave (Combat)

You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the first and also within reach. Both of these attacks are made at your highest attack bonus. You can only make one additional attack per round with this feat.

Combat Casting

You are skilled at casting spells when threatened or distracted.

Benefit: You get a +4 bonus on Spellcraft checks made to cast a spell or use a spell-like ability while casting on the defensive or while grappled.

Combat Expertise (Combat)

You can increase your defense at the expense of your accuracy.

Prerequisites: Int 13.

Benefit: You can only choose to use this feat when you declare that you are making an attack or full-attack action with a melee weapon. Add an amount equal to your Intelligence modifier (or your base attack bonus, whichever is lower, minimum 1) as a Dodge bonus to your armor class for 1 round. Subtract the same amount from your melee attack rolls for 1 round.

Combat Reflexes (Combat)

You can make additional attacks of opportunity.

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 his opportunist ability more than once per round.

Craft Magic Arms and Armor (Item Creation)

You can create magic armor, shields, and weapons.

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 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must 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 raw materials and half the time it would take to craft that item in the first place.

Craft Rod (Item Creation)

You can create magic rods.

Prerequisite: Caster level 9th.

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

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

Craft Staff (Item Creation)

You can create magic staves.

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must use up raw materials costing one-half of its base price. A newly created staff has 10 charges.

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

Craft Wand (Item Creation)

You can create magic wands.

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level × the spell level × 750 gp. To craft a wand, you must 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 also carries a commensurate cost. In addition to the cost derived from the base price, you must expend 50 copies of the material component.

Craft Wondrous Items (Item Creation)

You can create wondrous items, a type of magic item.

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes 1 day for each 1,000 gp in its price. To enchant a wondrous item, you must use up raw materials costing one half of its base price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs 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 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.

Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a Dazzling Display as a full-round action. Make an Intimidate check against all foes within 30 feet who can see you. You can substitute an attack roll in place of your Intimidate check if your attack bonus is higher.

Deadly Aim (Combat)

You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, at the expense of making the attack less likely to succeed.

Prerequisite: Dex 13, base attack bonus +1.

Benefit: Add an amount equal to your Dexterity modifier (or your base attack bonus, whichever is lower) to your ranged damage rolls for 1 round (in addition to the normal damage modifier from a high Strength score, if applicable). Subtract the same amount from your ranged attack rolls for 1 round.

Deadly Stroke (Combat)

With one well-placed strike, you can bring an end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Stunned Defense, Weapon Focus, base attack bonus +11.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed.

Deceitful

You are skilled at deceiving others.

Benefit: You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Defensive Combat Training (Combat)

You have been trained to defend yourself from a variety of combat maneuvers.

Benefit: Add +4 to the DC of performing combat maneuvers against you, such as bull rush, grapple, and trip (see the Chapter 9).

Deflect Arrows (Combat)

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

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

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects can't be deflected.

Deft Hands

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Devastating Blow (Combat)

Your strike hits with devastating accuracy.

Prerequisites: Backswing, Overhand Chop, base attack bonus +11.

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Benefit: As a standard action, make a single melee attack with a two-handed melee weapon at a –5 penalty. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate.

Diehard

You are especially hard to kill and remain conscious with even the most grievous wounds.

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 are staggered. 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 fall unconscious or die if your Constitution score is 10 or less.

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

Dodge (Combat)

You have mastered a defensive stance that allows to you easily react to your opponents.

Prerequisite: Dex 13

Benefit: As a swift action, you gain a +1 dodge bonus to your AC until your next turn. If you have 10 or more ranks in Acrobatics, the dodge bonus increases to +2.

Double Slice (Combat)

When wielding two weapons, your off-hand weapon can be used with great effectiveness

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add half your Strength modifier to damage rolls made with your off-hand weapon.

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

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

You are not easily tired from harsh conditions or long exertions.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion, 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.

Enlarge Spell (Metamagic)

You can increase the range of your spells.

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

You can cast spells without material components.

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 on hand to cast the spell, just as normal.

Exotic Weapon Proficiency (Combat)

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

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

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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.

Extend Spell (Metamagic)

You can make your spells last twice as long.

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 Ki

You can use your *ki* pool more times per day than most.

Prerequisite: *Ki* pool class feature.

Benefit: Your *ki* pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

Extra Lay On Hands

You can use your lay on hands ability more times per day than most.

Prerequisite: Lay on hands class feature.

Benefit: You can use your lay on hands ability two additional times per day.

Special: You can gain Extra Lay On Hands multiple times. Its effects stack.

Extra Rage

You can use your rage ability more than normal.

Prerequisite: Rage class feature.

Benefit: You gain 6 additional rage points.

Special: You can gain Extra Rage multiple times. Its effects stack.

Extra Turning

You can channel positive or negative energy more times per day than most.

Prerequisite: Ability to channel energy.

Benefit: You can channel energy two additional times per day.

Far Shot (Combat)

You are more accurate at longer ranges.

Prerequisites: Point Blank Shot.

Benefit: You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a –2 penalty per full range increment between you and your target.

Forge Ring (Item Creation)

You can create magic rings.

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must 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 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 as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Gorgon's Fist (Combat)

With one well-placed blow, you can leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Great Cleave (Combat)

You can strike a number of adjacent foes with a single mighty swing.

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

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the previous foe and within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once in a round with this feat.

Great Fortitude

You are more resistant to poisons, diseases, and other deadly maladies.

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

Greater Spell Focus

Choose a school of magic to which you already have applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

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 to which you already have applied the Spell Focus feat.

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Greater Spell Penetration

Your spells break through spell resistance much more easily than most.

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 (Combat)

You are incredibly skilled at fighting with two weapons.

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.

Greater Weapon Focus (Combat)

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. You are a master at your chosen weapon.

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.

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.

Greater Weapon Specialization (Combat)

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.

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.

Heighten Spell (Metamagic)

You can cast spells as if there were a higher level, increasing their potency.

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 (Combat)

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. In addition, increase the DC of performing a bull rush combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Counterspell

You are skilled at countering the spells of others, using similar spells.

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 (Combat)

Choose one type of weapon. Attacks made with your chosen weapon are especially deadly.

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.

Improved Disarm (Combat)

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. In addition, increase the DC of performing a disarm combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

Improved Familiar

This feat allows you to acquire a new familiar from a non-standard list, but only when you could normally acquire a new familiar.

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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 you. You may choose a familiar with an alignment up to one step away on each of the alignment axis (lawful through chaotic, good through evil).

Familiar	Arcane Alignment	Spellcaster Level
Celestial hawk[1]	Neutral good	3rd
Dire rat	Neutral	3rd
Fiendish Tiny viper snake[2]	Neutral evil	3rd
Elemental, Small (any type)	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Grig (without a fiddle)	Neutral good	7th
Homunculus[3]	Any	7th
Imp	Lawful evil	7th
Mephit (any type)	Neutral	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

1 Or other celestial animal from the standard familiar list.
2 Or other fiendish animal from the standard familiar list.
3 The master must first create the homunculus.

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).

Improved Feint (Combat)

You are skilled at fooling your opponents in combat.

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.

Improved Grapple (Combat)

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. In addition, increase the DC of performing a grapple combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

Improved Initiative (Combat)

Your quick reflexes allow you to react quickly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun (Combat)

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. In addition, increase the DC of performing an overrun combat maneuver against you by +2. Targets of your overrun attempt may not chose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Improved Precise Shot (Combat)

Your ranged attacks ignore anything but total concealment and cover.

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.

Normal: See the normal rules on the effects of cover and concealment.

Improved Shield Bash (Combat)

You can protect yourself with your shield, even if you use it to attack.

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 that performs a shield bash loses the shield's shield bonus to AC until his next turn.

Improved Sunder (Combat)

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. In addition, increase the DC of performing a sunder combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Improved Trip (Combat)

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. In addition,

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increase the DC of performing a trip combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Improved Turning

You turn or rebuke undead to greater effect.

Prerequisite: Ability to channel energy creatures.

Benefit: Add +2 to the DC of your channel energy ability.

Improved Two-Weapon Fighting (Combat)

You are skilled at fighting with two weapons.

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.

Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed.

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.

Improved Vital Strike (Combat)

By taking two less attacks, you can deal a great deal of additional damage.

Prerequisites: Vital Strike, base attack bonus +16.

Benefit: When performing a full-attack action, you get two fewer attacks (usually the two at your lowest bonus). Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks three times, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision-based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit. You must choose to use this ability before rolling any of your attacks.

Intimidating Prowess (Combat)

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will

You are more resistant to mental effects.

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

Leadership

You attract followers to your cause and a companion to join you on your adventures.

Prerequisite: Character level 6th.

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

Leadership Modifiers: Several factors can affect a you Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the cohort or follower you are trying to attract) raises or lowers your Leadership score:

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

Other modifiers may apply when you try to attract a cohort:

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

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When you try to attract a new follower, use any of the following modifiers that apply.

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

Leadership Score: Your base Leadership score equals your level plus your Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect your Leadership score, as detailed above.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can only recruit

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Leadership Score	Cohort Level	Number of Followers by Level 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

a cohort who is two or more levels lower than yourself. The cohort should be equipped with gear appropriate for its level. You can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to your alignment on either the law-vs-chaos or good-vs-evil axis, and you take a Leadership penalty if you recruit a cohort of an alignment different from your 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 your level.

Multiply this result by the total XP awarded to you 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 your level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: You 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 5 or more levels behind you, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. When you gain a new level, though, consult the table to determine if you have acquired more followers, some of which may be higher level than the existing followers. Don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.

Lightning Reflexes

You have faster than normal reflexes.

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

Lightning Stance (Combat)

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11.

Benefit: If you take two actions to move or a withdraw action this turn, you gain 50% concealment for 1 round.

Magical Aptitude

You are skilled at spellcasting and using magic items.

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Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Manyshot (Combat)

You can fire multiple arrows against a single target.

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

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply separately to each arrow.

Martial Weapon Proficiency

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.

Maximize Spell (Metamagic)

Your spells have the maximum possible effect.

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.

Medusa's Wrath (Combat)

You can take advantage of your opponent's confusion, delivering multiple blows.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Benefit: As a full-attack action, make two additional unarmed strikes at your highest base attack bonus. All of your unarmed strikes must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Mobility (Combat)

You can easily move through a dangerous melee.

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.

Mounted Archery (Combat)

You are skilled at making ranged attacks while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

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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.

Mounted Combat (Combat)

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Natural Spell

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while using 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 using wild shape.

Overhand Chop (Combat)

When wielding a two-handed melee weapon, you can deliver a devastating blow.

Benefit: As a standard action, make a single attack with a two-handed melee weapon. If you hit, roll damage normally but add double your Strength bonus to the damage roll.

Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

Persuasive

You are skilled at swaying attitudes and intimidating others.

Benefit: You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Pinpoint Targeting (Combat)

You can target the weak points in your opponent's armor.

Prerequisites: Dex 19, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +16.

Benefit: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Point Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

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

Power Attack (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisite: Str 13, base attack bonus +1.

Benefit: Add an amount equal to your Strength modifier (or your base attack bonus, whichever is lower) to your melee damage rolls for 1 round (in addition to the normal damage modifier from a high Strength score). Subtract the same amount from your melee attack rolls for 1 round. If your attacks are made with a two-handed weapon, add an amount equal to double your Strength modifier (or your base attack bonus, whichever is lower) to your melee damage rolls for 1 round (the penalty remains the same).

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

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.

Quick Draw (Combat)

You can draw weapons faster than most.

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).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

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.

Quicken Spells (Metamagic)

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. 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.

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Special: This feat can be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), allowing it to be cast as a swift action.

Rapid Reload (Combat)

Choose a type of crossbow (hand, light, or heavy). You can reload such weapons quickly.

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.

Rapid Shot (Combat)

You can make an additional ranged attack.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Razor Sharp Chair Leg (Combat)

You can turn practically any object into a deadly weapon.

Prerequisites: Caught Off Guard or Throw Anything, base attack bonus +8.

Benefit: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of ×2.

Ride-By Attack (Combat)

While mounted, you can move, strike a foe, and continue moving.

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.

Run

You are swift of foot.

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

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

Scribe Scroll (Item Creation)

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must use up raw materials costing one-half of this base price.

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

Scorpion Style (Combat)

You can perform an unarmed strike that greatly hampers your target's movement.

Prerequisite: Improved Unarmed Strike.

Benefit: Make a single unarmed attack as a standard action. If the attack hits, you deal damage normally and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

Selective Channeling

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, ability to channel energy.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

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Self-Sufficient
You know how to get along in the wild and how to effectively treat wounds.

Benefit: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Shield Master (Combat)
Your mastery of the shield allows you to fight with it without hindrance.

Prerequisites: Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefit: You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Shield Proficiency
You are trained in how to properly use a shield.

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.

Shield Slam (Combat)
In the right position, your shield can be used to send opponents flying.

Prerequisites: Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see the Combat chapter). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance.

Shot on the Run (Combat)
You can move, fire a ranged weapon, and move again before your foes can react.

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

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move both before and after an attack.

Silent Spell (Metamagic)
You can cast your spells without making any sound.

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
You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons normally.

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

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

Skill Focus
Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving that skill. If you have 10 or more ranks in the chosen skill, this bonus increase to +6.

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 (Combat)
Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

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.

Spell Focus
Choose a school of magic. Any spells you cast of that school are more difficult to resist.

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
You can prepare a limited number of spells without referencing your spellbooks.

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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

Your spells break through spell resistance more easily than most.

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

Spirited Charge (Combat)

Your mounted charge attacks deal a tremendous amount of damage.

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).

Spring Attack (Combat)

You can deftly move up to a foe, strike, and withdraw before he can react.

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

Benefit: You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move both before and after an attack.

Stealthy

You are good at avoiding attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Still Spell (Metamagic)

You can cast spells without moving.

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 Defense (Combat)

Your skill with your chosen weapon leaves opponents unable to defend themselves.

Prerequisites: Weapon Focus, Dazzling Display, base attack bonus +6.

Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

Stunning Fist (Combat)

You know just where to strike a foe.

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 he does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Throw Anything (Combat)

You are used to throwing things you have on hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a level or gain Hit Dice, you gain +1 hit point.

Tower Shield Proficiency

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

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

Normal: A character using a shield with which he 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.

Trample (Combat)

While mounted, you can ride down opponents.

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.

Turn Elemental

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm elemental creatures.

Prerequisites: Ability to channel energy.

Benefit: You can choose to have your ability to channel energy affect elementals and outsiders of your chosen elemental subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This ability does not cause outsiders or elementals to flee or fall under your command.

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

Turn Outsider

Choose one alignment subtype, such as chaos, evil, good, or law. You can channel your divine energy to harm outsiders of that type.

Prerequisites: Ability to channel energy.

Benefit: You can choose to have your ability to channel energy affect outsiders of your chosen alignment subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This ability does not cause outsiders to flee or fall under your command.

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

Turning Smite (Combat)

You can channel your divine energy through your weapon.

Prerequisite: Ability to channel energy.

Benefit: Before you make your attack roll, spend a use of your channel energy ability as a swift action. If you hit, your target takes normal damage and suffers the effect of the channeled energy if applicable, including healing or taking additional damage. Your target can make a Will save as normal to resist your channeled energy. You can make all of the choices normally associated with your channel energy ability (such as applying it to elementals or outsiders if you have that ability). If you miss, the channel energy ability is still expended with no effect.

Two-Weapon Defense (Combat)

You are skilled at defending yourself while fighting with two weapons.

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.

Two-Weapon Fighting (Combat)

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

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 9.

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.

Two-Weapon Rend (Combat)

Striking with both your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

Vital Strike (Combat)

By taking one less attack, you can focus your remaining attacks to deal more damage.

Prerequisites: Base attack bonus +11.

Benefit: When performing a full-attack action, you get one fewer attack (usually the one at your lowest bonus).

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Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks twice, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision-based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit. You must choose to use this ability before rolling any of your attacks.

Weapon Finesse (Combat)

You are training in using your agility in melee combat, as opposed to brute strength.

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: Natural weapons are always considered light weapons.

Weapon Focus (Combat)

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.

Weapon Specialization (Combat)

You are skilled at dealing damage with one weapon. 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.

Weapon Swap (Combat)

With an acrobatic twist, you can swap your weapons from one hand to another.

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

Benefit: After making all of your attacks with your primary hand, you can swap your primary weapon to your off hand and make attacks using that weapon in your off hand. You take an additional –2 penalty on all attack rolls made with your off hand this round.

Whirlwind Attack (Combat)

You can become a dervish, striking out at every foe within reach.

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.

Widen Spell (Metamagic)

You can cast your spells so that they occupy a larger space.

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.

Wind Stance (Combat)

Your erratic movements make it difficult for enemies to pinpoint your location.

Prerequisites: Dex 15, Dodge, base attack bonus +6.

Benefit: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

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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

Each character begins play with an amount of gold that they can spend on weapons, armor, and other equipment. As a character adventures, he will accumulate more wealth that can be spent on better gear and magic items. Table 7–1 lists the stating gold piece values by class. For characters above 1st level, see Table 12–4.

Table 7-1: Starting Character Wealth

	Starting Wealth	Average
Barbarian	3d6 × 10 gp	105 gp
Bard	3d6 × 10 gp	105 gp
Cleric	4d6 × 10 gp	140 gp
Druid	2d6 × 10 gp	70 gp
Fighter	5d6 x 10 gp	175 gp
Monk	1d6 × 10 gp	35 gp
Paladin	5d6 × 10 gp	175 gp
Ranger	5d6 × 10 gp	175 gp
Rogue	4d6 × 10 gp	140 gp
Sorcerer	2d6 × 10 gp	70 gp
Wizard	2d6 × 10 gp	70 gp

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 (50 to the pound).

Table 7-2: Coins

	Exchange Value			
	CP	SP	GP	PP
Copper piece (cp) =	1	1/10	1/100	1/1,000
Silver piece (sp) =	10	1	1/10	1/100
Gold piece (gp) =	100	10	1	1/10
Platinum piece (pp) =	1,000	100	10	1

Other Wealth

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed on Table 7–3.

Table 7-3: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Treasure

In general, a character can sell something for half its listed price, including weapons, armor, gear, and magic items. To keep things balanced, this also includes character-created items.

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

From the common longsword to the exotic dwarven urgosh, weapons come in a wide variety. 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 (although all creatures are proficient with unarmed strikes). 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

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even exotic weapons. All characters are proficient with an unarmed strike. A character who uses a weapon with which he 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: Glaives, 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. Most reach weapons 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 urgroshes, 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 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 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-handed 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 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 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.

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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 an improvised weapon 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 7–4 gives weapon damage values for weapons of different sizes.

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.

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Table 7-4: Tiny and Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

×2: The weapon deals double damage on a critical hit.

×3: The weapon deals triple damage on a critical hit.

×3/×4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

×4: The weapon deals quadruple damage on a critical hit.

19–20/×2: 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/×2: 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

Weapons found on Table 7–5 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 ×2). 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.

Blowgun: Blowguns are generally used to deliver debilitating (although infrequently fatal) poisons at a range. They are nearly silent when fired.

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 ×2). 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 combat maneuver checks made to disarm an opponent.

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.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

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Table 7-5: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2[3]	1d3[3]	×2	—	—	Bludgeoning
Light Melee Weapons							
Dagger	2 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	×3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	×2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	×2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	×2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Club	—	1d4	1d6	×2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	×2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	×2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Longspear[4]	5 gp	1d6	1d8	×3	—	9 lb.	Piercing
Quarterstaff[5]	—	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Blowgun	2 gp	1	1d2	×2	20 ft.	1 lb.	Piercing
Darts, blowgun (10)	5 sp	—	—	—	—	0 lb.	—
Crossbow, heavy	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type[2]**
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	×3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/×2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	×4	—	3 lb.	Piercing
Sap	1 gp	1d4[3]	1d6[3]	×2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	×2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	×2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	×2	—	special	Piercing
Starknife	24 gp	1d3	1d4	×3	20 ft.	3 lb.	Piercing
Sword, short	10 gp	1d4	1d6	19–20/×2	—	2 lb.	Piercing
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	×3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	×2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	×4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	×2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	×2	—	special	Piercing
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	×3	—	5 lb.	Bludgeoning

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Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Two-Handed Melee Weapons							
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	Slashing
Glaive[4]	8 gp	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	Slashing
Guisarme[4]	9 gp	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance[4]	10 gp	1d6	1d8	x3	—	10 lb.	Piercing
Ranseur[4]	10 gp	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	Piercing or slashing
Ranged Weapons							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type[2]**
Light Melee Weapons							
Kama	2 gp	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
One-Handed Melee Weapons							
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Whip[4]	1 gp	1d2[3]	1d3[3]	x2		2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, orc double[5]	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	Slashing
Chain, spiked[4]	25 gp	1d6	2d4	x2	—	10 lb.	Piercing
Curve blade, elven	24 gp	1d10	2d6	x3	—	7 lb.	Slashing
Flail, dire[5]	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Hammer, gnome hooked[5]	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed[5]	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Urgrosh, dwarven[5]	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	Slashing or piercing
Ranged Weapons							
Bolas	5 gp	1d3[3]	1d4[3]	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	
Net	20 gp	—	—	10 ft.	6 lb.	—	
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	Piercing

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.

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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.

Curve Blade, Elven: Essentially a longer version of the normal kukri but with a thinner blade, elven great kukris are rare. When using an elven curve blade, you gain a +2 bonus on combat maneuver checks to disarm an enemy.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

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 combat maneuver checks to disarm an enemy.

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 combat maneuver checks to disarm an enemy.

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 readied 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 ×3). Its hook is a piercing weapon that deals 1d4 points of damage (crit ×4). You can use either head as the primary weapon. The other head is the off-hand 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 hooked hammer to avoid being tripped.

Gnomes treat 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.

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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 when you use 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 readied 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 Spellcraft 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 non-proficient 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 combat maneuver checks to disarm an enemy.

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 combat maneuver checks to disarm an enemy.

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. 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 combat maneuver checks to disarm an enemy.

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

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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, Weapon Focus, 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 readied 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.

Starknife: From a central metal ring, four tapering metal blades extend like points on a compass rose. A wielder can stab with the starknife or throw it.

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 readied 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 readied 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

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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 combat maneuver checks to disarm an enemy.

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.

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).

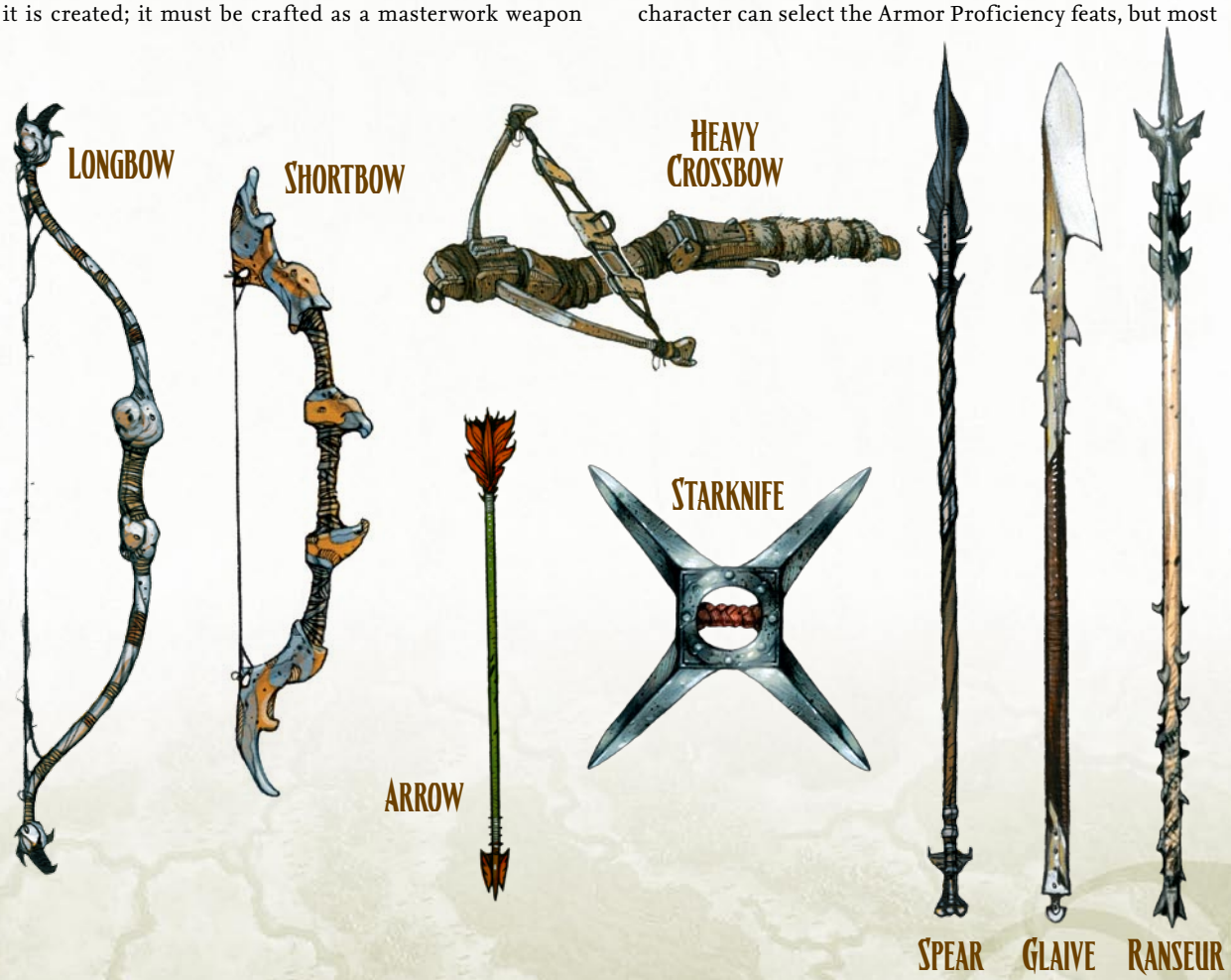
Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

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

For most, armor is the simplest way to protect oneself from the dangers of the world. Many characters can wear only the simplest of armors. To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most



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classes are automatically proficient with the armors that work best for them.

Here is the format for armor entries (given as column headings on Table 7–6).

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 carries) may also restrict the maximum Dexterity bonus that can be applied to his 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 Dexterity- and Strength-based skills. An armor check penalty number is the penalty that applies to all Dexterity- and Strength-based skill checks.

Table 7-6: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight[1]
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	–7	40%	20 ft.[2]	15 ft.[2]	45 lb.
Banded mail	250 gp	+6	+1	–6	35%	20 ft.[2]	15 ft.[2]	35 lb.
Half-plate	600 gp	+7	+0	–7	40%	20 ft.[2]	15 ft.[2]	50 lb.
Full plate	1,500 gp	+8	+1	–6	35%	20 ft.[2]	15 ft.[2]	50 lb.
Shields								
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	+4[3]	+2	–10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	[4]	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

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.

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A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Dexterity- and Strength-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 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 7–6 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 7–6 is the character's speed while wearing the armor. Humans, elves, half-elves, 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.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7–6 are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7–5) 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.

Banded Mail: The suit includes gauntlets.

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.

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 (2d4 × 100) 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 to your combat maneuver bonus 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.

Hide Shirt: This light armor is typically made from the hide, bones, and thick scales of giant lizards.

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.

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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 7–5 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 7–5 for the damage dealt by a shield bash. Used this way,

Table 7-8: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute[1]
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes[1]	1 minute	1 minute[1]
Half-plate or full plate	4 minutes[2]	4 minutes[1]	1d4+1 minutes[1]

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.

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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.

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 7–6. Refer to the appropriate line on Table 7–7 and apply the multipliers to cost and weight for the armor type in question.

Table 7-7: Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size Cost	Weight	Cost	Weight	Cost
Tiny or smaller[1]	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

1 Divide armor bonus by 2.

Getting Into and Out of Armor

The time required to don armor depends on its type; see Table 7–8.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (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.

GOODS AND SERVICES

Beyond armor and weapons, there is a wide variety of gear a character can carry, from rations to sustain him on long travels, to rope, useful in countless circumstances. Most of the common gear carried by a character is summarized on Table 7–9.

Adventuring Gear

Some of the pieces of adventuring gear found on Table 7–9 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

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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, 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 to force open a door or chest. 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 Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

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Table 7-9: Goods and Services

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.[1]
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.[1]
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.[1]
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb.[1]
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.[1]
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.[1]
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.[1]
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb.[1]
Whetstone	2 cp	1 lb.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.[1]
Disguise kit	50 gp	8 lb.[1]
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb.[1]
Musical instrument, masterwork	100 gp	3 lb.[1]
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

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Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.[1]
Cleric's vestments	5 gp	6 lb.[1]
Cold weather outfit	8 gp	7 lb.[1]
Courtier's outfit	30 gp	6 lb.[1]
Entertainer's outfit	3 gp	4 lb.[1]
Explorer's outfit	10 gp	8 lb.[1]
Monk's outfit	5 gp	2 lb.[1]
Noble's outfit	75 gp	10 lb.[1]
Peasant's outfit	1 sp	2 lb.[1]
Royal outfit	200 gp	15 lb.[1]
Scholar's outfit	5 gp	6 lb.[1]
Traveler's outfit	1 gp	5 lb.[1]

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spellcasting	Caster level x spell level x 10 gp[2]

— 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. 0-level spells count as 1/2 in this formula.

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

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times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least one hundred times the indicated amount.

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.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hemp: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container is usually no more than 1 inch wide and 3 inches high.

Special Substances and Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

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 out to 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,

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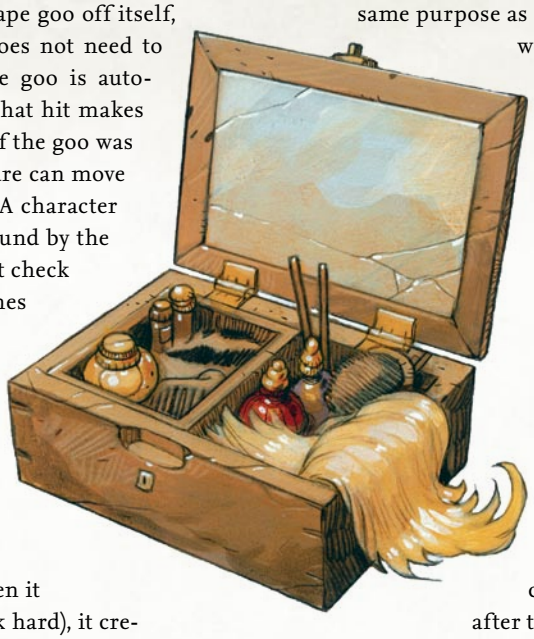
unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot 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 Spellcraft 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

These items are particularly useful to characters with certain skills and class abilities.

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

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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 skill. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device 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

All characters begin play with one outfit, valued at 10 gp or less. Additional outfits can be purchased normally.

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. Cleric's vestements typically include a cassock, stole, and surplice.

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 and Lodging

These prices are for meals and accommodations at establishments in an average city. Smaller and larger communities might be significantly more expensive, depending on demand and the local economy.

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 and the use of a blanket and a pillow. Good accommodations consist of

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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

These are the common mounts available in most cities. Some might have additional creatures—such as camels or even hippogriffs—available, depending on the terrain. Such additional choices are up to GM discretion.

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 7–6.

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 7–6 (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.

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 7–8. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

	Base Speed		
Barding	**(40 ft.)**	**(50 ft.)**	**(60 ft.)**
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.[1]	35 ft.[1]	40 ft.[1]

1 A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

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

The prices listed are to purchase the vehicle listed. These prices do not generally include the crew or animals needed to operate the vehicle.

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 70 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 8 to 15 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.

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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, 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 to 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 mercenary warriors, masons, craftsmen, cooks, 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, 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 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, and the default answer is no.

The cost given is for a spell with no cost for a material component. 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.

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.

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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 Versus 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.

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.

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Law Versus 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, judgmental, 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.

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 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 usually 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.

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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 illusions 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 8–1). Your character's minimum starting age is the adulthood age of his race plus the number of dice indicated in the entry corresponding to the character's race and class on Table 8–1.

Alternatively, roll the dice indicated on Table 8–1 and add the result to the adulthood number to determine how old your character is.

With age, a character's physical ability scores decrease and his mental ability scores increase (see Table 8–2). 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 maximum age—which is the number from the Venerable column on Table 8–2 plus the result of the dice roll indicated on the Maximum Age column on that table, and record the result, which the player does not know. A character who reaches his 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 8-1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

Height and Weight

The dice roll given on Table 8–3 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.

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Carrying Capacity

Encumbrance rules determine how much a character's equipment slows him down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor defines his 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 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 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 8–4. Depending on how the weight compares to the character's carrying

Table 8-2: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years

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.

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Table 8-3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4 ft.–10 in.	+2d10 in.	120 lb.	× (2d4) lb.
Human, female	4 ft.–5 in.	+2d10 in.	85 lb.	× (2d4) lb.
Dwarf, male	3 ft.–9 in.	+2d4 in.	150 lb.	× (2d6) lb.
Dwarf, female	3 ft.–7 in.	+2d4 in.	120 lb.	× (2d6) lb.
Elf, male	5 ft.–2 in.	+2d8 in.	100 lb.	× (1d6) lb.
Elf, female	5 ft.–2 in.	+2d6 in.	90 lb.	× (1d6) lb.
Gnome, male	3 ft.–0 in.	+2d4 in.	35 lb.	× 1 lb.
Gnome, female	2 ft.–10 in.	+2d4 in.	30 lb.	× 1 lb.
Half-elf, male	5 ft.–0 in.	+2d8 in.	110 lb.	× (2d4) lb.
Half-elf, female	4 ft.–10 in.	+2d8 in.	90 lb.	× (2d4) lb.
Half-orc, male	4 ft.–10 in.	+2d12 in.	150 lb.	× (2d6) lb.
Half-orc, female	4 ft.–5 in.	+2d12 in.	110 lb.	× (2d6) lb.
Halfling, male	2 ft.–8 in.	+2d4 in.	30 lb.	× 1 lb.
Halfling, female	2 ft.–6 in.	+2d4 in.	25 lb.	× 1 lb.

capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his 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 8–5. 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 maximum load over his head.

A character can lift as much as double his 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 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 8–4 are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16. A smaller creature can carry less weight depending on its size category, as follows: Small ×3/4, Tiny ×1/2, Diminutive ×1/4, Fine ×1/8.

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 8–4 by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

Tremendous Strength: For Strength scores not shown on Table 8–4, 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 by 4 for every 10 points the creature's Strength is above the score for that row.

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).

Base Speed	Reduced Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	35 ft.
60 ft.	40 ft.
70 ft.	50 ft.
80 ft.	55 ft.
90 ft.	60 ft.
100 ft.	70 ft.

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.

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Table 8-4: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table 8-5: Carrying Loads

Load	Max Dex	Check Penalty	Speed (30 ft.)	Speed (20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

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 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 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 provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

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.

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

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 8–8). 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 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.

Evasion and Pursuit

In round-by-round movement, when 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.

Table 8-6: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)[1]				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table 8-7: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle[1]	x2
Poor visibility	x2
Impassable	—

1 May require a skill check

Table 8-8: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

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,

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Table 8-9: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)[1]	4 miles	32 miles
Light warhorse (231–690 lb.)[1]	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.)[1]	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.)[1]	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.)[1]	3 miles	24 miles
Warpony (101–300 lb.)[1]	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.)[1]	2 miles	16 miles
Mule (231–690 lb.)[1]	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.)[1]	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)[2]	1/2 mile	5 miles
Keelboat (rowed)[2]	1 mile	10 miles
Rowboat (rowed)[2]	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

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.

Exploration

There are a few rules that are vital to the success of any adventurer, including vision, lighting, and how to break things. Each of these rules is referenced here.

Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table 8–10 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 Stealth 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, and takes a –4 penalty on sight-based Perception 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.

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 combat maneuver. Smashing an object is a lot like sundering a weapon or shield, except that your combat maneuver check 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 (see Table 8–11) + 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.

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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 8–12, Table 8–13, and Table 8–14).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table 8–12, Table 8–13, and Table 8–14). Objects that take damage gain the broken condition. 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 functional with the broken condition 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 and a number of spells.

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 succeeds. The

Table 8-10: Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a[1]	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye[2]	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	**Bright**	**Shadowy**	**Duration**
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

1 A candle does not provide bright illumination, only shadowy illumination.

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

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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 8-11: Size and Armor Class of Objects

Size	AC Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Table 8-12: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special[2]	armor bonus × 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for 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 8-13: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Glass	1	1/inch of thickness
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Table 8-14: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Table 8-15: DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	**DC Adjustment[1]**
Hold portal	+5
Arcane lock	+10

1 If both apply, use the larger number.

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Combat

In the wild parts of the world, where monsters hold dominion, a sharp sword and sturdy shield are a far more effective means of communication than words. Combat is a common part of the *Pathfinder RPG* and the following rules are here to help explain this crucial process.

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.

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Combat Statistics

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

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 9-1: Size Modifiers to Attack Rolls

Size	Size Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

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. You don't get this higher Strength bonus, however, 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 or permanent ability damage (a reduction to an ability score).

Armor Class

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

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

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

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

Other Modifiers: Many other factors modify your AC.

Enhancement Bonuses: Enhancement effects make your armor better.

Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.

Natural Armor: Natural armor improves your AC.

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

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

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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 (or a negative amount equal to your Constitution score, whichever is less), you're dead. See Injury and Dying for more information.

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

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.

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.

Determining awareness may call for Perception checks or other checks.

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.

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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 threatened 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.

Designer Notes: CMB

A number of the special actions that you can perform in combat all function off the same basic formula. This change was made to simplify these maneuvers and speed up combat. Generally speaking, these rules also make performing these maneuvers a bit more difficult than they were under the 3.5 rules set. We also removed the opposed roll for these maneuvers, much for the same reasons.

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 1 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 fived types of actions: standard actions, move actions, full-round actions, swift 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

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action. You can also perform one swift action and 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 and swift 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.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time—even if it's not your turn.

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).

Standard Actions

Most of the common actions characters take, aside from movement, fall into the realm of 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.

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Table 9-2: Actions in Combat

Standard Action	Attack of Opportunity[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe[2]
Cast a spell (1 standard action casting time)	Yes
Channel energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Read a scroll	Yes
Ready (triggers a standard action)	No
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity[1]
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon[3]	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[3]	No
Retrieve a stored item	Yes

Full-Round Action	Attack of Opportunity[1]
Full attack	No
Charge[4]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw[4]	No

Free Action	Attack of Opportunity[1]
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell[5]	No
Speak	No

Swift Action	Attack of Opportunity[1]
Cast a quickened spell	No

Immediate Action	Attack of Opportunity[1]
Cast *feather fall*	No

No Action	Attack of Opportunity[1]
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity[1]
Perform a combat maneuver[6]	Yes
Use feat[7]	Varies

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 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.

4 May be taken as a standard action if you are limited to taking only a single action in a round.

5 Unless the component is an extremely large or awkward item.

6 Some combat maneuvers 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. Others are used as a separate action.

7 The description of a feat defines its effect.

Attack Rolls: An attack roll represents your attempts to strike your opponent.

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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) 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 take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character. If your target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to a –2. There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with.

Precise Shot: If you have the Precise Shot feat, you don't take this penalty.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. 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.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and 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 also results in 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.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Spells and Critical Hits: 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.

Activate Magic Item

Many magic items don't need to be activated. Certain magic items, however, do 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.

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, grappling, 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

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listed, you can assume that you have them if you have your spell component pouch.

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 Spellcraft check or lose the spell. The check's DC depends on what is threatening your concentration (see the Spellcraft skill). If you fail, the spell fizzles 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 Spellcraft 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 Spellcraft 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. The act of casting a spell, however, 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.

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.

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.

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

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as with casting a spell. If the Spellcraft 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.

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.

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.

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.

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 9–2.

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. 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.

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.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

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.

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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.

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 1 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 1 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 (except for spells modified by the Quicken Spell feat, which take 1 swift action to cast). Note that this isn't the same as a spell with a 1-round casting time—that kind of 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.

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.

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 13 miles per hour for an unencumbered human.

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

Withdrawing 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.

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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.

Note that despite the name of this action, you don't actually have to leave combat entirely.

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).

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.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

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.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. You can,

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however, perform only one single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting, activating a feat, or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift 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 or swift action as a swift 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 as a swift action doesn't incur an attack of opportunity.

Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time — even if it's not your turn. Casting *feather fall* is an immediate action, since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

Miscellaneous Actions

The following actions take a variable amount of time to accomplish or otherwise work differently than other 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.

If if your hit point total is negative, but not equal to or greater than your Constitution score (or –10 if your Constitution score is 9 or less), you're dying.

When your negative hit point total is equal to your Constitution (or –10 if your Constitution is 9 or less), you're dead.

Massive Damage: If you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 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 half your total hit points in damage or more from multiple attacks, no one of which dealt more than half your total hit points (minimum 50), the massive damage rule does not apply.

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Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled.

You gain the staggered condition and 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).

Dying (Negative Hit Points)

If if your hit point total is negative, but not equal to or greater than your Constitution score (or –10 if your Constitution score is 9 or less), you're 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.

Dead

When your character's current hit points drop to a negative amount equal to his Consitution score or lower, or if he takes massive damage, he's dead. Characters with a Constitution score of 9 or less die when their hit points drop to –10 or less. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution score to 0.

Stable Characters and Recovery

On the next turn after a character is reduced to negative hit points (but not dead) 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.

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: Temporary ability damage returns at the rate of 1 point per night of rest (8 hours) for

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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

Nonlethal damage represents harm to a character that is not life-threatening. Unlike normal damage, nonlethal damage is healed quickly with rest.

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 ability 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 Movment

Your speed is determined by your race and your armor (see Table 9–3). 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.

Measuring Distance

Distance is measured assuming that 1 square equals 5 feet.

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.

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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

You can move through an unoccupied square without difficulty in most circumstances. Difficult terrain and a number of spell effects might hamper your movement through open spaces.

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, you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics 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 Acrobatics skill or similar special abilities.

Terrain and Obstacles

From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

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 4 squares) squeezes into a space that's 1 square wide, the creature's miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past a creature 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

Table 9-3: Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-orc	30 ft.(6 squares)	20 ft.(4 squares)
Dwarf	20 ft.(4 squares)	20 ft.(4 squares)
Halfling, gnome	20 ft.(4 squares)	15 ft.(3 squares)

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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 whatever penalties to movement you might have, 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. 25 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.

Table 9-4: Creature Size and Scale

Creature Size	Space[1]	Natural Reach[1]
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size. Some exceptions exist.

Table 9-5: Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–2[1]	–2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	–4	—[3]
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

1 An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.

2 The defender loses any Dexterity bonus to AC.

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.

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

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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.

Combat Modifiers

A number of factors and conditions can influence an attack roll. Many of these situations grant a bonus or penalty on attack rolls or to a defender's Armor Class.

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

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

Partial Cover: If a creature has cover, but more than half the creature is visible, its cover bonus is reduced to a +2 to AC and a +1 bonus on Reflex saving throws. This partial cover is subject to the GM's discretion.

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.

Improved 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 Stealth 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 Stealth Checks: You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth 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

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Table 9-6: Armor Class Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible	— See Concealment —	
Cowering	–2[1]	–2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1]
Helpless (such as paralyzed, sleeping, or bound)	–4[3]	+0[3]
Kneeling or sitting	–2	+2
Pinned	–4[3]	+0[3]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2[1]	–2[1]

1 The defender loses any Dexterity bonus to AC.

2 An entangled character takes a –4 penalty to Dexterity.

3 Treat the defender's Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders.

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 Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth 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).

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Special Attacks

This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting spells, or using other class abilities.

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.

Channel Energy

Drawing upon the power of your deity, you can cause a wave of energy to emanate from you, dealing damage to undead creatures or causing them to become immobilized for a number of rounds. With sufficient power, you can even cause them to be destroyed outright or bend them to your will.

Channeling energy is a supernatural ability you can perform as a standard action. It does not provoke attacks of opportunity, but you must be able to present your holy symbol to use this ability. Good characters, or those who worship good deities, use this ability to channel positive energy, which harms undead creatures and causes them to flee. Evil characters, or those who worship evil deities, channel negative energy instead, which heals undead and can cause them to obey the will of the character. Neutral characters that worship neutral deities must choose whether to channel positive or negative energy when they gain this ability.

Some feats allow channeled energy to be used on other creatures. Regardless of the character's alignment, such attempts only deal damage and do not cause such

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creatures to flee or allow the character to gain control of creatures other than undead.

Channel Positive Energy

When you channel positive energy, you unleash a wave of positive energy in a 30-foot burst. All undead in this radius take 1d6 points of positive energy damage plus 1d6 points of positive energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th, and so on) and must flee from you (as if frightened) for 1d4 rounds + your Charisma modifier. Undead in this radius are allowed a Will save that negates the frightened condition and results in half damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead who take damage greater than their hit points crumble to dust and are destroyed by the power of your deity. If a fleeing undead is subject to channeled negative energy, it is not controlled, but does receive a new saving throw to dispel the flee effect.

Living creatures within the area are healed a like amount by this wave of positive energy. You can choose whether or not to include yourself in this effect. Hit points gained above a living creature's total are lost.

Channel Negative Energy

When you channel negative energy, you unleash a wave of negative energy in a 30-foot burst. All living creatures in this radius take 1d6 points of negative energy damage plus 1d6 points of negative energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th, and so on). Living creatures in this radius are allowed a Will save that results in half damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. You can choose whether or not to include yourself in this effect.

Undead creatures within the area are healed a like amount by this wave of negative energy. Hit points above the undead's total are lost. Undead who are within the area of this effect must make a Will save or fall under your command. A cleric can command any number of undead whose total Hit Dice do not exceed his level. Clerics can relinquish control of undead to gain control of new undead. Commanding undead is a standard action that requires line of effect. Intelligent undead receive a new saving throw each day to break free of from your command. If a commanded undead is subject to channeled positive energy, it might flee, but it also receives a new saving throw to dispel the command effect.

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, 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.

Designer Notes: Channeled Healing

In an attempt to give adventuring groups a ready supply of healing without dramatically boosting the spells for clerics, we unified the rules for positive and negative energy. This means that channeled positive energy harms undead, but also heals the living who are in the radius (both friend and foe). This allows it to work much like the *cure* and *inflict* spells. This is a significant change, though, as it dramatically increases the amount of healing available in a group. We hope this means that the clerics of the world can actually cast their spells instead of just converting them to healing. We are also hoping that this eliminates the need for low-level parties to rest after only a handful of encounters. As with all of the rules in the *Pathfinder RPG*, give these a try and let us know what you think.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). 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. 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 combat maneuver attack rolls made to bull rush an opponent (see Bull Rush).

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.

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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.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine the degree of success.

Combat Maneuver Bonus: Each character and creature has a combat maneuver bonus (or CMB) that represents its skill at performing and resisting combat maneuvers. A creature's CMB is determined using the following formula:

CMB = Base attack bonus + Strength modifier + special size modifier

The special size modifier for a creature's combat maneuver bonus is as follows: Fine –8, Diminutive –4, Tiny –2, Small –1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMB when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While most combat maneuvers can be performed as part of an attack action (in place of a melee attack), others require specific actions. Unless otherwise stated, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, add the damage to the DC to perform the maneuver. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds. If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat manuever against it.

When you perform a combat maneuver, make an attack roll and add your CMB to the result plus any bonuses you might have due to specific feats or abilities. The DC to successfully perform the maneuver is determined using the following formula:

DC = 15 + the target's CMB

Determine Success: If your attack roll equals or exceeds the DC of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your result exceeds the DC. Rolling a natural 20 while attempting a combat maneuver is always a success, while rolling a natural 1 is always a failure.

Bull Rush

You can make a bull rush as a standard action or as part of a charge. You can only bull rush an opponent who is one size category larger than you or smaller. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds the DC you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm

You can attempt to disarm your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a –4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying (of your choice). If your attack exceeds the DC of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, improved grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition (see the Glossary chapter). If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). If you successfully grapple an opponent, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent

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rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions.

Move: You can move both you and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed damage. This damage can be either lethal or nonlethal.

Pin: You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition, but you lose your Dexterity bonus to AC.

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC 15 + opponent's CMB, this does not provoke an attack of opportunity) or Escape Artist check (DC 10 + opponent's CMB). If you succeed, you break the grapple and can act normally.

If you have your target pinned or otherwise restrained, or unconscious, you can use rope to tie them up. This works like a pin effect, but with a +5 circumstance bonus to determine the DC to escape the bonds (making the DC equal to 20 + your CMB). The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a –10 penalty.

Overrun

As a standard action taken during your move, or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is one size category larger than you or smaller. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver.

When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver attack roll as normal. If your attack is successful, you move through the target's space. If your attack exceeds the DC by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver. You must be wielding a weapon to attempt a sunder.

If your attack is successful, you deal damage to the item normally. If the damage you deal exceeds the object's hardness, the object gains the broken condition (see the Glossary chapter). If the damage you deal exceeds the object's hardness and hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point.

Trip

You can attempt to trip an opponent as a melee attack. You can only trip an opponent who is one size category larger than you or smaller. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures, such as oozes without legs and flying creatures, cannot be tripped.

Feint

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, 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 creature lacking an Intelligence score, 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.

Mounted Combat

These rules cover being mounted on a horse in combat, but can also be applied to more unusual steeds, such as a griffon or dragon.

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,

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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 Spellcraft 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 Spellcraft 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.

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. Splash weapons do not deal precision based damage (such as sneak attack).

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.

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. First, if your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light. Second, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 9–7 summarizes the interaction of all these factors.

Table 9-7: Two-Weapon Fighting Penalties

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

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

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

Distracting Spellcasters: You can ready an attack against a 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 Spellcraft 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

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Magic

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options.

Most spellcasters prepare their spells in advance—whether from a spellbook or through prayers—while some cast spells spontaneously without preparation. Despite these different ways 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

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must make a Spellcraft 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. 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 Spellcraft 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 Spellcraft 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 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 Spellcraft 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 Spellcraft 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 Spellcraft 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 Spellcraft check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Spellcraft 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 Spellcraft check. If the weather is caused by a spell, use the rules as described in the Spell subsection.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a Spellcraft 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 Spellcraft 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 to ready an 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 usually use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he is casting. *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

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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 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 channel energy count as attacks if it would harm any creatures in the area. 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 of a given type works (see Combining Magical Effects). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one, although most penalties have not type and thus always stack.

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 soul and returning it to his body.

Negative Levels: Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through spells such as *restoration*. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

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 Magic 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.

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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.

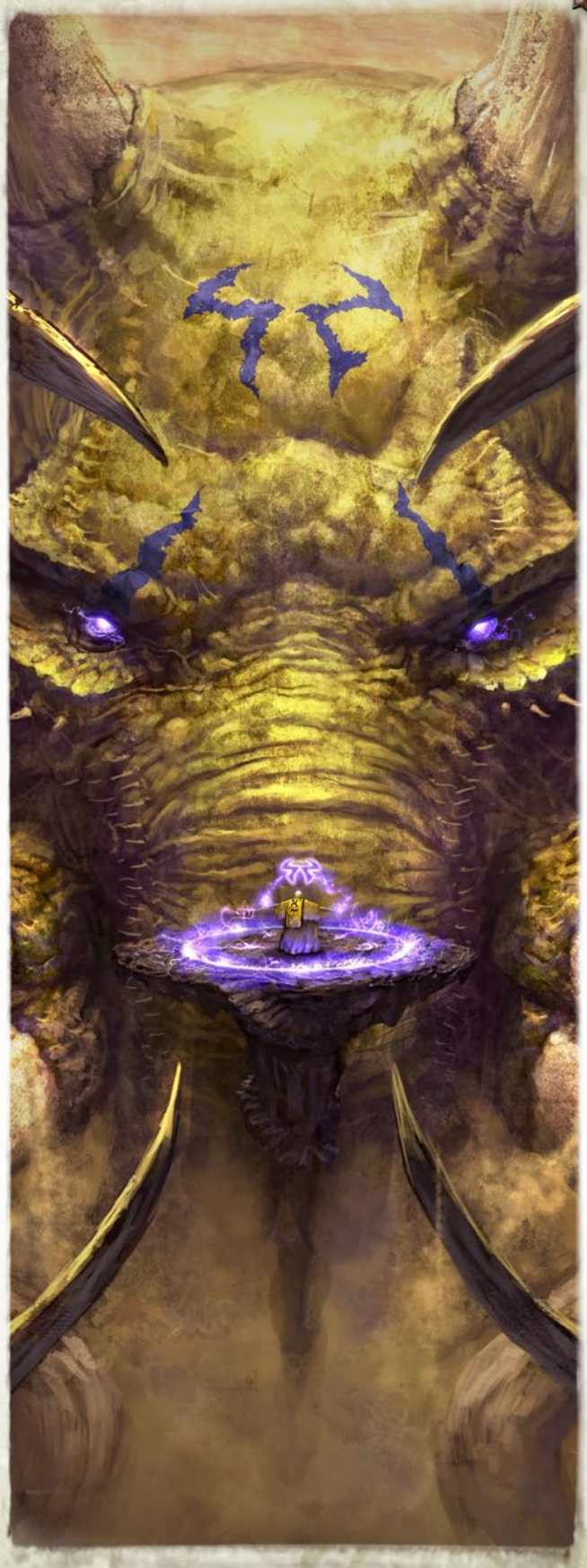
Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (*arcane mark, limited wish, permanency, prestidigitation,* and *wish*) are universal, belonging to no school.

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 Perception 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



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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 transport creatures from another plane of existence to your plane (calling), create objects or effects on the spot (creation), heal (healing), bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), or transport creatures or objects over great distances (teleportation). 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 if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

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. The sensor, however, 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 its 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

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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 (or copy another sense exactly unless you have experienced it).

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

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

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

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

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. It's all in their heads and not a fake picture or something that they actually see. Third parties 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, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

Polymorph Subschool: A polymorph spell transforms your physical body to take on the shape of another creature. While these spells make you appear to be the creature, granting you a +20 bonus on Disguise skill checks, they do not grant you all of the abilities and powers of the creature. Each polymorph spell allows you to assume the form of a creature of a specific type, granting you a number of bonuses to your ability scores and a bonus to your natural armor. In addition, each polymorph spell can grant you a number of other benefits, including movement types, resistances, and senses. If the form you choose grants these benefits, or a greater ability of the same type, you gain the listed benefit. If the form grants a lesser ability of the same type, you gain the lesser ability instead. Your base speed changes to match that of the form you assume. If the form grants a swim or burrow speed, you maintain the ability to breathe if you are swimming or burrowing. The DC for any of these abilities equals your DC for the polymorph spell used to change you into that form.

In addition to these benefits, you gain any of the natural attacks of the base creature. These attacks are based on your base attack bonus, modified by your Strength or Dexterity as appropriate, and use your Strength modifier for determining damage bonuses.

If a polymorph spell causes you to change size, apply the size modifiers appropriately, changing your armor class, attack bonus, combat maneuver bonus, and Stealth skill modifiers. You ability scores are not modified by this change unless noted by the spell.

Unless otherwise noted, polymorph spells cannot be used to change into a specific individual. Although many of the fine details can be controlled, your appearance is always that of a generic member of that creature's type.

When you cast a polymorph spell that changes you into a creature of the animal, dragon, elemental, magical

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Designer Notes: Polymorph Problems

Of all the spells in the 3.5 rules set, none has caused more arguments or been more abused than *polymorph*. Such problems stem from two sources. First, the spell has never been the most clearly worded. What abilities you gain and lose are always subject to question. For example, do you lose your human bonus feat when you take on another form? Second, the spell relies upon the balance of monster abilities to function. When you consider the fact that there are thousands of monsters to choose from, and some are more powerful than others of an equal Hit Dice, this problem becomes apparent.

To alleviate this problem, we have broken the spell down into a host of other spells that allow you to take on the form of creatures of a specific type. The spells themselves grant you bonuses to your ability scores and special abilities. This means that we can balance the spells against each other, rather than against all of the monsters ever printed. So while your abilities won't exactly match those of the form you take, you will look like the creature and be able to do a number of the things the creature can do. Give these spells a try and let us know what you think.

beast, plant, or vermin type, all of your gear melds into your body. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armor bonuses, which cease to function). Items that require activation cannot be used while you maintain that form. While in such a form, you cannot cast any spells that require material components, and can only cast spells with somatic or verbal components if the form you choose has the capability to make such movements or speak, such as a dragon. Other polymorph spells might be subject to this restriction as well, if they change you into a form that is unlike your original form (subject to GM discretion). If your new form does not cause your equipment to meld into your form, the equipment resizes to match your new size.

If a polymorph spell is cast by a creature that is smaller than Small or larger than Medium, first adjust its ability scores to one of these two sizes using the following table before applying the bonuses granted by the polymorph spell. If the creature's new size is the same as its previous size, do not make these adjustments.

Creature's Size	Str	Dex	Con	New Size
Fine	+6	–6	—	Small
Diminutive	+6	–4	—	Small
Tiny	+4	–2	—	Small
Large	–4	+2	–2	Medium
Huge	–8	+4	–4	Medium
Gargantuan	–12	+4	–6	Medium
Colossal	–16	+4	–8	Medium

[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 the class whose members can cast the spell. A spell's level affects the DC for any save allowed against the effect.

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 and focus 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 of spoiling any spell with a verbal component that he 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.

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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).

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.

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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, after it appears 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.

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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 so the caster doesn't know how long the spell will last.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

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

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

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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.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

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

None: No saving throw is allowed.

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

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

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

Saving Throw Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell's level can vary depending on your class. Always use the spell level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

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

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

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

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

Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor

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Table 10-1: Items Affected by Magical Attacks

Order[1]	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

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

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

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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 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 mind are wiped away. Potent magic (such as *raise dead, resurrection,* or *true resurrection*) can recover the lost energy when it recovers the character.

Arcane Magical Writings

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until she takes time to study and decipher it.

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

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

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

Adding Spells to a Wizard's Spellbook

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

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of her choice to add to her spellbook. The two free spells must be of spell levels she can cast. If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.

Spells Copied from Another's Spellbook or a Scroll: A wizard can also add a spell to her book whenever she encounters one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see Arcane Magical Writings). Next, she must spend one hour studying the spell. At the end of the hour, 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. If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook). 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 × 50 gp.

Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

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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 1 hour per spell level. Cantrips (0 levels spells) take 30 minutes to record.

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). 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

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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 4–4 or Table 4–13 to learn how many spells from the appropriate spell list he now knows. With permission from the GM, sorcerers and bards can also select the spells they gain from new and unusual spells that they have attained 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. 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. The character's mind is considered fresh only during his first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he 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 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 a number of special abilities and bonus spells.

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 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 bonus 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). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. 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.

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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 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

A number of classes and creature gain the use of special abilities, many of which function like spells.

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. 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*, but they 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.

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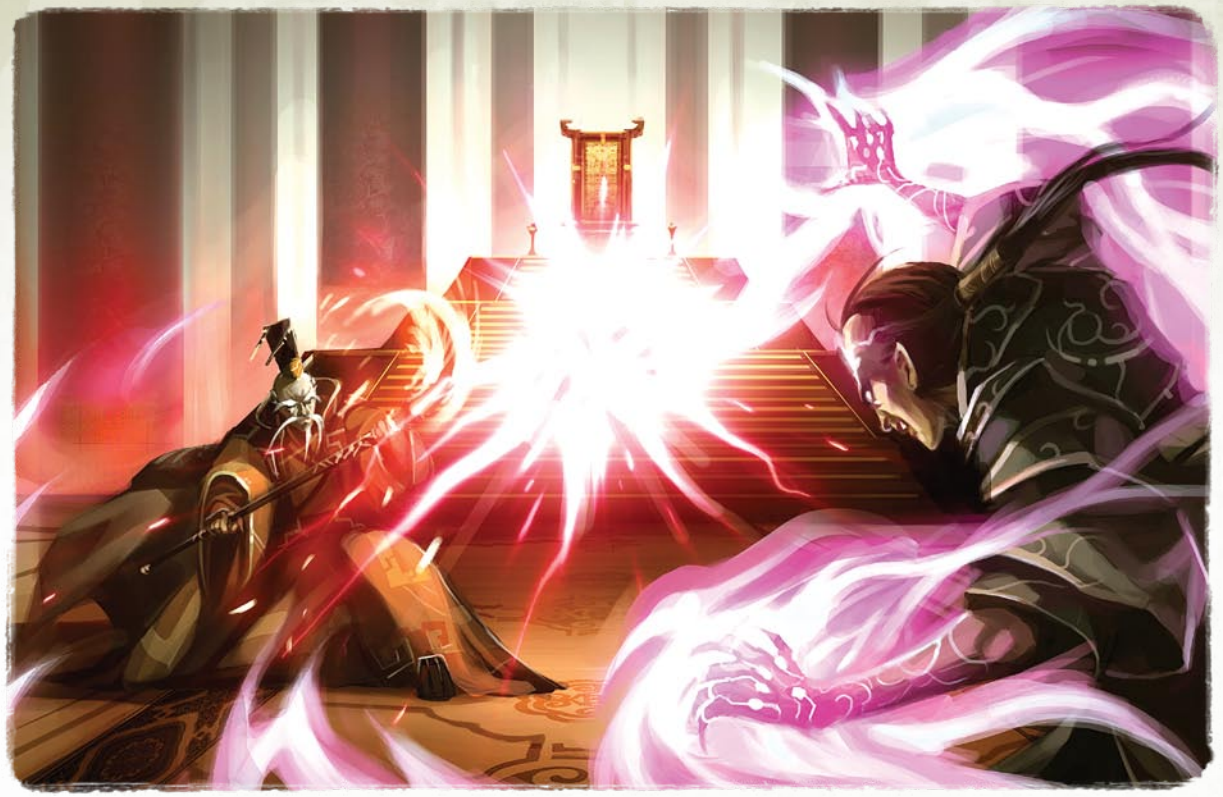
Spells



Spell Lists

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 [S] appearing at the end of a spell's name denotes that the spell's full description is not included in this book. This spell can be found in the 3.5 system reference document (SRD) or as part of the *Pathfinder RPG* Beta Web Enhancement, available for free at **paizo.com**.

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, still 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

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 Perception 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.

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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[S]: 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 base land 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: Determines properties of magic item.
Lesser Confusion: One creature is *confused* for 1 round.
Magic Mouth[MS]: Speaks once when triggered.
Magic Aura[S]: 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.

Designer Notes: Polymorph Problems

Of all the spells in the 3.5 rules set, none has caused more arguments or been more abused than polymorph. Such problems stem from two sources. First, the spell has never been very clearly worded. What abilities you gain and lose are always subject to question. For example, do you lose your human bonus feat when you take on another form? Second, the spell relies upon the balance of monster abilities to function. When you consider the fact that there are thousands of monsters to choose from, and some are more powerful than others of an equal Hit Dice, this problem becomes apparent.

To alleviate this problem, we have broken the spell down into a host of other spells that allow you to take on the form of creatures of a specific type. The spells themselves grant you bonuses to your ability scores and special abilities. This means that we can balance the spells against each other, rather than against all of the monsters ever printed. So while your abilities won't exactly match those of the form you take, you will look like the creature and be able to do a number of the things the creature can do. Give these spells a try and let us know what you think.

Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rage: Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Scare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-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.

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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% of the time.
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[MS]: 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[S]: 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[S]: 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, –1 to AC, Reflex saves, and attack rolls.
Speak with Animals: You can communicate with animals.
Summon Monster III: Calls extraplanar creature to fight for you.
Tiny Hut[S]: Creates shelter for 10 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 to 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[MF]: Lets you learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.
Modify Memory: Changes 5 minutes of subject's memories.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern[S]: Lights fascinate 24 HD of creatures.
Repel Vermin[S]: Insects, spiders, and other vermin stay 10 ft. away.
Secure Shelter[S]: Creates sturdy cottage.
Shadow Conjuration[S]: 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[S]: Sends message to anyone sleeping.
False Vision[M]: Fools scrying with an illusion.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mind Fog[S]: 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[S]: 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[S]: 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[S]: 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.

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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.
Summon Monster VI: Calls extraplanar creature to fight for you.
Sympathetic Vibration[S]: Deals 2d10 damage/round to freestanding structure.
Veil[S]: Changes appearance of group of creatures.

CLERIC SPELLS

0-Level Cleric Spells (Orisons)

Bleed: Cause a stabilized creature to resume dying.
Create Water: Creates 2 gallons/level of pure water.
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.
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.
Stabilize: Cause a dying creature to stabilize.
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[MF]: 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[MS]: 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[MS]: 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.

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Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Spiritual Weapon: Magic weapon attacks on its own.
Status: Monitors condition, position of allies.
Summon Monster II: Calls extraplanar creature to fight for you.
Undetectable Alignment: Conceals alignment for 24 hours.
Zone of Truth: Subjects within range cannot lie.

3rd–Level Cleric Spells

Animate Dead[M]: Creates undead skeletons and zombies.
Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness: Makes subject blinded or deafened.
Contagion: Infects subject with chosen disease.
Continual Flame[M]: Makes a permanent, heatless torch.
Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
Dispel Magic: Cancels spells and magical effects.
Glyph of Warding[MS]: Inscription harms those who pass it.
Helping Hand[S]: Ghostly hand leads subject to you.
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
Invisibility Purge: Dispels invisibility within 5 ft./level.
Locate Object: Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Meld into Stone: You and your gear merge with stone.
Obscure Object: Masks object against scrying.
Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.
Searing Light: Ray deals 1d8/two levels damage, more against undead.
Speak with Dead: Corpse answers one question/two levels.
Stone Shape: Sculpts stone into any shape.
Summon Monster III: Calls extraplanar creature to fight for you.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th–Level Cleric Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Chaos Hammer: Harms and slows lawful creatures (1d8/2 levels).
Control Water[S]: 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 bonuses and 1 hp/level.
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin[S]: Turns centipedes, scorpions, or spiders into giant vermin.
Holy Smite: Harms and blinds evil creatures (1d8/2 levels).
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.
Order's Wrath: Harms and dazes chaotic creatures (1d8/2 levels).
Planar Ally, Lesser[MS]: Exchange services with a 6 HD extraplanar creature.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin[S]: 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.
Unholy Blight: Harms and sickens good creatures (1d8/2 levels).

5th–Level Cleric Spells

Atonement[FMS]: Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Breath of Life: Cures 5d8 damage +1/level and restores life to recently dead creatures.
Command, Greater: As *command,* but affects one subject/level.
Commune[M]: 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.

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Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smites foes with divine fire (1d6/level damage).
Hallow[MS]: Designates location as holy.
Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Mark of Justice: Designates action that will trigger *curse* on subject.
Plane Shift[F]: As many as eight subjects travel to another plane.
Raise Dead[M]: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain combat bonuses.
Scrying[F]: Spies on subject from a distance.
Slay Living: Touch attack kills subject.
Spell Resistance: Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.
Symbol of Pain[MS]: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep[MS]: Triggered rune puts nearby creatures into catatonic slumber.
True Seeing[M]: Lets you see all things as they really are.
Unhallow[MS]: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

6th–Level Cleric Spells

Animate Objects[S]: 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[S]: 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[MS]: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater[S]: 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[MS]: As *lesser planar ally*, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Symbol of Fear[MS]: Triggered rune panics nearby creatures.
Symbol of Persuasion[MS]: 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[S]: Kills, paralyzes, weakens, or dazes nonevil subjects.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction[F]: Kills subject and destroys remains.
Dictum[S]: Kills, paralyzes, slows, or deafens nonlawful subjects.
Ethereal Jaunt[S]: You become ethereal for 1 round/level.
Holy Word[S]: 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[M]: 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[MS]: Triggered rune stuns nearby creatures.
Symbol of Weakness[MS]: Triggered rune weakens nearby creatures.
Word of Chaos[S]: Kills, *confuses*, stuns, or deafens nonchaotic subjects.

8th–Level Cleric Spells

Antimagic Field[S]: Negates magic within 10 ft.
Cloak of Chaos[F]: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead[MS]: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

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Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake[S]: Intense tremor shakes 80-ft.-radius.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura[F]: +4 to AC, +4 resistance, and SR 25 against evil spells.
Planar Ally, Greater[MS]: As *lesser planar ally,* but up to 18 HD.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Shield of Law[F]: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater: As *spell immunity,* but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Symbol of Death[MS]: Triggered rune slays nearby creatures.
Symbol of Insanity[MS]: Triggered rune renders nearby creatures insane.
Unholy Aura[F]: +4 to AC, +4 resistance, and SR 25 against good spells.

9th–Level Cleric Spells

Astral Projection[MS]: Projects you and companions onto Astral Plane.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness[S]: Travel to Ethereal Plane with companions.
Gate[MS]: Connects two planes for travel or summoning.
Heal, Mass: As *heal*, but with several subjects.
Implosion: Kills one creature/round.
Miracle[M]: Requests a deity's intercession.
Soul Bind[F]: Traps newly dead soul to prevent *resurrection*.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.
True Resurrection[M]: As *resurrection*, plus remains aren't needed.

DOMAINS

Each deity has a number of spheres of influence, ideals and concepts that they represent and champion. Their followers can draw upon these domains for additional powers and abilities. Each cleric chooses two of the domains granted by their deity upon taking their first level. Druids who forgo taking an animal companion can choose one domain from the following list: air, animal, earth, fire, plant, water, or weather (see the Classes Chapter).

Domains grant one ability at 1st level and a second ability at 8th level, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action. The cleric's (or druid's) level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. In addition, each domain grants a number of bonus spells. These spells are prepared along with the cleric's other spells for the day. A cleric gains the listed bonus spells from both of his domains.

Air Domain

Deities: Gozreh, Shelyn.

Caster Level	Ability
1st	*Lightning Arc* (Su): As a standard action you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. The lightning arc deals 1d6 points of electricity damage +1 for every two caster levels you possess.
2nd	*Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.
4th	*Gust of Wind* (Sp): You can cast *gust of wind* 1/day.
8th	*Walk on Air* (Su): You can walk on air as if it were solid for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as *air walk*.
12th	*Chain Lightning* (Sp): You can cast *chain lightning* 1/day.
16th	*Control Weather* (Sp): You can cast *control weather* 1/day.
20th	*Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only air creatures.

Animal Domain

Deities: Erastil, Gozreh.

Caster Level	Ability
1st	*Summon Companion* (Su): As a standard action, you can summon one animal to aid you as per *summon nature's ally I*. The creature remains until you dismiss it, and you can never have more than one such creature in your service at one time. Once the creature dies or is dismissed, you must wait 1 hour before summoning another. At 6th level, and every four levels thereafter, you may summon a more powerful companion, increasing the *summon nature's ally* spell by 1 (II at 6th level, III at 10th, IV at 14th, and V at 18th).
2nd	*Speak with Animals* (Sp): You can cast *speak with animals* 1/day per 2 caster levels you possess.
4th	*Hold Animal* (Sp): You can cast *hold animal* 1/day.
8th	*Animal Form* (Su): You can assume the form of any animal you can summon using your *summon companion* ability for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as *beast shape III*.
12th	*Commune with Nature* (Sp): You can cast *commune with nature* 1/day.
16th	*Antilife Shell* (Sp): You can cast *antilife shell* 3/day.
20th	*Shapechange* (Sp): You can cast *shapechange* 1/day.

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Artifice Domain

Deities: Torag.

Caster Level	Ability
1st	*Artificer's Touch* (Su): You can repair objects at will with a touch, as per *mending*. In addition, you can damage objects and constructs as a melee touch attack. This attack does not provoke an attack of opportunity. Objects and constructs take 1d6 points of damage +1 for every two caster levels you possess. Objects damaged in this way gain the broken condition (see the Glossary Chapter).
2nd	*Animate Rope* (Sp): You can cast *animate rope* 1/day per 2 caster levels you possess.
4th	*Wood Shape* (Sp): You can cast *wood shape* 1/day.
8th	*Creation* (Su): You can create nonmagical objects a number of times per day equal to your caster level. The volume of created items cannot exceed 1 cubic foot per caster level. Objects created out of vegetable matter, such as wood, last for 1 minute per caster level. Objects created out of precious materials (such as gold, silver, adamantine, or diamond) last 1 round. All other objects last 1 round per caster level. Created objects cannot be used as material components.
12th	*Fabricate* (Sp): You can cast *fabricate* 1/day.
16th	*Animate Objects* (Sp): You can cast *animate objects* 3/day.
20th	*Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Chaos Domain

Deities: Calistria, Cayden Cailean, Desna, Gorum, Lamashtu, Rovagug.

Caster Level	Ability
1st	*Touch of Chaos* (Su): You may imbue a target with chaos as a melee touch attack. For the next 3 rounds, any time the target rolls a d20, he must roll twice and take the less favorable result. This effect fades after 3 rounds or when the target fails an attack roll, save, skill, or ability check. Once a target has been affected by the *touch of chaos*, he is immune to its effects for 1 day.
2nd	*Protection from Law* (Sp): You can cast *protection from law* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become chaos-aligned for the purpose of overcoming damage reduction.
8th	*Chaos Blade* (Su): You can cause one melee weapon you possess to gain the anarchic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
12th	*Chaos Hammer* (Sp): You can cast *chaos hammer* 3/day.
16th	*Word of Chaos* (Sp): You can cast *word of chaos* 1/day.
20th	*Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon chaotic creatures.

Charm Domain

Deities: Calistria, Cayden Cailean, Norgorber, Shelyn.

Caster Level	Ability
1st	*Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *dazing touch*, it is immune to its effects for 1 day.
2nd	*Charm Person* (Sp): You can cast *charm person* 1/day per 2 caster levels you possess.
4th	*Calm Emotions* (Sp): You can cast *calm emotions* 1/day.
8th	*Charming Touch* (Su): You can use *charm monster* as a melee touch attack. You can only have one creature charmed in this way at a time. The total duration of this effect per day is 1 round per caster level. These rounds do not need to be consecutive. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds at its save to resist the effect.
12th	*Geas/Quest* (Sp): You can cast *geas/quest* 1/day.
16th	*Insanity* (Sp): You can cast *insanity* 1/day.
20th	*Dominate Monster* (Sp): You can cast *dominate monster* 1/day.

Community Domain

Deities: Erastil.

Caster Level	Ability
1st	*Calming Touch* (Su): You can touch a creature as a standard action to heal the target of 1d6 points of nonlethal damage + 1 point per caster level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions).
2nd	*Bless* (Sp): You can cast *bless* 1/day per 2 caster levels you possess.
4th	*Status* (Sp): You can cast *status* 1/day.
8th	*Aura of Prayer* (Su): You can emit a 40 ft. radius aura of prayer for a number of rounds per day equal to your caster level. You and all of your allies in the area 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. These rounds do not need to be consecutive.

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12th *Heroes' Feast* (Sp): You can cast *heroes' feast* 1/day.
16th *Refuge* (Sp): You can cast *refuge* 1/day.
20th *Mass Heal* (Sp): You can cast *mass heal* 1/day.

Darkness Domain

Deities: Zon-Kuthon.

Caster Level — **Ability**

1st *Touch of Darkness* (Su): As a melee touch attack, you can cause a creature's vision to become fraught with shadows and darkness, causing them to take a –2 penalty on attack rolls and saves against fear effects. This effect persists for 1 round per caster level. Touching a creature affected by this ability causes the duration to reset but does not stack. This touch also automatically extinguishes non-magical light sources such as torches and lanterns.
2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.
4th *Blindness* (Sp): You can cast *blindness* 1/day.
8th *Aura of Shadows* (Su): You can emit a 30-ft. aura of shadow for a number of rounds per day equal to your caster level. You and all of your allies in the area gain 20% concealment while inside this aura. These rounds do not need to be consecutive.
12th *Shadow Walk* (Sp): You can cast *shadow walk* 1/day.
16th *Power Word Blind* (Sp): You can cast *power word blind* 1/day.
20th *Imprisonment* (Sp): You can cast *imprisonment* 1/day.

Death Domain

Deities: Norgorber, Pharasma, Urgathoa, Zon-Kuthon.

Caster Level — **Ability**

1st *Bleeding Touch* (Su): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 round per caster level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Touching a creature affected by this ability causes the duration to reset but does not stack. This is a bleed effect (see the Glossary Chapter).
2nd *Cause Fear* (Sp): You can cast *cause fear* 1/day per 2 caster levels you possess.
4th *Death Knell* (Sp): You can cast *death knell* 1/day.
8th *Call Undead* (Su): You can summon undead to aid you. With this ability you can summon a number of skeletons and zombies whose total Hit Dice do not exceed your caster level. These undead do not count against the total number of undead you can control and remain until destroyed. You cannot use this ability again until 1 hour after the last undead created by this ability is destroyed.
12th *Slay Living* (Sp): You can cast *slay living* 1/day.
16th *Create Undead* (Sp): You can cast *create undead* 3/day.
20th *Wail of the Banshee* (Sp): You can cast *wail of the banshee* 1/day.

Destruction Domain

Deities: Gorum, Nethys, Rovagug, Zon-Kuthon.

Caster Level — **Ability**

1st *Destructive Smite* (Su): As a full-round action, you can make a single melee attack against an opponent with a bonus on damage equal to 1/2 your caster level (minimum 1). If the attack hits, all critical threats against the target are automatically confirmed for 1 round, including this attack.
2nd *Inflict Light Wounds* (Sp): You can cast *inflict light wounds* 1/day per 2 caster levels you possess.
4th *Shatter* (Sp): You can cast *shatter* 1/day.
8th *Aura of Destruction* (Su): You can emit a 30 ft. aura of destruction for a number of rounds per day equal to your caster level. All attacks made against targets inside this aura (including you) gain a bonus to damage equal to 1/2 your caster level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.
12th *Inflict Critical Wounds* (Sp): You can cast *inflict critical wounds* 3/day.
16th *Disintegrate* (Sp): You can cast *disintegrate* 1/day.
20th *Implosion* (Sp): You can cast *implosion* 1/day.

Earth Domain

Deities: Abadar, Torag.

Caster Level — **Ability**

1st *Acid Dart* (Su): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two caster levels you possess.
2nd *Magic Stone* (Sp): You can cast *magic stone* 1/day per 2 caster levels you possess.
4th *Soften Earth and Stone* (Sp): You can cast *soften earth and stone* 1/day.
8th *Body of Stone* (Su): Your skin can take on the appearance of stone for a number of rounds per day equal to your caster level. While affected in this way, you gain DR 5/adamantine. These rounds do not need to be consecutive.
12th *Wall of Stone* (Sp): You can cast *wall of stone* 1/day.
16th *Earthquake* (Sp): You can cast *earthquake* 1/day.
20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only earth creatures.

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Evil Domain

Deities: Asmodeus, Lamashtu, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

Caster Level	Ability
1st	*Touch of Evil* (Su): You can cause a creature to become sickened as a melee touch attack. While sickened, the target is treated as good-aligned for the purposes of spells with the evil descriptor. This effect persists for 1 round against evil and neutral creatures. Against good creatures, this effect persists for 3 rounds. Once a creature has been affected by touch of evil, it is immune to its effects for 1 day.
2nd	*Protection from Good* (Sp): You can cast *protection from good* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become evil-aligned for the purpose of overcoming damage reduction.
8th	*Scythe of Evil* (Su): You can cause one melee weapon you possess to gain the evil weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
12th	*Unholy Blight* (Sp): You can cast *unholy blight* 3/day.
16th	*Blasphemy* (Sp): You can cast *blasphemy* 1/day.
20th	*Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon evil creatures.

Fire Domain

Deities: Asmodeus, Sarenrae.

Caster Level	Ability
1st	*Fire Bolt* (Su): As a standard action, you can unleash a fire bolt targeting any foe within 30 feet as a ranged touch attack. The fire bolt deals 1d6 points of fire damage +1 for every two caster levels you possess.
2nd	*Burning Hands* (Sp): You can cast *burning hands* 1/day per 2 caster levels you possess.
4th	*Resist Energy* (Sp): You can cast *resist energy* 1/day, protecting against fire.
8th	*Crown of Flames* (Su): A crown of flames can appear on your brow for a number of rounds per day equal to your caster level. While the crown of flames is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of fire damage +1 per two caster levels you possess.
12th	*Wall of Fire* (Sp): You can cast *wall of fire* 3/day.
16th	*Fire Storm* (Sp): You can cast *fire storm* 1/day.
20th	*Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only fire creatures.

Glory Domain

Deities: Iomedae, Sarenrae.

Caster Level	Ability
1st	*Touch of Glory* (Su): You can touch a creature as a standard action, giving it a bonus to a single Charisma-based skill check or ability check equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of glory*, it gains no further benefit from this ability for 1 hour.
2nd	*Shield of Faith* (Sp): You can cast *shield of faith* 1/day per 2 caster levels you possess.
4th	*Bless Weapon* (Sp): You can cast *bless weapon* 1/day.
8th	*Divine Presence* (Su): You can emit a 30-ft. aura of presence for a number of rounds per day equal to your caster level. Any creature attempting to strike or otherwise directly attack you or your allies in this area must make a Will save. The DC for this save is equal to 10 + 1/2 your caster level + your Charisma modifier. If the save fails, the opponent cannot follow through with the attack and the action is lost. These rounds do not need to be consecutive. If you or any of your allies attack an opponent, or leave the area, the effect ends for that individual.
12th	*Righteous Might* (Sp): You can cast *righteous might* 3/day.
16th	*Resurrection* (Sp): You can cast *resurrection* 1/day.
20th	*Gate* (Sp): You can cast *gate* 1/day to summon good creatures.

Good Domain

Deities: Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, Torag.

Caster Level	Ability
1st	*Touch of Good* (Su): You can touch a creature as a standard action giving it a bonus to a single attack roll, skill check, ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of good*, it can gain no further benefit from this ability for 1 day.
2nd	*Protection from Evil* (Sp): You can cast *protection from evil* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become good-aligned for the purpose of overcoming damage reduction.
8th	*Holy Lance* (Su): You can cause one melee weapon you possess to gain the holy weapon property for a number of rounds equal to your caster level. These

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rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.

12th *Holy Smite* (Sp): You can cast *holy smite* 3/day.

16th *Holy Word* (Sp): You can cast *holy word* 1/day.

20th *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon good creatures.

Healing Domain

Deities: Irori, Pharasma, Sarenrae.

Caster Level — **Ability**

1st *Rebuke Death* (Su): You can touch a creature as a standard action, healing it of 1d4 points of damage plus 1 for every two caster levels you possess. You can only use this ability on a creature that is below 0 hit points. If you touch an undead creature with this effect, it is shaken for a number of rounds equal to your caster level.

2nd *Cure Light Wounds* (Sp): You can cast *cure light wounds* 1/day per 2 caster levels you possess.

4th *Lesser Restoration* (Sp): You can cast *lesser restoration* 1/day.

8th *Healer's Blessing* (Su): You can emit a 30 ft. aura of healing for a number of rounds per day equal to your caster level. You and your allies within this aura gain fast healing equal to 1/4 your caster level as long as they remain in range. This fast healing only applies to damage caused after the aura began. These rounds do not need to be consecutive.

12th *Mass Cure Light Wounds* (Sp): You can cast *mass cure light wounds* 1/day.

16th *Greater Restoration* (Sp): You can cast *greater restoration* 1/day.

20th *Mass Heal* (Sp): You can cast *mass heal* 1/day.

Knowledge Domain

Deities: Calistria, Irori, Nethys, Norgorber, Pharasma.

Caster Level — **Ability**

1st *Lore Keeper* (Su): Add all Knowledge skills to your list of class skills. You can touch a creature to learn about its abilities and weaknesses as a melee touch attack. If successful, you gain information as if you had made the appropriate Knowledge skill check with a result equal to 10 + your caster level + your Intelligence modifier.

2nd *Comprehend Languages* (Sp): You can cast *comprehend languages* 1/day per 2 caster levels you possess.

4th *Detect Thoughts* (Sp): You can cast *detect thoughts* 1/day.

8th *Remote Viewing* (Su): You can hear and see at a distance for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability works like a combination of both *clairvoyance* and *clairaudience*.

12th *True Seeing* (Sp): You can cast *true seeing* 1/day.

16th *Legend Lore* (Sp): You can cast *legend lore* 1/day.

20th *Foresight* (Sp): You can cast *foresight* 1/day.

Law Domain

Deities: Abadar, Asmodeus, Erastil, Iomedae, Irori, Torag, Zon-Kuthon.

Caster Level — **Ability**

1st *Touch of Law* (Su): As a standard action, you can touch a creature, giving it the ability to treat one d20 roll as if its natural result was an 11. This ability lasts 3 rounds or until it is used. This ability can be used after the die is rolled to change the result. Once a creature has benefited from *touch of law*, it can gain no further benefit from this ability for 1 day.

2nd *Protection from Chaos* (Sp): You can cast *protection from chaos* 1/day per 2 caster levels you possess.

4th *Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become lawful-aligned for the purpose of overcoming damage reduction.

8th *Staff of Order* (Su): You can cause one melee weapon you possess to gain the axiomatic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.

12th *Order's Wrath* (Sp): You can cast *order's wrath* 3/day.

16th *Dictum* (Sp): You can cast *dictum* 1/day.

20th *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon lawful creatures.

Liberation Domain

Deities: Desna.

Caster Level — **Ability**

1st *Inspiring Word* (Su): As a standard action, you can speak an inspiring word to a creature within 30 ft. For the next round, the target adds a bonus to its attack rolls, skill checks, ability checks, and saving throws equal to your Charisma-bonus. Once a target has been affected by *inspiring word*, he can gain no further benefit from it for 1 day.

2nd *Remove Fear* (Sp): You can cast *remove fear* 1/day per 2 caster levels you possess.

4th *Remove Paralysis* (Sp): You can cast *remove paralysis* 1/day.

8th *Freedom's Call* (Su): You can emit a 30-ft. aura of freedom for a number of rounds per day equal to your caster level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions.

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This aura only suppresses these effects and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

12th *Greater Dispel Magic* (Sp): You can cast *greater dispel magic* 1/day.

16th *Refuge* (Sp): You can cast *refuge* 1/day.

20th *Freedom* (Sp): You can cast *freedom* 1/day.

Luck Domain

Deities: Calistria, Desna, Shelyn.

Caster Level — **Ability**

1st *Bit of Luck* (Su): As a standard action, you can touch a creature, giving it a bit of luck. For the next 3 rounds, any time the target rolls a d20, he can roll twice and take the better result. The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by *bit of luck*, he can gain no further benefit from it for 1 day.

2nd *True Strike* (Sp): You can cast *true strike* 1/day per 2 caster levels you possess.

4th *Blur* (Sp): You can cast *blur* 1/day.

8th *Lucky Aura* (Su): You can emit a 30-ft. aura of luck for a number of rounds per day equal to your caster level. Allies within this aura automatically succeed on stabilization checks, checks made to overcome concealment, and gain a +2 luck bonus on all d20 rolls. If an attack roll or saving throw made by an ally in the aura results in a natural 1, it is not automatically considered a failure. These rounds do not need to be consecutive.

12th *Break Enchantment* (Sp): You can cast *break enchantment* 1/day.

16th *Spell Turning* (Sp): You can cast *spell turning* 1/day.

20th *Miracle* (Sp): You can cast *miracle* 1/day.

Madness Domain

Deities: Lamashtu.

Caster Level — **Ability**

1st *Vision of Madness* (Su): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to your Charisma modifier and a penalty to the other two types of rolls equal to your Charisma modifier. This effect fades after 3 rounds. Once a target has been affected by vision of madness, it has no effect on him for 1 day.

2nd *Lesser Confusion* (Sp): You can cast *lesser confusion* 1/day per 2 caster levels you possess.

4th *Touch of Idiocy* (Sp): You can cast *touch of idiocy* 1/day.

8th *Aura of Madness* (Su): You can emit a 30-ft. aura of madness for a number of rounds per day equal to your caster level. Enemies within this aura are affected by *confusion* unless they make a Will save when they enter the area (or when the aura is created). The *confusion* effect ends immediately when the creature leaves the area or the aura expires. These rounds do not need to be consecutive.

12th *Phantasmal Killer* (Sp): You can cast *phantasmal killer* 3/day.

16th *Insanity* (Sp): You can cast *insanity* 1/day.

20th *Weird* (Sp): You can cast *weird* 1/day.

Magic Domain

Deities: Asmodeus, Nethys, Urgathoa.

Caster Level — **Ability**

1st *Hand of the Acolyte* (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like *mage hand* with the following changes. When summoned, the hand can draw a weapon (including a magic weapon) on your person as a free action, so long as you are proficient in it. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus, plus your Wisdom modifier on both attack and damage rolls. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.

2nd *Detect Magic* (Sp): You can cast *detect magic* at will.

4th *Magic Mouth* (Sp): You can cast *magic mouth* 1/day.

8th *Dispelling Touch* (Su): You can use a targeted *dispel magic* as a melee touch attack. If you hit, roll to dispel the spells affecting the target normally. You can use this ability once per day for every two caster levels you possess.

12th *Spell Resistance* (Sp): You can cast *spell resistance* 1/day.

16th *Spell Turning* (Sp): You can cast *spell turning* 1/day.

20th *Disjunction* (Sp): You can cast *disjunction* 1/day.

Nobility Domain

Deities: Abadar.

Caster Level — **Ability**

1st *Noble Blessing* (Su): You can touch a creature as a standard action, giving it a noble blessing. The target gains a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws. This effect lasts for a number of rounds equal to your

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caster level. Once a target has been affected by noble blessing, he can gain no further benefit from it for 1 day.

2nd *Divine Favor* (Sp): You can cast *divine favor* 1/day per 2 caster levels you possess.

4th *Enthrall* (Sp): You can cast *enthrall* 1/day.

8th *Divine Right* (Su): You can issue a number of commands per day equal to your caster level. This functions as *greater command,* except that it only affects one creature within 30 ft. A creature cannot be affected by your divine right ability more than once per day.

12th *Geas/Quest* (Sp): You can cast *geas/quest* 1/day.

16th *Repulsion* (Sp): You can cast *repulsion* 1/day.

20th *Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

Plant Domain

Deities: Erastil, Gozreh.

Caster Level — **Ability**

1st *Wooden Fist* (Su): Your unarmed strikes do not provoke attacks of opportunity and gain a bonus on damage rolls equal to 1/2 your caster level.

2nd *Entangle* (Sp): You can cast *entangle* 1/day per 2 caster levels you possess.

4th *Barkskin* (Sp): You can cast *barkskin* 1/day.

8th *Bramble Armor* (Su): A host of wooden thorns bursts from your skin for a number of rounds per day equal to your caster level. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of damage +1 per two caster levels you possess. These rounds do not need to be consecutive.

12th *Wall of Thorns* (Sp): You can cast *wall of thorns* 1/day.

16th *Animate Plants* (Sp): You can cast *animate plants* 1/day.

20th *Shambler* (Sp): You can cast *shambler* 1/day.

Protection Domain

Deities: Abadar, Nethys, Shelyn, Torag.

Caster Level — **Ability**

1st *Resistant Touch* (Su): You gain a +1 resistance bonus on saving throws. This bonus increases by +1 for every 5 levels you possess. As a standard action, you can touch an ally and grant them your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by this ability for 1 minute.

2nd *Sanctuary* (Sp): You can cast *sanctuary* 1/day per 2 caster levels you possess.

4th *Shield Other* (Sp): You can cast *shield other* 1/day.

8th *Aura of Protection* (Su): You can emit a 30-ft. aura of protection for a number of rounds per day equal to your caster level. You and your allies within this aura gain a +1 resistance bonus on all saving throws and a +1 deflection bonus to AC. These bonuses increase by +1 for every 4 caster levels you possess beyond 8th level. These rounds do not need to be consecutive.

12th *Spell Resistance* (Sp): You can cast *spell resistance* 1/day.

16th *Repulsion* (Sp): You can cast *repulsion* 1/day.

20th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Repose Domain

Deities: Pharasma.

Caster Level — **Ability**

1st *Gentle Rest* (Su): You can cause a living creature to fall asleep for 1 round as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Undead creatures touched by you are slowed for a number of rounds equal to your Charisma modifier. Once a creature has been affected by gentle rest, it is immune to its effects for 1 day.

2nd *Deathwatch* (Sp): You can cast *deathwatch* 1/day per 2 caster levels you possess.

4th *Gentle Repose* (Sp): You can cast *gentle repose* 1/day.

8th *Ward Against Death* (Su): You can emit a 30-ft. ward against death for a number of rounds per day equal to your caster level. Living creatures in this area are immune to death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.

12th *Undeath to Death* (Sp): You can cast *undeath to death* 1/day.

16th *Destruction* (Sp): You can cast *destruction* 1/day.

20th *Wail of the Banshee* (Sp): You can cast *wail of the banshee* 1/day.

Rune Domain

Deities: Irori, Nethys.

Caster Level — **Ability**

1st *Minor Rune* (Su): As a standard action, you can create a minor rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 for every two caster levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune.

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The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You cannot create a rune in a square occupied by another creature.

2nd *Erase* (Sp): You can cast *erase* 1/day per 2 caster levels you possess.

4th *Secret Page* (Sp): You can cast *secret page* 1/day.

8th *Major Rune* (Su): You can create a major rune in any adjacent square as a standard action. Any creature entering this square takes 1d6 points of damage for every two caster levels you possess. This rune deals acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You can create a number of major runes per day equal to your caster level. You can also place these runes on doorways, chests, or other objects that can be opened and closed, causing them to trigger when a creature opens the object. You cannot create a rune in a square occupied by another creature or on one of their possessions.

12th *Greater Glyph of Warding* (Sp): You can cast *greater glyph of warding* 1/day.

16th *Symbol of Stunning* (Sp): You can cast *symbol of stunning* 1/day.

20th *Symbol of Death* (Sp): You can cast *symbol of death* 3/day.

Strength Domain

Deities: Cayden Cailean, Gorum, Lamashtu, Urgathoa.

Caster Level — **Ability**

1st *Strength Surge* (Su): As a standard action, you can touch a creature, giving it great strength. For the next 3 rounds, the target may add an enhancement bonus equal to 1/2 your caster level on one melee attack roll or Strength check (minimum +1). The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by strength surge, he can gain no further benefit from it for 1 day.

2nd *Enlarge Person* (Sp): You can cast *enlarge person* 1/day per 2 caster levels you possess.

4th *Bull's Strength* (Sp): You can cast *bull's strength* 1/day.

8th *Might of the Gods* (Su): You can add your caster level as an enhancement bonus to your Strength score for a number of rounds per day equal to your caster level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

12th *Righteous Might* (Sp): You can cast *righteous might* 1/day.

16th *Mass Bull's Strength* (Sp): You can cast *mass bull's strength* 3/day.

20th *Crushing Hand* (Sp): You can cast *crushing hand* 1/day.

Sun Domain

Deities: Iomedae, Sarenrae.

Caster Level — **Ability**

1st *Sun's Touch* (Su): You can smite an undead creature as a melee touch attack, dealing 1d8 points of positive energy damage +1 for every two caster levels you possess. This touch has no effect on living creatures.

2nd *Produce Flame* (Sp): You can cast *produce flame* 1/day per 2 caster levels you possess.

4th *Heat Metal* (Sp): You can cast *heat metal* 1/day.

8th *Nimbus of Light* (Su): You can emit a 30-ft. nimbus of light for a number of rounds per day equal to your caster level. Undead within this radius take 1d8 points of positive energy damage +1 for every two caster levels you possess. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive. This nimbus has no effect on living creatures.

12th *Flame Strike* (Sp): You can cast *flame strike* 1/day.

16th *Sunbeam* (Sp): You can cast *sunbeam* 1/day.

20th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Travel Domain

Deities: Abadar, Cayden Cailean, Desna.

Caster Level — **Ability**

1st *Dimensional Hop* (Su): You can teleport up to 10 feet per caster level per day as a swift action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.

2nd *Expeditious Retreat* (Sp): You can cast *expeditious retreat* 1/day per 2 caster levels you possess.

4th *Levitate* (Sp): You can cast *levitate* 1/day.

8th *Flight* (Su): You can fly at your base speed for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. Your maneuverability while flying in this manner is perfect, granting you a +8 racial bonus on Fly skill checks.

12th *Dimension Door* (Sp): You can cast *dimension door* 3/day.

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16th *Greater Teleport* (Sp): You can cast *greater teleport* 1/day.
20th *Astral Projection* (Sp): You can cast *astral projection* 1/day.

Trickery Domain

Deities: Asmodeus, Calistria, Lamashtu, Norgorber.

Caster Level — **Ability**

1st *Copy Cat* (Su): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your caster level (unless dispelled or destroyed). You can have no more than one copy cat at a time. This ability does not stack with *mirror image*.
2nd *Disguise Self* (Sp): You can cast *disguise self* 1/day per 2 caster levels you possess.
4th *Invisibility* (Sp): You can cast *invisibility* 1/day.
8th *Master's Illusion* (Su): You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for one round per caster level. This ability otherwise functions like the spell *veil*. The rounds do not need to be consecutive.
12th *Confusion* (Sp): You can cast *confusion* 3/day.
16th *Mass Invisibility* (Sp): You can cast *mass invisibility* 1/day.
20th *Time Stop* (Sp): You can cast *time stop* 1/day.

War Domain

Deities: Gorum, Iomedae, Rovagug, Urgathoa.

Caster Level — **Ability**

1st *Battle Smite* (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he can gain no further benefit from it for 1 day.
2nd *Magic Weapon* (Sp): You can cast *magic weapon* 1/day per 2 caster levels you possess.
4th *Spiritual Weapon* (Sp): You can cast *spiritual weapon* 1/day.
8th *Weapon Master* (Su): You gain the use of one combat feat for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use these feats.
12th *Flame Strike* (Sp): You can cast *flame strike* 1/day.
16th *Blade Barrier* (Sp): You can cast *blade barrier* 3/day.
20th *Power Word Kill* (Sp): You can cast *power word kill* 1/day.

Water Domain

Deities: Gozreh, Pharasma.

Caster Level — **Ability**

1st *Icicle* (Su): As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage +1 for every two caster levels you possess.
2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.
4th *Resist Energy* (Sp): You can cast *resist energy* 1/day, protecting against cold.
8th *Mantle of Ice* (Su): A mantle of ice appears on your shoulders for a number of rounds per day equal to your caster level. While the mantle of ice is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of cold damage +1 per two caster levels you possess.
12th *Ice Storm* (Sp): You can cast *ice storm* 1/day.
16th *Cone of Cold* (Sp): You can cast *cone of cold* 3/day.
20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only water creatures.

Weather Domain

Deities: Gozreh, Rovagug.

Caster Level — **Ability**

1st *Storm Burst* (Su): As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 for every two caster levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round.
2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.
4th *Fog Cloud* (Sp): You can cast *fog cloud* 1/day.
8th *Lightning Lord* (Su): You can call down a number of bolts of lightning per day equal to your caster level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.
12th *Control Winds* (Sp): You can cast *control winds* 1/day.
16th *Control Weather* (Sp): You can cast *control weather* 1/day.
20th *Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

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Druid Spells

0-Level Druid Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.
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.
Stabilize: Cause a dying creature to stabilize.
Virtue: Subject gains 1 temporary hp.

1st-Level Druid Spells

Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Animals or Plants[S]: 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 Acrobatics 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[S]: Blows away or knocks down smaller creatures.
Heat Metal: Makes 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[S]: 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[S]: Reduces size or blights growth of normal plants.
Dominate Animal: Subject animal obeys silent mental commands.
Magic Fang, Greater: One natural weapon gets +1/three levels (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[S]: Grows vegetation, improves crops.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Quench[S]: 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: Sculpts stone into any shape.

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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[S]: Withers one plant or deals 1d6/level damage to plant creature.
Command Plants[S]: Sways the actions of one or more plant creatures.
Control Water[S]: 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: Smites foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin[S]: 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[S]: Insects, spiders, and other vermin stay 10 ft. away.
Rusting Grasp: Your touch corrodes iron and alloys.
Scrying[F]: Spies on subject from a distance.
Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.
Summon Nature's Ally IV: Calls creature to fight.

5th-Level Druid Spells

Animal Growth: One animal/two levels doubles in size.
Atonement[FMS]: Removes burden of misdeeds from subject.
Awaken[M]: 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[S]: Changes 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[S]: Designates location as holy.
Insect Plague: Locust swarms attack creatures.
Stoneskin[M]: Ignore 10 points of damage per attack.
Summon Nature's Ally V: Calls creature to fight.
Transmute Mud to Rock[S]: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud[S]: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.
Unhallow[MS]: 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[S]: 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[S]: Acorns and berries become grenades and bombs.
Ironwood: Magic wood is strong as steel.
Liveoak[S]: 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[S]: 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[S]: 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[S]: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Fire Storm: Deals 1d6/level fire damage.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Nature's Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 4d6 damage.
Transmute Metal to Wood[S]: 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[S]: Controls actions of one or more plant creatures.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Earthquake[S]: Intense tremor shakes 80-ft.-radius.
Finger of Death: Kills one subject.
Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.

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Summon Nature's Ally VIII: Calls creature to fight.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Whirlwind[S]: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.

9th-Level Druid Spells

Antipathy[S]: 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[MS]: Object or location attracts certain creatures.

Paladin Spells

1st-Level Paladin Spells

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Poison: Detects poison in one creature or small object.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Endure Elements: Exist comfortably in hot or cold environments.
Magic Weapon: Weapon gains +1 bonus.
Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Virtue: Subject gains 1 temporary hp.

2nd-Level Paladin Spells

Bull's Strength: Subject gains +4 to Str for 1 min./level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other[F]: You take half of subject's damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Zone of Truth: Subjects within range cannot lie.

3rd-Level Paladin Spells

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.
Dispel Magic: Cancels spells and magical effects.
Heal Mount: As *heal* on warhorse or other special mount.
Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min./level.
Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.
Remove Blindness/Deafness: Cures normal or magical 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[M]: Restores level and ability score drains.

Ranger Spells

1st-Level Ranger Spells

Alarm: Wards an area for 2 hours/level.
Animal Messenger: Sends a Tiny animal to a specific place.
Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants[S]: Detects kinds of animals or plants.
Detect Poison: Detects poison in one creature or object.
Detect Snares and Pits: Reveals natural or primitive traps.

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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 Acrobatics 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: Absorbs 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[S]: 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[S]: Reduces size or blights growth of normal plants.
Magic Fang, Greater: One natural weapon gets +1/three caster levels (max +5).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth[S]: Grows vegetation, improves crops.
Reduce Animal: Shrinks one willing animal.
Remove Disease: Cures all diseases affecting subject.
Repel Vermin[S]: 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)

Aburation
Resistance: Subject gains +1 on saving throws.
Conjuration
Acid Splash: Orb deals 1d3 acid damage.
Divination
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.
Enchantment
Daze: Humanoid creature of 4 HD or less loses next action.
Evocation
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.
Illusion
Ghost Sound: Figment sounds.
Necromancy
Bleed: Cause a stabilized creature to resume dying.
Disrupt Undead: Deals 1d6 damage to one undead.
Touch of Fatigue: Touch attack fatigues target.
Transmutation
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.
Universal
Arcane Mark: Inscribes a personal rune (visible or invisible).
Prestidigitation: Performs minor tricks.

1st-Level Sorcerer/Wizard Spells

Aburation
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*.

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Conjuration
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.
Divination
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: Determines properties of magic item.
True Strike: +20 on your next attack roll.
Enchantment
Charm Person: Makes one person your friend.
Hypnotism: Fascinates 2d4 HD of creatures.
Sleep: Puts 4 HD of creatures into magical slumber.
Evocation
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).
Illusion
Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
Disguise Self: Changes your appearance.
Magic Aura[S]: Alters object's magic aura.
Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 min./level.
Necromancy
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.
Transmutation
Animate Rope[S]: 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 Acrobatics checks.
Magic Weapon: Weapon gains +1 bonus.
Reduce Person: Humanoid creature halves in size.

2nd-Level Sorcerer/Wizard Spells

Aburation
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.
Conjuration
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.
Divination
Detect Thoughts: Allows "listening" to surface thoughts.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.
Enchantment
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.
Evocation
Continual Flame[M]: Makes a permanent, heatless torch.
Darkness: 20-ft. radius of supernatural shadow.
Flaming Sphere: Creates rolling ball of fire, 3d6 damage, lasts 1 round/level.
Gust of Wind[S]: 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.
Illusion
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[MS]: 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[MS]: Makes item seem trapped.
Necromancy
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.

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Transmutation
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 to 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

Aburation
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: Absorbs 12 points/level of damage from one kind of energy.
Conjuration
Phantom Steed[S]: Magic horse appears for 1 hour/level.
Sepia Snake Sigil[MS]: 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.
Divination
Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak any language.
Enchantment
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.
Evocation
Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage per level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.
Tiny Hut[S]: Creates shelter for ten creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.
Illusion
Displacement: Attacks miss subject 50% of the time.
Illusory Script[MS]: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As *silent image*, plus sound, smell and thermal effects.
Necromancy
Gentle Repose: Preserves one corpse.
Halt Undead[S]: 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.
Transmutation
Beast Shape I: You take the form of a Small or Medium animal.
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[S]: Changes one page to hide its real content.
Shrink Item[S]: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls.
Water Breathing: Subjects can breathe underwater.

4th-Level Sorcerer/Wizard Spells

Aburation
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.
Conjuration
Black Tentacles: Tentacles grapple all within 20 ft. spread.
Dimension Door: Teleports you short distance.
Minor Creation[S]: Creates one cloth or wood object.
Secure Shelter[S]: Creates sturdy cottage.
Solid Fog: Blocks vision and slows movement.
Summon Monster IV: Calls extraplanar creature to fight for you.
Divination
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.
Enchantment
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.

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Evocation
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[S]: 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.
Illusion
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[S]: Lights fascinate 24 HD of creatures.
Shadow Conjuration[S]: Mimics conjuration below 4th level, but only 20% real.
Necromancy
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.
Transmutation
Beast Shape II: You take the form of a Tiny or Large animal.
Elemental Body I: Turns you into a Small elemental.
Enlarge Person, Mass: Enlarges several creatures.
Mnemonic Enhancer[FS]: *Wizard only.* Prepare extra spells or retain one just cast.
Reduce Person, Mass: Reduces several creatures.
Stone Shape: Sculpts stone into any shape.

5th-Level Sorcerer/Wizard Spells

Abjuration
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Dismissal: Forces a creature to return to native plane.
Mage's Private Sanctum[S]: Prevents anyone from viewing or scrying an area for 24 hours.
Conjuration
Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Mage's Faithful Hound[S]: Phantom dog can guard, attack.
Major Creation[S]: As *minor creation,* plus stone and metal.
Planar Binding, Lesser[S]: Traps extraplanar creature of 6 HD or less until it performs a task.
Secret Chest[FS]: 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.
Divination
Contact Other Plane: Lets you ask question of extraplanar entity.
Prying Eyes[S]: 1d4 +1/level floating eyes scout for you.
Telepathic Bond: Link lets allies communicate.
Enchantment
Dominate Person: Controls humanoid telepathically.
Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As *hold person,* but any creature.
Mind Fog[S]: Subjects in fog get –10 to Wis and Will checks.
Symbol of Sleep[M]: Triggered rune puts nearby creatures into catatonic slumber.
Evocation
Cone of Cold: 1d6/level cold damage.
Interposing Hand[S]: Hand provides cover against one opponent.
Sending: Delivers short message anywhere, instantly.
Wall of Force: Wall is immune to damage.
Illusion
Dream[S]: Sends message to anyone sleeping.
False Vision[M]: Fools scrying with an illusion.
Mirage Arcana: As *hallucinatory terrain,* plus structures.
Nightmare[S]: 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[S]: Mimics evocation below 5th level, but only 20% real.
Necromancy
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Magic Jar[FS]: Enables possession of another creature.
Symbol of Pain[M]: Triggered rune wracks nearby creatures with pain.
Waves of Fatigue: Several targets become fatigued.
Transmutation
Animal Growth: One animal/two levels doubles in size.
Baleful Polymorph: Transforms subject into harmless animal.
Beast Shape III: You take the form of a Diminutive or Huge animal.
Elemental Body II: Turns you into a Medium elemental.
Fabricate[S]: 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.
Plant Shape I: Turns you into a Small or Medium plant.
Polymorph: Gives one willing subject a new form.

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Telekinesis[S]: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock[S]: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud[S]: Transforms two 10-ft. cubes per level.

Universal

Permanency[MS]: Makes certain spells permanent.

6th-Level Sorcerer/Wizard Spells

Aburation

Antimagic Field[S]: 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[S]: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conjuration

Acid Fog: Fog deals acid damage.

Planar Binding[S]: As *lesser planar binding*, but up to 12 HD.

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

Wall of Iron[MS]: 30 hp/four levels; can topple onto foes.

Divination

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.

Enchantment

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.

Evocation

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency[F]: Sets trigger condition for another spell.

Forceful Hand[S]: Hand pushes creatures away.

Freezing Sphere[S]: Freezes water or deals cold damage.

Illusion

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[S]: Changes appearance of group of creatures.

Necromancy

Circle of Death[M]: Kills 1d4/level HD of creatures.

Create Undead[MS]: 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).

Transmutation

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Beast Shape IV: You take the form of a Tiny or Large magical beast.

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[S]: 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.

Elemental Body III: Turns you into a Large elemental.

Flesh to Stone: Turns subject creature into statue.

Form of the Dragon I: Turns you into a Medium dragon.

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

Mage's Lucubration[S]: *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.

Plant Shape II: Turns you into a Large plant.

Stone to Flesh: Restores petrified creature.

Transformation[MS]: You gain combat bonuses.

7th-Level Sorcerer/Wizard Spells

Aburation

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester[S]: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conjuration

Instant Summons[MS]: Prepared object appears in your hand.

Mage's Magnificent Mansion[FS]: 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.

Divination

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]: As *legend lore*, but quicker and strenuous.

Enchantment

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

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Power Word Blind: Blinds creature with 200 hp or less.
Symbol of Stunning[M]: Triggered rune stuns nearby creatures.

Evocation
Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.
Forcecage[M]: Cube or cage of force imprisons all inside.
Grasping Hand[S]: Hand provides cover, pushes, or grapples.
Mage's Sword[FS]: Floating magic blade strikes opponents.
Prismatic Spray: Rays hit subjects with variety of effects.

Illusion
Invisibility, Mass: As *invisibility*, but affects all in range.
Project Image: Illusory double can talk and cast spells.
Shadow Conjuration, Greater[S]: As *shadow conjuration*, but up to 6th level and 60% real.
Simulacrum[MS]: Creates partially real double of a creature.

Necromancy
Control Undead: Undead don't attack you while under your command.
Finger of Death: Kills one subject.
Symbol of Weakness[MS]: Triggered rune weakens nearby creatures.
Waves of Exhaustion: Several targets become exhausted.

Transmutation
Control Weather: Changes weather in local area.
Ethereal Jaunt[S]: You become ethereal for 1 round/level.
Elemental Body IV: Turns you into a Huge elemental.
Form of the Dragon II: Turns you into a Large dragon.
Giant Form I: Turns you into a Large giant.
Plant Shape III: Turns you into a Huge plant.
Polymorph, Greater: Gives one willing subject a new, more powerful form.
Reverse Gravity: Objects and creatures fall upward.
Statue[S]: Subject can become a statue at will.

Universal
Limited Wish[M]: Alters reality—within spell limits.

8th-Level Sorcerer/Wizard Spells

Aburation
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[MF]: Confers +8 resistance bonus.

Conjuration
Incendiary Cloud: Cloud deals 4d6 fire damage/round.
Maze: Traps subject in extradimensional maze.
Planar Binding, Greater[S]: As *lesser planar binding*, but up to 18 HD.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Trap the Soul[MFS]: Imprisons subject within gem.

Divination
Discern Location: Reveals exact location of creature or object.
Moment of Prescience: You gain an insight bonus on single attack roll, check, or save.
Prying Eyes, Greater[S]: As *prying eyes*, but eyes have *true seeing*.

Enchantment
Antipathy[S]: Object or location affected by spell repels certain creatures.
Binding[MS]: 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[MS]: Triggered rune renders nearby creatures insane.
Sympathy[FS]: Object or location attracts certain creatures.

Evocation
Clenched Fist[S]: 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.
Telekinetic Sphere[S]: As *resilient sphere*, but you move sphere telekinetically.

Illusion
Scintillating Pattern: Twisting colors *confuse*, stun, or render unconscious.
Screen: Illusion hides area from vision, scrying.
Shadow Evocation, Greater[S]: As *shadow evocation*, but up to 7th level and 60% real.

Necromancy
Clone[MFS]: Duplicate awakens when original dies.
Create Greater Undead[MS]: Creates shadows, wraiths, spectres, or devourers.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Symbol of Death[MS]: Triggered rune slays nearby creatures.

Transmutation
Form of the Dragon III: Turns you into a Huge dragon.
Giant Form II: Turns you into a Huge giant.
Iron Body[S]: Your body becomes living iron.
Polymorph Any Object[S]: Changes any subject into anything else.
Temporal Stasis[M]: Puts subject into suspended animation.

9th-Level Sorcerer/Wizard Spells

Aburation
Freedom: Releases creature from *imprisonment*.
Imprisonment: Entombs subject beneath the earth.
Mage's Disjunction: Dispels magic, disenchants magic items.

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Designer Notes: Find the Path

You would think that a spell called *find the path* would be a perfect fit for the Pathfinder RPG, but nothing could be further from the truth. As written in the 3.5 rules set, this spell was a deal breaker. It sucked all the fun out of an adventure and its level was way too low for its abilities. After a bit of transmutation, the spell now allows you to find a major location, but not the whereabouts of the lich's treasure vault. While this is an improvement, we have been debating about pulling this spell altogether. How can you have a "lost" city when this spell would make it easy to find? We've let it live for now, but it only has a few hit points left. What do you think?

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conjuration

Gate[MS]: 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[S]: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illusion

Shades[S]: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necromancy

Astral Projection[MS]: 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.

Transmutation

Etherealness[S]: 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[M]: As *limited wish*, but with fewer limits.

Arcane Schools

Most wizards chose one school of magic over all others. Due to their devotion, they gain a number of abilities based on the school of magic chosen. In addition, each school grants the specialist wizard a bonus ability so long as he did not prepare any spells of his opposition schools that day. Wizards without a favored school gain access to the universal school and do not gain a specialist bonus ability.

Arcane schools grant one ability at 1st level, 8th level, and 20th level, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action. The wizard's level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. Arcane school powers that mimic spells are spell-like abilities, while the others are supernatural.

In addition to these abilities, each school also grants a number of bonus spells. Whenever a wizard attains the listed level, he can choose one spell from his school to prepare every day as a bonus spell. Instead of gaining a spell of the listed level, the wizard can instead choose a spell of a lower level, which he can then prepare twice per day (except for 2nd level). A universalist can choose spells from any school. Once chosen, these spells cannot be changed.

2nd Level: The wizard can cast any first level spell from his chosen school. This spell is prepared once per day for every two caster levels he possesses.

4th Level: The wizard can cast any second level spell from his chosen school once per day.

6th Level: The wizard can cast any third level spell from his chosen school once per day.

10th Level: The wizard can cast any fifth level spell from his chosen school once per day.

12th Level: The wizard can cast any sixth level spell from his chosen school once per day.

14th Level: The wizard can cast any seventh level spell from his chosen school once per day.

16th Level: The wizard can cast any eighth level spell from his chosen school once per day.

18th Level: The wizard can cast any ninth level spell from his chosen school once per day.

Abjuration School

Specialist Bonus: You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10.

Caster Level	Ability
1st	*Protective Ward* (Su): As a standard action, you can create a 10-foot-radius field of protective magic centered on you. All allies in this area receive a +1 deflection bonus to their AC for one round. This

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bonus increases by +1 for every 5 caster levels you possess.

8th *Energy Absorption* (Su): You gain an amount of energy absorption equal to 3 times your level per day. Whenever you take energy damage, apply resistance and immunity first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

20th *Elemental Immunity* (Su): Choose one element upon gaining 20th level. You are immune to damage from that element.

Conjuration School

Specialist Bonus: You gain a +2 armor bonus to your Armor Class. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +6 at 20th level.

Caster Level — **Ability**

1st *Acid Dart* (Su): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage +1 for every two caster levels you possess.

8th *Dimensional Steps* (Su): You can teleport up to 30 feet per caster level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.

20th *Summoning Master* (Su): Once per day, you can cast any *summon monster* spell that you have prepared, extending its duration to 1 day. Creatures summoned in this way have maximum hit points and gain a +2 insight bonus on ability checks, attack rolls, saving throws, and skill checks.

Divination School

Specialist Bonus: You can always act in the surprise round, but you are still considered flat-footed until you take an action.

Caster Level — **Ability**

1st *Diviner's Fortune* (Su): You can touch a creature as a standard action, giving it an enhancement bonus to a single attack roll, skill check, ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until used. Once a creature has benefitted from diviner's fortune, it can gain no further benefit from this ability for 1 day.

8th *Scrying Adept* (Su): You are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

20th *Near Omniscience* (Su): You are never surprised and cannot be caught flat-footed. You can cast *scrying* at will and subjects get a –10 penalty on their save, regardless of how familiar they are to you. You can even use this ability to scry on areas protected from scrying, although the subjects get a +5 bonus on their save to resist.

Enchantment School

Specialist Bonus: You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +6 at 20th level.

Caster Level — **Ability**

1st *Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by dazing touch, it is immune to its effects for 1 day.

8th *Aura of Despair* (Su): You can emit a 30-ft. aura of despair for a number of rounds per day equal to your caster level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

20th *Legendary Charm* (Su): You can cast *dominate monster* 1/day with a duration of permanent. You can only have one such creature in your service at a time. If you cast this spell again, the first creature is immediately released.

Evocation School

Specialist Bonus: Whenever you cast an evocation spell that deals damage, it deals +1 damage. This bonus only applies once to a spell, not once per missile or ray. This damage is of the same type as the spell. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +5 at 20th level.

Caster Level — **Ability**

1st *Energy Ray* (Su): As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid, cold, electricity, or fire, chosen by the caster when the ray is unleashed. Your specialist bonus does not apply to this ability.

8th *Elemental Wall* (Su): You can create a wall of energy that lasts for a number of rounds per day equal to your caster level. These rounds do not need to be

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consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

20th *Elemental Power* (Su): Creatures affected by your spells only receive 1/2 their energy resistance. Creatures with energy immunity are instead treated as if they have resistance 20 against that energy.

Illusion School

Specialist Bonus: Any illusion spell you cast with a duration of "concentration" lasts an additional 2 rounds after you stop maintaining concentration. This bonus increases by 1 round for every 5 levels you possess, to a maximum of 6 rounds at 20th level.

Caster Level — **Ability**

1st *Blinding Ray* (Su): As a standard action, you can fire a blinding ray targeting any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your caster level are dazzled for 1 round instead. Blind creatures are immune to this effect.

8th *Invisibility Field* (Su): You can make yourself invisible as a swift action for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.

20th *Master of Illusions* (Su): You can assume the form of any creature of your size as a standard action. You can make yourself appear to be carrying any sort of gear or clothing as well. You can also use this ability to exactly mimic any specific individual you have observed for more than 1 minute in the past day. This illusion includes all five senses and does not radiate magic if checked. *True seeing* and similar effects reveal that an illusion is present, but do not reveal your identity.

Necromancy School

Specialist Bonus: You can control 8 HD worth of undead creatures per caster level. If you prepare spells of your opposition schools, excess undead immediately become free-willed and do not return to your control when you regain this bonus. You choose which undead are released.

Caster Level — **Ability**

1st *Grave Touch* (Su): As a standard action, you can make a melee touch attack that deals 1d6 points of cold damage + 1 for every two caster levels you possess. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of your touch.

8th *Animate* (Su): You can animate a number of skeletons and zombies per day with a total number of HD equal to your caster level. This ability otherwise functions as *animate dead* without the material component.

20th *Deathless* (Su): You cease to age and your type changes to undead, granting you all undead immunities and weaknesses. You are immune to positive energy damage.

Transmutation School

Specialist Bonus: You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells.

Caster Level — **Ability**

1st *Telekinetic Fist* (Su): As a standard action, you can strike with a telekinetic fist targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage +1 for every two caster levels you possess.

8th *Change Shape* (Su): You can change your shape for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*.

20th *Fluid Form* (Su): As a swift action, you gain one of the following abilities: blindsense with a range of 30 feet, burrow with a speed of 30 feet, climb with a speed of 60 feet, darkvision with a range of 120 feet, fly with a speed of 120 feet, gaseous form, or swim with a speed of 60 feet. You can only have one of these abilities at any one time, but you can change the ability as often as you like.

Universal School

The universal school does not grant a specialist ability.

Caster Level — **Ability**

1st *Hand of the Apprentice* (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like *mage hand*, with the following changes. When summoned, the hand can draw a weapon (including a magic weapon) on your person as a free action, so long as you are proficient in it. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus, plus your Intelligence modifier on both attack and damage rolls. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it

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winks out, returning any item held to you before it disappears.

8th *Metamagic Mastery* (Su): You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per two caster levels you possess. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell.

20th *Mastery of All Schools* (Su): All of your spell DCs increase by +2 and you gain a +4 insight bonus on caster level checks made to overcome spell resistance.

ACID ARROW

School conjuration (creation) [acid]; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

EFFECT

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

DESCRIPTION

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 you possess (to a maximum of 6 additional rounds at 18th level), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

ACID FOG

School conjuration (creation) [acid]; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M/DF (powdered peas and an animal hoof)

EFFECT

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

DESCRIPTION

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.

AID

School enchantment (compulsion) [mind-affecting]; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target living creature touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

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

School transmutation [air]; **Level** cleric 4, druid 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature (Gargantuan or smaller) touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

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

School abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

EFFECT

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

DESCRIPTION

A*larm* 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

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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.

ALIGN FANG

School transmutation [see text]; **Level** druid 2, ranger 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target living creature touched
Duration 1 min/level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

Align fang makes one natural weapon of the subject good, evil, lawful, or chaotic, as you choose. A natural weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a natural weapon that already has an alignment.

When you make a natural weapon good, evil, lawful, or chaotic, *align fang* is a good, evil, lawful, or chaotic spell, respectively.

ALIGN WEAPON

School transmutation [see text]; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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

School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 enhancement bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 enhancement bonus to your Strength.

ANALYZE DWEOMER

School divination; **Level** bard 6, sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, F (a ruby and gold lens worth 1,500 gp)

EFFECT

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

DESCRIPTION

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.

ANIMAL GROWTH

School transmutation; **Level** druid 5, ranger 4, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one animal (Gargantuan or smaller)
Duration 1 min/level
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the 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.

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 the animal is similarly enlarged by

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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 animal.

Multiple magical effects that increase size do not stack.

ANIMAL MESSENGER

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, druid 2, ranger 1

CASTING

Casting Time 1 standard action

Components V, S, M (a morsel of food the animal likes)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one Tiny animal

Duration 1 day/level

Saving Throw none; see text; **Spell Resistance** yes

DESCRIPTION

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 doesn't know, for example).

ANIMAL SHAPES

School transmutation (polymorph); **Level** druid 8

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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)

DESCRIPTION

As *beast shape III*, except you change the form of 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.

ANIMAL TRANCE

School enchantment (compulsion) [mind-affecting, sonic]; **Level** bard 2, druid 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

DESCRIPTION

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

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action

Components V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

EFFECT

Range touch

Targets one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

Skeletons 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.

ANIMATE PLANTS

School transmutation; **Level** druid 7

CASTING

Casting Time 1 standard action

Components V

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EFFECT

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

DESCRIPTION

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.

ANTILIFE SHELL

School abjuration; **Level** cleric 6, druid 6

CASTING

Components V, S, DF
Casting Time 1 round

EFFECT

Range 10 ft.
Area 10-ft.-radius emanation, centered on you
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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.

ANTIPLANT SHELL

School abjuration; **Level** druid 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range 10 ft.
Area 10-ft.-radius emanation, centered on you
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School divination (scrying); **Level** sorcerer/wizard 4

CASTING

Casting Time 10 minutes
Components V, S, M (a bit of bat fur)

EFFECT

Range unlimited
Effect magical sensor
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

ARCANE LOCK

School abjuration; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (gold dust worth 25 gp)

EFFECT

Range touch
Target door, chest, or portal touched, up to 30 sq. ft./level in size
Duration permanent
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. 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.

ARCANE MARK

School universal; **Level** sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

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DESCRIPTION

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

School divination; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

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.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a *permanency* spell.

ARCANE SIGHT, GREATER

School divination; **Level** sorcerer/wizard 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.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

AUGURY

School divination; **Level** cleric 2

CASTING

Casting Time 1 minute
Components V, S, M (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp)

EFFECT

Range personal
Target you
Duration instantaneous

DESCRIPTION

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.

AWAKEN

School transmutation; **Level** druid 5

CASTING

Casting Time 24 hours
Components V, S, DF, M (herbs and oils worth 2,000 gp)

EFFECT

Range touch
Target animal or tree touched
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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. If you cast *awaken* again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

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). This spell does not function on an animal or plant with an Intelligence greater than 2.

BALEFUL POLYMORPH

School transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

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EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw: Fortitude negates, Will partial, see text; **Spell Resistance:** yes

DESCRIPTION

As *beast shape III*, 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, such as an aquatic creature not in water, 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 *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

BANE

School enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range 50 ft.
Area all enemies within 50 ft.
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School abjuration; **Level** cleric 6, sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, F (any item that is distasteful to the subject)

EFFECT

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

DESCRIPTION

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), and 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).

BARKSKIN

School transmutation; **Level** druid 2, ranger 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target living creature touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

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

School transmutation; **Level** cleric 2, druid 2, ranger 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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.

BEAR'S ENDURANCE, MASS

School transmutation; **Level** cleric 6, druid 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

Mass bear's endurance works like *bear's endurance*, except that it affects multiple creatures.

BEAST SHAPE I

School transmutation (polymorph); **Level** wizard/sorcerer 3

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)

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EFFECT

Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 enhancement bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 enhancement bonus to your Strength and a +2 natural armor bonus.

BEAST SHAPE II

School transmutation (polymorph); **Level** wizard/sorcerer 4

DESCRIPTION

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, improved grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 enhancement bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 enhancement bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

BEAST SHAPE III

School transmutation (polymorph); **Level** wizard/sorcerer 5

DESCRIPTION

This spell functions as *beast shape II*, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, improved grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 enhancement bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 enhancement bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 enhancement bonus to your Dexterity and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 enhancement bonus to your Strength and a +4 natural armor bonus.

BEAST SHAPE IV

School transmutation (polymorph); **Level** wizard/sorcerer 6

DESCRIPTION

This spell functions as *beast shape III* except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, improved grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a –2 penalty to your Strength, a +8 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +2 enhancement bonus on your Constitution, and a +6 natural armor bonus.

BESTOW CURSE

School necromancy; **Level** cleric 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

DECRIPTION

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*.

BLACK TENTACLES

School conjuration (creation); **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (octopus or squid tentacle)

EFFECT

Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level (D)
Saving Throw: none; **Spell Resistance:** no

DESCRIPTION

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' combat maneuver bonus, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus.

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Roll only once for the entire spell effect and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

BLADE BARRIER

School evocation [force]; **Level** cleric 6

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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.

BLEED

School necromancy; **Level** cleric 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

DESCRIPTION

You cause a living creature that is below 0 hit points, but stabilized, to resume dying. Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

BLESS

School enchantment (compulsion) [mind-affecting]; **Level** cleric 1, paladin 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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

School transmutation [good]; **Level** cleric 1, paladin 1

CASTING

Casting Time 1 minute
Components V, S, M (5 pounds of powdered silver worth 25 gp)

EFFECT

Range touch
Target flask of water touched
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

BLESS WEAPON

School transmutation; **Level** paladin 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target weapon touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

BLINDNESS/DEAFNESS

School necromancy; **Level** bard 2, cleric 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration permanent (D)

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Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

BLINK

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 round/level (D)

DESCRIPTION

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane, and look as though you're winking in and out of reality at random. *Blink* 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). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

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 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.

Designer Notes: XP Costs

A number of existing spells require you to expend XP to cast them. Since we are removing XP expenditure from the *Pathfinder Roleplaying Game*, multiply all of these costs by 5 and treat them instead as special material component costs. For example, *atonement* can require a 500 XP expenditure to cast the spell. In these cases, the spell requires a 2,500 gp expenditure instead.

BLUR

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School abjuration; **Level** bard 4, cleric 5, paladin 4, sorcerer/wizard 5

CASTING

Casting Time 1 minute
Components V, S

EFFECT

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

DESCRIPTION

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.

BREATH OF LIFE

School conjuration (healing); **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched

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Duration instantaneous
Saving Throw Will negates (harmless) or Will half, see text; **Spell Resistance** yes (harmless) or yes, see text

DESCRIPTION

This spell cures 5d8 points of damage +1 point per caster level (maximum +25).

Unlike other spells that heal damage, *breath of life* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If this healing brings the creature up to –9 or fewer hit points, it comes back to life and stabilizes at its new hit point total. If the healing fails to bring the creature's hit point total up past –10 hit points, the creature remains dead. Creatures brought back to life through *breath of life* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by *breath of life*.

Like cure spells, *breath of life* deals damage to undead creatures rather than curing them.

BULL'S STRENGTH

School transmutation; **Level** cleric 2, druid 2, paladin 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

BULL'S STRENGTH, MASS

School transmutation; **Level** cleric 6, druid 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *bull's strength*, except that it affects multiple creatures.

BURNING HANDS

School evocation [fire]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

CALL LIGHTNING

School evocation [electricity]; **Level** druid 3

CASTING

Casting Time 1 round
Components V, S

EFFECT

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

DESCRIPTION

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. 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

School evocation [electricity]; **Level** druid 5

EFFECT

Range long (400 ft. + 40 ft./level)

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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.

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CALM EMOTIONS

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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

School transmutation; **Level** bard 2, druid 2, ranger 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (pinch of cat fur)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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.

CAT'S GRACE, MASS

School transmutation; **Level** bard 6, druid 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *cat's grace*, except that it affects multiple creatures.

CAUSE FEAR

School necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School evocation [electricity]; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard actio
Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels)

EFFECT

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

DESCRIPTION

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.

CHAOS HAMMER

School evocation [chaotic]; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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 (see the *slow* spell). 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.

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CHARM ANIMAL

School enchantment (charm) [mind-affecting]; **Level** druid 1, ranger 1

EFFECT

Target one animal

DESCRIPTION

This spell functions like *charm person*, except that it affects a creature of the animal type.

CHARM MONSTER

School enchantment (charm) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

EFFECT

Target one living creature

Duration 1 day/level

DESCRIPTION

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

CHARM MONSTER, MASS

School enchantment (charm) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8

CASTING

Components V

EFFECT

Targets One or more creatures, no two of which can be more than 30 ft. apart

Duration 1 day/level

DESCRIPTION

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

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School transmutation [cold]; **Level** druid 2

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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)

DESCRIPTION

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.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

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

School necromancy; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

DESCRIPTION

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.

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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

School necromancy [death]; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M (a crushed black pearl worth 500 gp)

EFFECT

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

DESCRIPTION

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.

CLAIRAUDIENCE/CLAIRVOYANCE

School divination (scrying); **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 10 minutes
Components V, S, F/DF (a small horn or a glass eye)

EFFECT

Range long (400 ft. + 40 ft./level)
Effect magical sensor
Duration 1 min./level (D)
Saving Throw None; **Spell Resistance** no

DESCRIPTION

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.

CLOAK OF CHAOS

School abjuration [chaotic]; **Level** cleric 8

CASTING

Casting Time 1 standard action
Components V, S, F (a tiny reliquary worth 500 gp)

EFFECT

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)

DESCRIPTION

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*).

CLOUDKILL

School conjuration (creation); **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (red, yellow, and blue powder or colored sand)

EFFECT

Range 15 ft.
Area cone-shaped burst
Duration instantaneous; see text
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

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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*.

COMMAND

School enchantment (compulsion) [language-dependent, mind-Affecting]; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 5

EFFECT

Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level

DESCRIPTION

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 UNDEAD

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (a shred of raw meat and a splinter of bone)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one undead creature
Duration 1 day/level
Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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.

COMMUNE

School divination; **Level** cleric 5

CASTING

Casting Time 10 minutes
Components V, S, M (holy [or unholy] water and incense worth 500 gp), DF

EFFECT

Range personal
Target you
Duration 1 round/level

DESCRIPTION

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.

COMMUNE WITH NATURE

School divination; **Level** druid 5, ranger 4

CASTING

Casting Time 10 minutes
Components V, S

EFFECT

Range personal
Target you
Duration Instantaneous

DESCRIPTION

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,

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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

School divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M/DF (pinch of soot and salt)

EFFECT

Range personal
Target you
Duration 10 min./level

DESCRIPTION

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.

CONE OF COLD

School evocation [cold]; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (a small crystal or glass cone)

EFFECT

Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

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).

CONFUSION

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (three nutshells)

EFFECT

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

DESCRIPTION

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 it does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. 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).

CONFUSION, LESSER

School enchantment (compulsion) [mind-affecting]; **Level** bard 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell causes a single creature to become confused for 1 round.

CONTACT OTHER PLANE

School divination; **Level** sorcerer/wizard 5

CASTING

Casting Time 10 minutes
Components V

EFFECT

Range personal
Target you
Duration concentration

DESCRIPTION

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 in 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.

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Plane Contacted	Avoid Int/ Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01–34	35–62	63–83	84–100
(appropriate)	(DC 7/1 week)	(01–68)	(69–75)	(76–98)	(99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

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.

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

School necromancy [evil]; **Level** cleric 3, druid 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

The subject contracts one of the following diseases: blinding sickness, cackle fever, filth fever, mindfire, red ache, shakes, or slimy doom. Once contracted, use the standard DCs for any subsequent saving throws (use *contagion*'s normal save DC for the initial saving throw). For more information on these diseases, see the Glossary Chapter.

CONTINGENCY

School evocation; **Level** sorcerer/wizard 6

CASTING

Casting Time At least 10 minutes; see text

Components V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500 gp)

EFFECT

Range personal

Target you

Duration 1 day/level (D) or until discharged

DESCRIPTION

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. You must pay any costs associated with the companion spell when you cast *contingency*.

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.

CONTINUAL FLAME

School evocation [light]; **Level** cleric 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (ruby dust worth 50 gp)

EFFECT

Range touch

Target object touched

Effect magical, heatless flame

Duration permanent

Saving Throw None; **Spell Resistance** no

DESCRIPTION

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.

CONTROL UNDEAD

School necromancy; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of bone and a piece of raw meat)

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EFFECT

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

DESCRIPTION

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.

CONTROL WEATHER

School transmutation; **Level** cleric 7, druid 7, sorcerer/wizard 7

CASTING

Casting Time 10 minutes; see text
Components V, S

EFFECT

Range 2 miles
Area 2-mile-radius circle, centered on you; see text
Duration 4d12 hours; see text
Saving Throw None; **Spell Resistance** no

DESCRIPTION

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.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

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.

CREATE FOOD AND WATER

School conjuration (creation); **Level** cleric 3

CASTING

Casting Time 10 minutes
Components V, S

EFFECT

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

DESCRIPTION

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 WATER

School conjuration (creation) [water]; **Level** cleric 0, druid 0, paladin 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration Instantaneous
Saving Throw None; **Spell Resistance** no

DESCRIPTION

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

School conjuration (summoning); **Level** druid 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)/100 ft.; see text
Effect four swarms of insects
Duration 1 round/level
Saving Throw Fort partial, see text; **Spell Resistance** no

DESCRIPTION

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have a fly speed of 30 feet with perfect maneuverability. The swarms have 60 hit point each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. 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 can be commanded again if you move within 100 feet).

CRUSHING DESPAIR

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

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CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range 30 ft.
Area cone-shaped burst
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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*.

CURE CRITICAL WOUNDS

School conjuration (healing); **Level** bard 4, cleric 4, druid 5

DESCRIPTION

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

School conjuration (healing); **Level** cleric 8, druid 9

DESCRIPTION

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

School conjuration (healing); **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

DESCRIPTION

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

School conjuration (healing); **Level** bard 5, cleric 5, druid 6

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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 MODERATE WOUNDS

School conjuration (healing); **Level** bard 2, cleric 2, druid 3, paladin 3, ranger 3

DESCRIPTION

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

School conjuration (healing); **Level** bard 6, cleric 6, druid 7

DESCRIPTION

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

School conjuration (healing); **Level** bard 3, cleric 3, druid 4, paladin 4, ranger 4

DESCRIPTION

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

School conjuration (healing); **Level** cleric 7, druid 8

DESCRIPTION

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

School necromancy [evil];**Level** cleric 1

CASTING

Casting Time 1 minute
Components V, S, M (5 pounds of powdered silver worth 25 gp)

EFFECT

Range touch
Target flask of water touched
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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.

DANCING LIGHTS

School evocation [light]; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

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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

School evocation [darkness]; **Level** bard 2, cleric 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, M/DF (bat fur and a piece of coal)

EFFECT

Range touch
Target object touched
Duration 1 min/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell causes an object to radiate darkness out to a 20-foot radius. Creatures without darkvision are effectively blinded in this area. Normal lights (torches, candles, lanterns, and so forth) and light spells brought inside the area of darkness can brighten the area, allowing a creature to see normally in the light's radius.

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 can be used to counter or dispel any light spell of equal or lower spell level.

DARKVISION

School transmutation; **Level** ranger 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (either a pinch of dried carrot or an agate)

EFFECT

Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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* can be made permanent with a *permanency* spell.

DAYLIGHT

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target object touched
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, M (a pinch of wool or similar substance)

EFFECT

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

DESCRIPTION

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.

DAZE MONSTER

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

EFFECT

Range medium (100 ft. + 10 ft./level)

	Aura Power				
Creature/Object	**None**	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Evil creature[1] (HD)	5 or lower	5–10	11–25	26–50	51 or higher
Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity[2] (class levels)	—	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

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.

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Target one living creature of 6 HD or less

DESCRIPTION

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

School necromancy [death, evil]; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target living creature touched
Duration instantaneous/10 minutes per HD of subject; see text
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School necromancy; **Level** cleric 4, druid 5, paladin 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target living creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

DEATHWATCH

School necromancy; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 30 ft.
Area cone-shaped emanation
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

Using the powers of necromancy, 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

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 3

EFFECT

Range close (25 ft. + 5 ft./2 levels)

DESCRIPTION

This spell functions like *sleep*, except that it affects 10 HD of creatures.

DEEPER DARKNESS

School evocation [darkness]; **Level** cleric 3

EFFECT

Duration 10 min/level (D)

DESCRIPTION

This spell functions as *darkness*, except that the object radiates darkness in a 60-foot radius. Nonmagical light sources cannot illuminate an area of *deeper darkness*, but darkvision still allows creatures to see normally.

Deeper Darkness can be used to counter or dispel any light spell of equal or lower spell level.

DELAY POISON

School conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School evocation [fire]; **Level** sorcerer/wizard 7

	Aura Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

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EFFECT

Duration 5 rounds or less; see text

DESCRIPTION

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. 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

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8

EFFECT

Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

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 25 words or less, including the *suggestion*. The creature can also give a short reply immediately.

DESTRUCTION

School necromancy [death]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V, S, F (holy or unholy symbol costing 500 gp)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). 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 (and was slain) is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

DETECT CHAOS

School divination; **Level** cleric 1

DESCRIPTION

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

School divination; **Level** cleric 1

CASTING

Casting Time 1 standard action

Component V, S, DF

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./ level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

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:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

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

School divination; **Level** cleric 1

DESCRIPTION

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

School divination; **Level** cleric 1

DESCRIPTION

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and

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lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

DETECT MAGIC

School divination; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Component: V, S

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 Knowledge (arcane) 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.

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:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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

School divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School divination; **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of mirror and a miniature brass hearing trumpet)

EFFECT

Range 40 ft.
Area 40-ft.-radius emanation centered on you
Duration 24 hours
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 direction and distance from you.

DETECT SECRET DOORS

School divination; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration Concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

School divination; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S

CASTING

Range 60 ft.

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Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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). 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

School divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a copper piece)

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw Will negates; see text; **Spell Resistance** no

DESCRIPTION

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.

DETECT UNDEAD

School divination; **Level** cleric 1, paladin 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M/DF (earth from a grave)

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/ level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

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:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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.

DIMENSION DOOR

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V

EFFECT

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)

DESCRIPTION

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

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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

School abjuration; **Level** cleric 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect ray
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (object)

DESCRIPTION

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

School abjuration; **Level** cleric 8, sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius emanation centered on a point in space
Duration 1 day/level
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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.

DISCERN LIES

School divination; **Level** cleric 4, paladin 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

Each round, you concentrate on one target, who must be within range. You know if the target 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 target.

DISCERN LOCATION

School divination; **Level** cleric 8, sorcerer/wizard 8

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

Range unlimited
Target one creature or object
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 10 min./level (D)

DESCRIPTION

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

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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

School transmutation; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a lodestone and a pinch of dust)

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw Fortitude partial (object); **Spell Resistance** yes

DESCRIPTION

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.

DISMISSAL

School abjuration; **Level** cleric 4, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one extraplanar creature
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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

School abjuration [lawful]; **Level** cleric 5, paladin 4

DESCRIPTION

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

School abjuration [good]; **Level** cleric 5, paladin 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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. 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

School abjuration [evil]; **Level** cleric 5

DESCRIPTION

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

School abjuration [chaotic]; **Level** cleric 5

DESCRIPTION

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

DISPEL MAGIC

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object, or 20-ft.-radius burst
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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. 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*

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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 20-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

School abjuration; **Level** bard 5, cleric 6, druid 6, sorcerer/wizard 6

DESCRIPTION

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

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, M (a small loop of leather)

EFFECT

Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

DISRUPT UNDEAD

School necromancy; **Level** sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School transmutation; **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Targets one melee weapon
Duration 1 round/level
Saving Throw Will negates (harmless, object); see text; **Spell Resistance** yes (harmless, object)

DESCRIPTION

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

School divination; **Level** cleric 4

CASTING

Casting Time 10 minutes
Components V, S, M (incense and an appropriate offering worth 25 gp)

EFFECT

Range personal
Target you
Duration instantaneous

DESCRIPTION

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

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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.

DIVINE FAVOR

School evocation; **Level** cleric 1, paladin 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 minute

DESCRIPTION

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

School evocation; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 round/level

DESCRIPTION

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make on additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the speed special ability.

DOMINATE ANIMAL

School enchantment (compulsion) [mind-affecting]; **Level** druid 3

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one animal
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 9

EFFECT

Target one creature

DESCRIPTION

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

DOMINATE PERSON

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

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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

School necromancy [fear, mind-affecting]; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

EAGLE'S SPLENDOR

School transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (feathers or droppings from an eagle)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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. Bards, paladins, and sorcerers (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.

EAGLE'S SPLENDOR, MASS

School transmutation; **Level** bard 6, cleric 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target One creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

ELEMENTAL BODY I

School transmutation (polymorph); **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (the element you plan to assume)

EFFECT

Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION

When you cast this spell, you can assume the form of a Small air, earth, fire or water elemental. The abilities you gain depend upon the type of elemental you change into. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 enhancement bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 enhancement bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earthglide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 enhancement bonus to your Dexterity and a +2 natural armor bonus. Your base land speed also increases by 10 feet. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 enhancement bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, and the ability to create a vortex.

ELEMENTAL BODY II

School transmutation (polymorph); **Level** sorcerer/wizard 5

DESCRIPTION

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental you change into.

Air elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Constitution and a +5 natural armor bonus.

ELEMENTAL BODY III

School transmutation (polymorph); **Level** sorcerer/wizard 6

DESCRIPTION

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental you change into. You are also immune to critical hits and sneak attacks while in elemental form.

Air elemental: As *elemental body I* except that you gain a +2 enhancement bonus to your Strength, +4 enhancement bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +6 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +2 enhancement bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity, a +2 enhancement bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +2 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +6 enhancement bonus to your Constitution, and a +6 natural armor bonus.

ELEMENTAL BODY IV

School transmutation (polymorph); **Level** sorcerer/wizard 7

DESCRIPTION

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The

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abilities you gain depend upon the type of elemental you change into. You are also immune to critical hits and sneak attacks while in elemental form and gain DR 5/—.

Air elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength, +6 enhancement bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

Earth elemental: As *elemental body I* except that you gain a +8 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +6 enhancement bonus to your Dexterity, a +4 enhancement bonus to your Constitution, and a +4 natural armor bonus. Your base land speed also increases by 20 feet.

Water elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +8 enhancement bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

ELEMENTAL SWARM

School conjuration (summoning) [see text]; **Level** druid 9

CASTING

Casting Time 10 minutes
Components V, S

EFFECT

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

DESCRIPTION

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

School abjuration; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School necromancy; **Level** cleric 9, sorcerer/wizard 9

EFFECT

Saving Throw Fortitude partial; see text for *enervation*

DESCRIPTION

This spell functions like *enervation*, except that the creature struck gains 2d4 temporary 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 becomes permanent.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

ENERVATION

School necromancy; **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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 temporary 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). 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 becoming permanent, 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

School transmutation; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S, M (powdered iron)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the

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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 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.

ENLARGE PERSON, MASS

School transmutation; **Level** sorcerer/wizard 4

EFFECT

Target One humanoid creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *enlarge person*, except that it affects multiple creatures.

ENTANGLE

School transmutation; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

DESCRIPTION

This spell causes plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save versus the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

ENTHRALL

School enchantment (charm) [language dependent, mind-affecting, sonic]; **Level** bard 2, cleric 2

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Targets any number of creatures

Duration 1 hour or less

Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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

School abjuration; **Level** cleric 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

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

School transmutation; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

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EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one scroll or two pages
Duration instantaneous
Saving Throw see text; **Spell Resistance** no

DESCRIPTION

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 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.

EXPEDITIOUS RETREAT

School transmutation; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

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 Acrobatics skill).

EXPLOSIVE RUNES

School abjuration [force]; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target one touched object weighing no more than 10 lb.
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** yes

DESCRIPTION

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a Reflex save for half damage. The object on which the *explosive 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 *explosive runes*. Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A rogue (only) can use the Perception skill to find the *explosive runes* and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for *explosive runes*.

EYEBITE

School necromancy; **Level** bard 6, sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range Close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level
Saving Throw: Fortitude negates; **Spell Resistance:** yes

DESCRIPTION

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.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. 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.

You must spend a swift action each round after the first to target a foe.

FAERIE FIRE

School evocation [light]; **Level** druid 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

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FALSE LIFE

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of blood)

EFFECT

Range personal
Target you
Duration 1 hour/level or until discharged; see text

DESCRIPTION

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).

FALSE VISION

School illusion (glamer); **Level** bard 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (crushed jade worth 250 gp)

EFFECT

Range touch
Area 40-ft.-radius emanation
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

FEAR

School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (the heart of a hen or a white feather)

EFFECT

Range 30 ft.
Area cone-shaped burst
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

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.

FEATHER FALL

School transmutation; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 immediate action
Components V

EFFECT

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)

DESCRIPTION

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. 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.

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

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (a handful of clay, crystal, or glass spheres)

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

If the target creature fails the 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.

FIND THE PATH

School divination; **Level** bard 6, cleric 6, druid 6

CASTING

Casting Time 3 rounds
Components V, S, F (a set of divination counters)

EFFECT

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)

DESCRIPTION

The recipient of this spell can find the shortest, most direct physical route to a large specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is large. For example, a hunter's cabin is not large enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject 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

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enables the subject to sense what cavern corridor to take when a choice presents itself. 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, specifying the destination as "outside the maze."

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).

FIND TRAPS

School divination; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level

DESCRIPTION

You gain intuitive insight into the workings of traps. You can use the Perception 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 Perception 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

School necromancy [death]; **Level** druid 8, sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage +1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

FIRE SHIELD

School evocation [fire or cold]; **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (phosphorus for the *warm shield;* a firefly or glowworm for the *chill shield*)

EFFECT

Range personal
Target you
Duration 1 round/level (D)

DESCRIPTION

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 *fire shield* protects against fire-based attacks) or fire damage (if the *fire 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 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.

FIRE STORM

School evocation [fire]; **Level** cleric 8, druid 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Area two 10-ft. cubes per level (S)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

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). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

FIRE TRAP

School abjuration [fire]; **Level** druid 2, sorcerer/wizard 4

CASTING

Casting Time 10 minutes
Components V, S, M (gold dust worth 25 gp)

EFFECT

Range touch
Target object touched
Duration permanent until discharged (D)
Saving Throw Reflex half; see text; **Spell Resistance** yes

DESCRIPTION

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

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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.

Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Perception 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).

FIREBALL

School evocation [fire]; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a ball of bat guano and sulfur)

EFFECT

Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

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.

FLAME ARROW

School transmutation [fire]; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of oil and a small piece of flint)

EFFECT

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

DESCRIPTION

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.

FLAME BLADE

School evocation [fire]; **Level** druid 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range 0 ft.
Effect sword-like beam
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like 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

School evocation [fire]; **Level** cleric 5, druid 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range medium (100 ft. + 10 ft./level)
Area cylinder (10-ft. radius, 40 ft. high)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

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

School evocation [fire]; **Level** druid 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (tallow, brimstone, and powdered iron)

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-diameter sphere
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** yes

DESCRIPTION

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 3d6 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.

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FLARE

School evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect burst of light
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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

School transmutation; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M (lime, water, and earth)

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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.

FLY

School transmutation; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, F (a wing feather)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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. The subject gains a bonus on Fly skill checks equal to half your caster level.

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 safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

FLOATING DISK

School evocation [force]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of mercury)

EFFECT

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

DESCRIPTION

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 its 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.

FOG CLOUD

School conjuration (creation); **Level** druid 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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.

FORCECAGE

School evocation [force]; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range Close (25 ft. + 5 ft./2 levels)
Area barred cage (20-ft. cube) or windowless cell (10-ft. cube)
Duration 1 round/level (D)
Saving Throw Reflex negates; **Spell Resistance** no

DESCRIPTION

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

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walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but is vulnerable to a *disintegrate* spell, and 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.

FORESIGHT

School divination; **Level** druid 9, sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a hummingbird's feather)

EFFECT

Range personal or touch
Target see text
Duration 10 min./level
Saving Throw none or Will negates (harmless); **Spell Resistance** no or yes (harmless)

DESCRIPTION

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.

FORM OF THE DRAGON I

School transmutation (polymorph); **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M (a scale of the dragon type you plan to assume)

EFFECT

Range personal
Target you
Duration 1 min/level (D)
Save see below; **SR** no

DESCRIPTION

When you cast this spell you assume the form of a Medium chromatic or metallic dragon. You gain the following abilities: a +4 enhancement bonus to Strength, a +2 enhancement bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon that you transform into. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet

Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet

Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet

Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold

White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet

Copper dragon: 60-foot line of acid, resist acid 20, *spider climb* (always active)

Gold dragon: 30-foot cone of fire, resist fire 20, swim 60 feet

Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

FORM OF THE DRAGON II

School transmutation (polymorph); **Level** sorcerer/wizard 7

DESCRIPTION

This spell functions as *form of the dragon I* except that it also allows you to assume the form of a Large chromatic or metallic dragon. You gain the following abilities: a +6 enhancement bonus to Strength, a +4 enhancement bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

FORM OF THE DRAGON III

School transmutation (polymorph); **Level** sorcerer/wizard 8

DESCRIPTION

This spell functions as *form of the dragon I* except that it also allows you to assume the form of a Huge chromatic or metallic dragon. You gain the following abilities: a +10 enhancement bonus to Strength, a +8 enhancement bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type *form of the dragon I* grants resistance to). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

FOX'S CUNNING

School transmutation; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (hairs or dung from a fox)

EFFECT

Range touch

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Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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.

FOX'S CUNNING, MASS

School transmutation; **Level** bard 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *fox's cunning*, except that it affects multiple creatures.

FREEDOM

School abjuration; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels) or see text
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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

School abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

CASTING

Casting Time 1 standard action
Components V, S, M (a leather strip bound to the target), DF

EFFECT

Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and 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.

GASEOUS FORM

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components S, M/DF (a bit of gauze and a wisp of smoke)

EFFECT

Range touch
Target willing corporeal creature touched
Duration 2 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 and it automatically succeeds on all Fly skill checks. 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.

GEAS/QUEST

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 6, cleric 6, sorcerer/wizard 6

CASTING

Casting Time 10 minutes

EFFECT

Target one living creature
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –3 penalty to each of its ability scores. Each day, another –3 penalty accumulates, up to a total of –12. 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 *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

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 3, sorcerer/wizard 4

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CASTING

Casting Time 1 round
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 7 HD or less
Duration 1 day/level or until discharged (D)
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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 1 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

School necromancy; **Level** cleric 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (salt and a copper piece for each eye of the corpse)

EFFECT

Range touch
Target corpse touched
Duration 1 day/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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.

GHOST SOUND

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, M (a bit of wool or a small lump of wax)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect illusory sounds
Duration 1 round/level (D)
Saving Throw Will disbelief; **Spell Resistance** no

DESCRIPTION

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 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell. *Ghost sound* can be made permanent with a *permanency* spell.

GHOUL TOUCH

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (cloth from a ghoul or earth from a ghoul's lair)

EFFECT

Range touch
Target living humanoid touched
Duration 1d6+2 rounds
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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.

GIANT FORM I

School transmutation (polymorph); **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Large creature of the giant type. You gain the following abilities: a +6 enhancement bonus to Strength, a –2 penalty to Dexterity, a +4 enhancement bonus to Constitution, a +4 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

GIANT FORM II

School Transmutation (polymorph); **Level** sorcerer/wizard 8

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DESCRIPTION

This spell functions as *giant form I* except that it also allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 enhancement bonus to Strength, a –2 penalty to Dexterity, a +6 enhancement bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

GLIBNESS

School transmutation; **Level** bard 3

CASTING

Casting Time 1 standard action
Components S

EFFECT

Range personal
Target you
Duration 10 min./level (D)

DESCRIPTION

Your speech becomes fluent and more believable. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

GLITTERDUST

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (ground mica)

EFFECT

Range medium (100 ft. + 10 ft./level)
Area creatures and objects within 10-ft.-radius spread
Duration 1 round/level
Save Will negates (blinding only); **SR** no

DESCRIPTION

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. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

GLOBE OF INVULNERABILITY

School abjuration; **Level** sorcerer/wizard 6

DESCRIPTION

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

GLOBE OF INVULNERABILITY, LESSER

School abjuration; **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (a glass or crystal bead)

EFFECT

Range 10 ft.
Area 10-ft.-radius spherical emanation, centered on you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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. Any type of spell, however, 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.

GOODBERRY

School transmutation; **Level** druid 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Targets 2d4 fresh berries touched
Duration 1 day/level
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** bard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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)

DESCRIPTION

This spell instills powerful hope in the subjects. Each affected creature

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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.*

GREASE

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (butter)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one object or 10-ft. square
Duration 1 min/level (D)
Save see text; **SR** no

DESCRIPTION

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. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics 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 Acrobatics skill for details). Creatures that move no more than 5 feet in 1 round do not need to make this check and are not considered flat-footed.

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 requires its bearer to make 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 their combat maneuver bonus in regards to being grappled and checks made to escape a grapple.

GREATER (SPELL NAME)

Any spell whose name begins with *greater* is alphabetized in this chapter according to 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, polymorph, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout,* and *teleport.*

GUIDANCE

School divination; **Level** cleric 0, druid 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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.

HALLUCINATORY TERRAIN

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 10 minutes
Components V, S, M (a stone, a twig, and a green leaf)

EFFECT

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

DESCRIPTION

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.

HARM

School necromancy; **Level** cleric 6

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half; see text; **Spell Resistance** yes

DESCRIPTION

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

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a shaving of licorice root)

EFFECT

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)

DESCRIPTION

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.*

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HEAL

School conjuration (healing); **Level** cleric 6, druid 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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 of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

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

HEAL, MASS

School conjuration (healing); **Level** cleric 9

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one or more creatures, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

HEAL MOUNT

School conjuration (healing); **Level** paladin 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target your mount touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

HEAT METAL

School transmutation [fire]; **Level** druid 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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 or 2 points) 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.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

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*.

HEROES' FEAST

School conjuration [creation]; **Level** bard 6, cleric 6

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

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

DESCRIPTION

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 sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease*, 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 a +4 morale bonus on saving throws against poison and 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

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch

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Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 6

EFFECT

Duration 1 min./level

DESCRIPTION

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

School abjuration; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components S, DF

EFFECT

Range touch
Targets one creature touched/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

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

School abjuration; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Targets one touched creature/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); see text; **Spell Resistance** yes

DESCRIPTION

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. If it has reason to believe unseen opponents are present, however, 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

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (tiny fruit tarts and a feather)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature; see text
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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.

HOLD ANIMAL

School enchantment (compulsion) [mind-affecting]; **Level** druid 2, ranger 2

CASTING

Components: V, S

EFFECT

Target one animal

DESCRIPTION

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

HOLD MONSTER

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

CASTING

Components: V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

EFFECT

Target one living creature

DESCRIPTION

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

HOLD MONSTER, MASS

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 9

EFFECT

Targets one or more creatures, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

HOLD PERSON

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a small, straight piece of iron)

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EFFECT

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

DESCRIPTION

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.

HOLD PERSON, MASS

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

EFFECT

Targets one or more humanoid creatures, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *hold person*, except as noted above.

HOLD PORTAL

School abjuration; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Component V

EFFECT

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

DESCRIPTION

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

School abjuration [good]; **Level** cleric 8

CASTING

Casting Time 1 standard action
Components V, S, F (a tiny reliquary worth 500 gp)

EFFECT

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)

DESCRIPTION

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).

HOLY SMITE

School evocation [good]; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School evocation [good]; **Level** paladin 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target melee weapon touched
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

HORRID WILTING

School necromancy; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

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Components V, S, M/DF (a bit of sponge)

EFFECT

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

DESCRIPTION

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).

HYPNOTIC PATTERN

School illusion (pattern) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V (bard only), S, M (a stick of incense or a crystal rod); see text

EFFECT

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

DESCRIPTION

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 perform as a verbal component.

HYPNOTISM

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S

EFFECT

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

DESCRIPTION

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

School evocation [cold]; **Level** druid 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (dust and water)

EFFECT

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

DESCRIPTION

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 Perception 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).

IDENTIFY

School divination; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (wine stirred with an owl's feather)

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration 3 rounds/level (D)
Saving Throw: none; **Spell Resistance:** no

DESCRIPTION

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Appraise checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

ILLUSORY WALL

School illusion (figment); **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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.

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IMBUE WITH SPELL ABILITY

School evocation; **Level** cleric 4

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

Range touch
Target creature touched; see text
Duration permanent until discharged (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

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

School evocation; **Level** cleric 9

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one corporeal creature/round
Duration concentration (up to 1 round per 2 levels)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration the spell immediately ends, however, any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

IMPRISONMENT

School abjuration; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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

School conjuration (creation) [fire]; Level sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Area cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level (D)
Saving Throw: Reflex half, see text; **Spell Resistance:** no

DESCRIPTION

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 6d6 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

School necromancy; **Level** cleric 4

DESCRIPTION

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

School necromancy; **Level** cleric 8

DESCRIPTION

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

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INFLICT LIGHT WOUNDS

School necromancy; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half; **Spell Resistance** yes

DESCRIPTION

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

School necromancy; **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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 MODERATE WOUNDS

School necromancy; **Level** cleric 2

DESCRIPTION

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

School necromancy; **Level** cleric 6

DESCRIPTION

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

School necromancy; **Level** cleric 3

DESCRIPTION

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

School necromancy; **Level** cleric 7

DESCRIPTION

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

INSANITY

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School conjuration (summoning); **Level** cleric 5, druid 5

CASTING

Casting Time 1 round
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

INVISIBILITY

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (an eyelash encased in gum arabic)

EFFECT

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)

DESCRIPTION

The creature or object touched becomes invisible, vanishing from sight. 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.

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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.

INVISIBILITY, GREATER

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4

CASTING

Components: V, S

EFFECT

Target you or creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless)

DESCRIPTION

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

INVISIBILITY, MASS

School illusion (glamer); **Level** sorcerer/wizard 7

EFFECT

Range long (400 ft. + 40 ft./level)
Targets any number of creatures, no two of which can be more than 180 ft. apart

DESCRIPTION

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.

INVISIBILITY PURGE

School evocation; **Level** cleric 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

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

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3

CASTING

Components: V, S, M

EFFECT

Area 10-ft.-radius emanation around the creature or object touched

DESCRIPTION

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.

IRONWOOD

School transmutation; **Level** druid 6

CASTING

Casting Time 1 minute/lb. created
Components V, S, F (wood to be transformed)

EFFECT

Range 0 ft.
Effect an *ironwood* object weighing up to 5 lb./level
Duration 1 day/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

IRRESISTIBLE DANCE

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range touch
Target living creature touched
Duration 1d4+1 rounds
Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

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. A successful Will save reduces the duration of this effect to 1 round.

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JUMP

School transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (a grasshopper's hind leg)

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

KEEN EDGE

School transmutation; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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)

DESCRIPTION

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* special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

KNOCK

School transmutation; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V

EFFECT

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

DESCRIPTION

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell 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 a *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

School divination; **Level** bard 0, druid 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration instantaneous

DESCRIPTION

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

School divination; **Level** bard 4, sorcerer/wizard 6

CASTING

Casting Time see text
Components V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)

EFFECT

Range personal
Target you
Duration see text

DESCRIPTION

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.

LESSER (SPELL NAME)

Any spell whose name begins with *lesser* is alphabetized in this chapter according to 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.*

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LEVITATE

School transmutation; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, F (a leather loop or golden wire bent into a cup shape)

EFFECT

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

DESCRIPTION

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.

LIGHT

School evocation [light]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, M/DF (a firefly)

EFFECT

Range touch
Target object touched
Duration 10 min/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 can be used to counter or dispel any darkness spell of equal or lower spell level.

LIGHTNING BOLT

School evocation [electricity]; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (fur and a glass rod)

EFFECT

Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

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.

LIMITED WISH

School universal; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M (diamond worth 1,500 gp)

EFFECT

Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

DESCRIPTION

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 non-sorcerer/wizard 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 non-sorcerer/wizard 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* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

LOCATE CREATURE

School divination; **Level** bard 4, sorcerer/wizard 4

CASTING

Components: V, S, M (fur from a bloodhound)

EFFECT

Duration 10 min./level

DESCRIPTION

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.

LOCATE OBJECT

School divination; **Level** bard 2, cleric 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a forked twig)

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EFFECT

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

DESCRIPTION

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.

LONGSTRIDER

School transmutation; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S, M (a pinch of dirt)

EFFECT

Range personal
Target you
Duration 1 hour/level (D)

DESCRIPTION

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

LULLABY

School enchantment (compulsion) [mind-affecting]; **Level** bard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Perception 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

School conjuration (creation) [force]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, F (a piece of cured leather)

EFFECT

Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

DESCRIPTION

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.

MAGE HAND

School transmutation; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School abjuration; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** no

DESCRIPTION

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 for the duration of this spell. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

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.

You can also use this spell to target a single item. The item gets a Will save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels and it is destroyed (with no save). 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*. 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.

MAGIC CIRCLE AGAINST CHAOS

School abjuration [lawful]; **Level** cleric 3, paladin 3, sorcerer/wizard 3

DESCRIPTION

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.

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MAGIC CIRCLE AGAINST EVIL

School abjuration [good]; **Level** cleric 3, paladin 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a 3-foot diameter circle of powdered silver)

EFFECT

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

DESCRIPTION

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 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. 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.

MAGIC CIRCLE AGAINST GOOD

School abjuration [evil]; **Level** cleric 3, sorcerer/wizard 3

DESCRIPTION

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

School abjuration [chaotic]; **Level** cleric 3, sorcerer/wizard 3

DESCRIPTION

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

School transmutation; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target living creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School transmutation; **Level** druid 3, ranger 3

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 hour/level

DESCRIPTION

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon to bypass damage reduction aside from magic.

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 MISSILE

School evocation [force]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

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DESCRIPTION

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. 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 STONE

School transmutation; **Level** cleric 1, druid 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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

School transmutation; **Level** cleric 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target armor or shield touched
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

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

School transmutation; **Level** cleric 1, paladin 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target weapon touched
Duration 1 min./level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

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

School transmutation; **Level** cleric 4, paladin 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (powdered lime and carbon)

EFFECT

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)

DESCRIPTION

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). This bonus does not allow a weapon to bypass damage reduction aside from magic.

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.

MAJOR IMAGE

School illusion (figment); **Level** bard 3, sorcerer/wizard 3

EFFECT

Duration Concentration + 3 rounds

DESCRIPTION

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

MAKE WHOLE

School transmutation; **Level** cleric 2, sorcerer/wizard 2

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one object of up to 10 cu. ft./level or one construct creature

DESCRIPTION

This spell functions as *mending*, except that it repairs 1d6 points of damage per level. In addition, *make whole* can be used on broken magic items (at 0 hit points or less) and it restores the magic abilities of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single use items (such as potions and scrolls) cannot be repaired in this way. This spell repairs damage done to construct creatures, bypassing their immunity to magic as if it did not allow spell resistance. When used in this way, *make whole* can restore no more than 5d6 points of damage.

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MARK OF JUSTICE

School necromancy; **Level** cleric 5, paladin 4

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration permanent; see text
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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 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

School conjuration (teleportation); **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration see text
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School transmutation [earth]; **Level** cleric 3, druid 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 10 min./level

DESCRIPTION

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

School transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw: Will negates (harmless, object); **Spell Resistance:** yes (harmless, object)

DESCRIPTION

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to full hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are broken (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

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MESSAGE

School transmutation [language-dependent]; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, F (a piece of copper wire)

EFFECT

Range medium (100 ft. + 10 ft./level)
Targets one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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. To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

METEOR SWARM

School evocation [fire]; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

MIND BLANK

School abjuration; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil*, *locate creature*, *scry*, and *see invisibile*). This spell also grants a +8 bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. 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.

MINOR IMAGE

School illusion (figment); **Level** bard 2, sorcerer/wizard 2

EFFECT

Duration Concentration +2 rounds

DESCRIPTION

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

MIRACLE

School evocation; **Level** cleric 9

CASTING

Casting Time 1 standard action
Components V, S; see text

EFFECT

Range see text
Target, Effect, or Area see text
Duration see text
Saving Throw see text; **Spell Resistance** yes

DESCRIPTION

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.

– Duplicate any other spell of 7th level or lower.

– Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.

– Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 25,000 gp in powdered diamond 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 a specific locale through planar barriers 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* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

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MIRAGE ARCANA

School illusion (glamer); **Level** bard 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Area one 20-ft. cube/level (S)
Duration Concentration +1 hour/ level (D)

DESCRIPTION

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

School illusion (figment); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min/level

DESCRIPTION

This spell creates a number of illusionary doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack targets you and misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

MISDIRECTION

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School Illusion (figment, glamer); **Level** bard 5, sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components S

EFFECT

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

DESCRIPTION

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.

MODIFY MEMORY

School enchantment (compulsion) [mind-affecting]; **Level** bard 4

CASTING

Casting Time 1 round; see text
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

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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, too much wine, or another similar excuse.

MOMENT OF PRESCIENCE

School divination; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 hour/level or until discharged

DESCRIPTION

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 flat-footed). 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

School conjuration (summoning); **Level** sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S, M (a bit of horse hair)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one mount
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

MOVE EARTH

School transmutation [earth]; **Level** druid 6, sorcerer/wizard 6

CASTING

Casting Time see text
Components V, S, M (clay, loam, and sand and an iron blade)

EFFECT

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

DESCRIPTION

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

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.

NEUTRALIZE POISON

School conjuration (healing); **Level** Bard 4, Cleric 4, Druid 4, Paladin 4, Ranger 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (charcoal)

EFFECT

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)

DESCRIPTION

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured 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. If cast on a creature, the creature recieves a Will save to negate the effect.

NONDETECTION

School abjuration; **Level** ranger 4, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (diamond dust worth 50 gp)

EFFECT

Range touch
Target creature or object touched
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* 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 *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

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If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

OBSCURE OBJECT

School abjuration; **Level** bard 1, cleric 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (chameleon skin)

EFFECT

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)

DESCRIPTION

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).

OBSCURING MIST

School conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

A misty vapor arises around you. It is stationary. 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

School transmutation; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, F (a brass key)

EFFECT

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)

DESCRIPTION

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.

ORDER'S WRATH

School evocation [lawful]; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School transmutation; **Level** sorcerer/wizard 5

CASTING

Components: V, S

EFFECT

Range personal
Target you
Duration 1 hour/level

DESCRIPTION

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 bonus on Fly skill checks equal to half your caster level. 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

School transmutation; **Level** cleric 2, druid 2, paladin 2, ranger 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (feathers or droppings from an owl)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, 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.

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OWL'S WISDOM, MASS

School transmutation; **Level** cleric 6, druid 6, sorcerer/wizard 6

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

PASSWALL

School transmutation; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (sesame seeds)

EFFECT

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

DESCRIPTION

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.

PASS WITHOUT TRACE

School transmutation; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Targets one creature/level touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

PERMANENT IMAGE

School illusion (figment); **Level** bard 6, sorcerer/wizard 6

EFFECT

Effect figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration permanent (D)

DESCRIPTION

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

School illusion (figment); **Level** bard 5, sorcerer/wizard 5

EFFECT

Duration 1 min./level (D)

DESCRIPTION

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

PHANTASMAL KILLER

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration instantaneous
Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

DESCRIPTION

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 disbelieving 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.

PHASE DOOR

School conjuration (creation); **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range touch
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

DESCRIPTION

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.

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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.

PLANE SHIFT

School conjuration (teleportation); **Level** cleric 5, sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S, F (a forked metal rod attuned to the plane of travel)

EFFECT

Range touch

Target creature touched, or up to eight willing creatures joining hands

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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. *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

PLANT SHAPE I

School transmutation (polymorph); **Level** wizard/sorcerer 5

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Small or Medium creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, improved grab, poison, and shriek. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to one element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 enhancement bonus to your Constitution and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 enhancement bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +2 natural armor bonus.

PLANT SHAPE II

School transmutation (polymorph); **Level** wizard/sorcerer 6

DESCRIPTION

This spell functions as *plant shape I* except that it also allows you to assume the form of a Large creature of the plant type. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. You are also immune to critical hits and sneak attacks while in plant shape. If the creature has vulnerability to one element, you gain that vulnerability.

Large plant: If the form you take is that of a Large plant, you gain a +4 enhancement bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +4 natural armor bonus.

PLANT SHAPE III

School transmutation (polymorph); **Level** wizard/sorcerer 7

DESCRIPTION

This spell functions as *plant shape I* except that it also allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, DR, improved grab, poison, regeneration 5, shriek, and trample. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. You are also immune to critical hits and sneak attacks while in plant shape. If the creature has vulnerability to one element, you gain that vulnerability.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 enhancement bonus to your Strength, a –2 penalty to your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus.

POISON

School necromancy; **Level** cleric 4, druid 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target living creature touched

Duration instantaneous; see text

Saving Throw Fortitude negates; see text; **Spell Resistance** yes

DESCRIPTION

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

School evocation [cold]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

Components V, S, F (a white ceramic cone or prism)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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) and 1d4 points of Dexterity drain.

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POLYMORPH

School transmutation (polymorph); **Level** wizard/sorcerer 5

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you choose)

EFFECT

Range touch
Target living creature touched
Duration 1 min/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell transforms a willing creature into an animal, humanoid or elemental of your choosing; the spell has no effect on unwilling creatures. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *beast shape II*. If the form is that of an elemental, the spell functions as *elemental body I*. If the form is that of a humanoid, the spell functions as *alter self*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

POLYMORPH, GREATER

School transmutation (polymorph); **Level** wizard/sorcerer 7

DESCRIPTION

This spell functions as *polymorph* except that it allows the creature to take on the form of a dragon or plant creature. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *beast shape IV*. If the form is that of an elemental, the spell functions as *elemental body III*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant, the spell functions as *plant shape II*. If the form is that of a dragon, the spell functions as *form of the dragon I*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell.

POWER WORD BLIND

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V

EFFECT

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

DESCRIPTION

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*.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

POWER WORD KILL

School enchantment (compulsion) [death, mind-affecting]; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V

EFFECT

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

DESCRIPTION

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

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V

EFFECT

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

DESCRIPTION

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*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

PRAYER

School enchantment (compulsion) [mind-affecting]; **Level** cleric 3, paladin 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and 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

School universal; **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 10 ft.

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Target, Effect, or Area see text
Duration 1 hour
Saving Throw see text; **Spell Resistance** no

DESCRIPTION

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

School abjuration; **Level** sorcerer/wizard 9

CASTING

Components: V

EFFECT

Range 10 ft.
Effect 10-ft.-radius sphere centered on you

DESCRIPTION

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. When you're inside it, however, 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

School evocation; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw see text; **Spell Resistance** yes

DESCRIPTION

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.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as *insanity* spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays; roll twice more, ignoring any "8" results.	

PRISMATIC WALL

School abjuration; **Level** sorcerer/wizard 8

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	*Cone of cold*
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	*Gust of wind*
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	*Disintegrate*
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	*Passwall*
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	*Magic missile*
Indigo	6th	Stops all spells. Will save or become insane (as *insanity* spell).	*Daylight*
Violet	7th	Energy field destroys all objects and effects.[1] Creatures sent to another plane (Will negates).	*Dispel magic*

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).

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CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds 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.

PRODUCE FLAME

School evocation [fire]; **Level** druid 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 0 ft.
Effect flame in your palm
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School illusion (figment); **Level** bard 6, sorcerer/wizard 6

CASTING

Components V, S, M (fleece and jade dust worth 25 gp)

EFFECT

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

DESCRIPTION

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.

PROJECT IMAGE

School illusion (shadow); **Level** bard 6, sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M (a small replica of you worth 5 gp)

EFFECT

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

DESCRIPTION

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.

PROTECTION FROM ARROWS

School abjuration; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, F (a piece of tortoise or turtle shell)

EFFECT

Range touch
Target creature touched
Duration 1 hour/level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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DESCRIPTION

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

PROTECTION FROM CHAOS

School abjuration [lawful]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

DESCRIPTION

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

School abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

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

School abjuration [good]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M/DF

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

DESCRIPTION

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.

PROTECTION FROM GOOD

School abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1

DESCRIPTION

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

School abjuration [chaotic]; **Level** cleric 1, sorcerer/wizard 1

DESCRIPTION

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

School abjuration; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)

EFFECT

Range touch
Targets up to one creature touched per four levels
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

PURIFY FOOD AND DRINK

School transmutation; **Level** cleric 0, druid 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 10 ft.
Target 1 cu. ft./level of contaminated food and water
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

This spell makes spoiled, rotten, diseased, 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. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

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PYROTECHNICS

School transmutation; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (one fire source)

EFFECT

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

DESCRIPTION

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. 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.

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.

RAGE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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.

RAISE DEAD

School conjuration (healing); **Level** cleric 5

CASTING

Casting Time 1 minute
Components V, S, M, DF (diamond worth 5,000 gp)

EFFECT

Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none, see text; **Spell Resistance** yes (harmless)

DESCRIPTION

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 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 gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. 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.

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.

RAY OF ENFEEBLEMENT

School necromancy; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School necromancy; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of sweat)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 min./level
Saving Throw Fortitude partial; see text; **Spell Resistance** yes

DESCRIPTION

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.

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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.

RAY OF FROST

School evocation [cold]; **Level** sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, F (a clear crystal or mineral prism)

EFFECT

Range personal
Target you
Duration 10 min./level

DESCRIPTION

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 or trapped 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.

REDUCE ANIMAL

School transmutation; **Level** druid 2, ranger 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target one willing animal of Small, Medium, Large, or Huge size
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

School transmutation; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S, M (a pinch of powdered iron)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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.

REDUCE PERSON, MASS

School transmutation; **Level** sorcerer/wizard 4

EFFECT

Target one humanoid creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *reduce person*, except that it affects multiple creatures.

REFUGE

School conjuration (teleportation); **Level** cleric 7, sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S, M (a prepared object worth 1,500 gp)

EFFECT

Range touch
Target object touched
Duration permanent until discharged
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

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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.

REGENERATE

School conjuration (healing); **Level** cleric 7, druid 9

CASTING

Casting Time 3 full rounds
Components V, S, DF

EFFECT

Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School transmutation; **Level** Druid 4

CASTING

Casting Time 10 minutes
Components V, S, M, DF (oils worth 1,000 gp)

EFFECT

Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none, see text; **Spell Resistance** yes (harmless)

DESCRIPTION

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 necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains one permanent negative level when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. 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.

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 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 that has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27–38	Gnome	–2	+0	+2
39–42	Goblin	–2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	–2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other (GM's choice)	?	?	?

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.

REMOVE BLINDNESS/DEAFNESS

School conjuration (healing); **Level** cleric 3, paladin 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

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Remove Curse

School abjuration; **Level** bard 3, cleric 3, paladin 3, wizard/sorcerer 4

Casting

Casting Time 1 standard action
Components V, S

Effect

Range touch
Target creature or object touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Description

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

Remove Disease

School conjuration (healing); **Level** cleric 3, druid 3, Ranger 3

Casting

Casting Time 1 standard action
Components V, S

Effect

Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Description

Remove disease can cure all diseases that the subject is suffering from. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills parasites, including green slime and others.

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

School abjuration; **Level** bard 1, cleric 1

Casting

Casting Time 1 standard action
Components V, S

Effect

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)

Description

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

School conjuration (healing); **Level** cleric 2, paladin 2

Casting

Casting Time 1 standard action
Components V, S

Effect

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)

Description

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

School abjuration [earth]; **Level** druid 8

Casting

Casting Time 1 standard action
Components V, S

Effect

Range 60 ft.
Area 60-ft. line from you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

Description

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.

Repulsion

School abjuration; **Level** cleric 7, sorcerer/wizard 6

Casting

Casting Time 1 standard action
Components V, S, F/DF (a pair of canine statuettes worth 50 gp)

Effect

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

Description

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

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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.

RESISTANCE

School abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a miniature cloak)

EFFECT

Range touch
Target creature touched
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

RESIST ENERGY

School abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 10 min./level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

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

School conjuration (healing); **Level** cleric 4, paladin 4

CASTING

Casting Time 1 minute
Components V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a one-week period.

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, GREATER

School conjuration (healing); **Level** cleric 7

CASTING

Components V, S, M (diamond dust 5,000 gp)

DESCRIPTION

This spell functions like *lesser restoration*, except that it dispels all permanent and temporary negative levels afflicting the healed creature.

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.

RESTORATION, LESSER

School conjuration (healing); **Level** cleric 2, druid 2, paladin 1

CASTING

Casting Time 3 rounds
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School conjuration (healing); **Level** cleric 7

CASTING

Components V, S, M, DF (diamond worth 10,000 gp)

DESCRIPTION

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. The

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subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

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.

REVERSE GRAVITY

School transmutation; **Level** druid 8, sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M/DF (lodestone and iron filings)

EFFECT

Range medium (100 ft. + 10 ft./level)
Area up to one 10-ft. cube per level (S)
Duration 1 round/level (D)
Saving Throw none; see text; **Spell Resistance** no

DESCRIPTION

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.

RIGHTEOUS MIGHT

School transmutation; **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 round/level (D)

DESCRIPTION

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a –2 penalty to your Dexterity. You gain a +2 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 15th level this damage reduction becomes 10/evil or 10/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 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 and projectile weapons deal their normal damage.

Multiple magical effects that increase size do not stack.

ROPE TRICK

School transmutation; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (powdered corn and a twisted loop of parchment)

EFFECT

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

DESCRIPTION

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). The rope cannot be removed or hidden. 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.

It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

RUSTING GRASP

School transmutation; **Level** druid 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

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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. 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* instantaneously 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

School abjuration; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

DESCRIPTION

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

School necromancy [fear, mind-affecting]; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (a bone from an undead creature)

EFFECT

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

DESCRIPTION

This spell functions like *cause fear,* except that it causes all targeted creatures of less than 6 HD to become frightened.

SCINTILLATING PATTERN

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S, M (a crystal prism)

EFFECT

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

DESCRIPTION

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.*

SCORCHING RAY

School evocation [fire]; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one or more rays
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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 rays must be aimed at targets within 30 feet of each other and fired simultaneously.

SCREEN

School illusion (glamer); **Level** sorcerer/wizard 8

CASTING

Casting Time 10 minutes
Components V, S

EFFECT

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

DESCRIPTION

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

School divination (scrying); **Level** bard 3, cleric 5, druid 4, sorcerer/wizard 4

CASTING

Casting Time 1 hour

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Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)

EFFECT

Range see text
Effect magical sensor
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

1 You must have some sort of connection to a creature of which you have no knowledge.

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

If the save fails, you can see and hear the subject and the subject's 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.

SCRYING, GREATER

School divination (scrying); **Level** bard 6, cleric 7, druid 7, sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Duration 1 hour/level

DESCRIPTION

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

School transmutation; **Level** bard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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)

DESCRIPTION

You can 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

School evocation; **Level** cleric 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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).

SEE INVISIBILITY

School divination; **Level** bard 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (talc and powdered silver)

EFFECT

Range personal
Target you
Duration 10 min./level (D)

DESCRIPTION

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.

SEEMING

School illusion (glamer); **Level** bard 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

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EFFECT

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

DESCRIPTION

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

School evocation; **Level** cleric 4, sorcerer/wizard 5

CASTING

Casting Time 10 minutes
Components V, S, M/DF (fine copper wire)

EFFECT

Range see text
Target one creature
Duration 1 round; see text
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.)

SHADOW WALK

School illusion (shadow); **Level** bard 5, sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Targets up to one touched creature/ level
Duration 1 hour/level (D)
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

School conjuration (creation); **Level** druid 9

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School transmutation (polymorph); **Level** druid 9, wizard/sorcerer 9

CASTING

Casting Time 1 standard action
Components V, S, F (jade circlet worth 1,500 gp)

EFFECT

Range personal
Target you
Duration 10 min/level (D)

DESCRIPTION

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self, beast form IV, elemental body IV, form of the dragon III, giant form II,* and *plant shape III* depending on what form you take. 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.

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SHATTER

School evocation [sonic]; **Level** bard 2, cleric 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a chip of mica)

EFFECT

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

DESCRIPTION (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.

SHIELD

School abjuration [force]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

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

School abjuration; **Level** cleric 1

CASTING

Casting Time 1 standard action
Components V, S, M (parchment with a holy text written on it)

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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).

SHIELD OF LAW

School abjuration [lawful]; **Level** cleric 8

CASTING

Casting Time 1 standard action
Components V, S, F (a reliquary worth 500 gp.)

EFFECT

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)

DESCRIPTION

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 chaos*, 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).

SHIELD OTHER

School abjuration; **Level** cleric 2, paladin 2

CASTING

Casting Time 1 standard action
Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)

EFFECT

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)

DESCRIPTION

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.

SHILLELAGH

School transmutation; **Level** druid 1

CASTING

Casting Time 1 standard action
Components V, S, DF

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EFFECT

Range touch
Target one touched nonmagical oak club or quarterstaff
Duration 1 min./level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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

School evocation [electricity]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature or object touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

School evocation [sonic]; **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

DESCRIPTION

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

School evocation [sonic]; **Level** bard 6, sorcerer/wizard 8

CASTING

Components: V, S, F (a metal or ivory horn)

EFFECT

Range 60 ft.
Saving Throw Fortitude partial or Reflex negates (object); see text

DESCRIPTION

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.

SILENCE

School illusion (glamer); **Level** bard 2, cleric 2

CASTING

Casting Time 1 round
Components V, S

EFFECT

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)

DESCRIPTION

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

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, F (a bit of fleece)

EFFECT

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

DESCRIPTION

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.

SLAY LIVING

School necromancy [death]; **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S

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EFFECT

Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

You can attempt to slay any one living creature. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage +1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage +1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

SLEEP

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S, M (fine sand, rose petals, or a live cricket)

EFFECT

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

DESCRIPTION

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.

SLEET STORM

School conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (dust and water)

EFFECT

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

DESCRIPTION

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 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

SLOW

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of molasses)

EFFECT

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

DESCRIPTION

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*.

SNARE

School transmutation; **Level** ranger 2, druid 3

CASTING

Casting Time 3 rounds
Components V, S, DF

EFFECT

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

DESCRIPTION

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 (Perception 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.

SOLID FOG

School conjuration (creation); **Level** sorcerer/wizard 4

CASTING

Components: V, S, M (powdered peas and an animal hoof)

EFFECT

Duration 1 min./level
Spell Resistance no

DESCRIPTION

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

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by 1d6. A creature can't take a 5-foot step while in *solid fog*.

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.

SONG OF DISCORD

School enchantment (compulsion) [mind-Affecting, sonic]; **Level** bard 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School necromancy; **Level** cleric 9, sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S, F (see text)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target corpse
Duration permanent
Saving Throw Will negates; **Spell Resistance** no

DESCRIPTION

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).

The focus for this spell is 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.

SOUND BURST

School evocation [sonic]; **Level** bard 2, cleric 2

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a musical instrument)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area 10-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

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.

SPEAK WITH ANIMALS

School divination; **Level** bard 3, druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level

DESCRIPTION

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

School necromancy [language-dependent]; **Level** cleric 3

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

Range 10 ft.
Target one dead creature
Duration 1 min./level
Saving Throw Will negates; see text; **Spell Resistance** no

DESCRIPTION

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.

This spell allows you to speak to the person whose soul has departed. 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 successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

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 affect a corpse that has been turned into an undead creature.

SPEAK WITH PLANTS

School divination; **Level** bard 4, druid 3, ranger 2

CASTING

Casting Time 1 standard action
Components V, S

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EFFECT

Range personal
Target you
Duration 1 min./level

DESCRIPTION

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

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect one spectral hand
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 or 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

School abjuration; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School abjuration; **Level** cleric 8

DESCRIPTION

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

School abjuration; **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The creature gains spell resistance equal to 12 + your caster level.

SPELLSTAFF

School transmutation; **Level** druid 6

CASTING

Casting Time 10 minutes
Components V, S, F (the staff that stores the spell)

EFFECT

Range touch
Target wooden quarterstaff touched
Duration permanent until discharged (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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*.

SPELL TURNING

School abjuration; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a small silver mirror)

EFFECT

Range personal
Target you

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Duration until expended or 10 min./level

DESCRIPTION

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. 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.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

SPIDER CLIMB

School transmutation; **Level** druid 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (a live spider)

EFFECT

Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

SPIKE GROWTH

School transmutation; **Level** druid 3, ranger 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Perception 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 growth* can't be disabled with the Disable Device skill.

SPIKE STONES

School transmutation [earth]; **Level** druid 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Perception skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*. *Spike stones* is a magic trap that can't be disabled with the Disable Device skill.

SPIRITUAL WEAPON

School evocation [force]; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect magic weapon of force
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

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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).

STABILIZE

School conjuration (healing); **Level** cleric 0, druid 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

DESCRIPTION

You stanch the most grievous wounds of a dying creature. Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

STATUS

School divination; **Level** cleric 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Targets one living creature touched per three levels
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School conjuration (creation); **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M (a rotten egg or cabbage leaves)

EFFECT

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

DESCRIPTION

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.

STONE SHAPE

School transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (soft clay)

EFFECT

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

DESCRIPTION

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.

STONESKIN

School abjuration; **Level** druid 5, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (granite and diamond dust worth 250 gp)

EFFECT

Range touch
Target creature touched

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Duration 10 min./level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

STONE TELL

School divination; **Level** druid 6

CASTING

Casting Time 10 minutes
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 min./level

DESCRIPTION

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

School transmutation; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of blood mixed with earth)

EFFECT

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

DESCRIPTION

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.

STORM OF VENGEANCE

School conjuration (summoning); **Level** druid 9, cleric 9

CASTING

Casting Time 1 round
Components V, S

EFFECT

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

DESCRIPTION

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 Spellcraft 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

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, M (a snake's tongue and a honeycomb)

EFFECT

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

DESCRIPTION

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

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).

SUGGESTION, MASS

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 5, sorcerer/wizard 6

EFFECT

Range medium (100 ft. + 10 ft./level)
Targets one creature/level, no two of which can be more than 30 ft. apart

DESCRIPTION

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

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SUMMON INSTRUMENT

School conjuration (summoning); **Level** bard 0

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range 0 ft.
Effect One summoned handheld musical instrument
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** bard 1, cleric 1, sorcerer/wizard 1

CASTING

Casting Time 1 round
Components V, S, F/DF (a tiny bag and a small candle)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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 Table 11–1. 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.

SUMMON MONSTER II

School conjuration (summoning); **Level** bard 2, cleric 2, sorcerer/wizard 2

DESCRIPTION

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

School conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3

DESCRIPTION

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

School conjuration (summoning); **Level** bard 4, cleric 4, sorcerer/wizard 4

DESCRIPTION

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

School conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5

DESCRIPTION

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

School conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6

DESCRIPTION

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

School conjuration (summoning); **Level** cleric 7, sorcerer/wizard 7

DESCRIPTION

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

School conjuration (summoning); **Level** cleric 8, sorcerer/wizard 8

DESCRIPTION

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

School conjuration (summoning); **Level** cleric 9, sorcerer/wizard 9

DESCRIPTION

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 NATURE'S ALLY I

School conjuration (summoning); **Level** druid 1, ranger 1

CASTING

Casting Time 1 round
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

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Table 11-1: Summon Monster

1st Level	
Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise[1]	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus[1]	CE
Fiendish snake, Small viper	CE
2nd Level	
Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid[1]	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium[1]	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE
3rd Level	
Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE
4th Level	
Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large[1]	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE
5th Level	
Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat[1]	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE
6th Level	
Celestial polar bear	LG
Celestial orca whale[1]	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus[1]	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE
7th Level	
Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale[1]	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus[1]	CE
Fiendish girallon	CE
8th Level	
Celestial dire bear	LG
Celestial cachalot whale[1]	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid[1]	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE

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Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE
9th Level	
Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark[1]	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

1 May be summoned only into an aquatic or watery environment.

DESCRIPTION

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 Table 11–2. 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

School conjuration (summoning); **Level** druid 2, ranger 2

EFFECT

Effect one or more creatures, no two of which can be more than 30 ft. apart

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 3, ranger 3

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 4, ranger 4

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 5

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 6

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 7

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 8

DESCRIPTION

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

School conjuration (summoning) [see text]; **Level** druid 9

DESCRIPTION

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 SWARM

School conjuration (summoning); **Level** bard 2, druid 2, sorcerer/wizard 2

CASTING

Casting Time 1 round

Components V, S, M/DF (a square of red cloth)

EFFECT

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

DESCRIPTION

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.

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Table 11-2: Summon Nature's Ally

1st Level
Dire rat
Eagle (animal)
Monkey (animal)
Octopus[1] (animal)
Owl (animal)
Porpoise[1] (animal)
Snake, Small viper (animal)
Wolf (animal)
2nd Level
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium[1] (animal)
Snake, Medium viper (animal)
Squid[1] (animal)
Wolverine (animal)
3rd Level
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion
Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large[1] (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoqqua
4th Level
Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]
Sea cat[1]
Shark, Huge[1] (animal)
Snake, Huge viper (animal)
Tiger (animal)
Tojanida, juvenile[1]
Unicorn [CG]
Xorn, minor
5th Level
Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus[1] (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr [CN; with pipes]
Snake, giant constrictor (animal)
Nixie (sprite)
Tojanida, adult[1]
Whale, orca[1] (animal)
6th Level
Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant[1] (animal)
Pixie* (sprite) [NG; no special arrows]
Salamander, average [NE]
Whale, baleen[1]
Xorn, average
*Can't cast *irresistible dance*
7th Level
Arrowhawk, elder
Dire tiger
Elemental, greater (any)
Djinni (genie) [NG]
Invisible stalker
Pixie* (sprite) [NG; with sleep arrows]
Squid, giant[1] (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot[1] (animal)
Xorn, elder
*Can't cast *irresistible dance*
8th Level
Dire shark[1]
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.

SUNBEAM

School evocation [light]; **Level** druid 7

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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

DESCRIPTION

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.

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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

School evocation [light]; **Level** druid 8, sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S, M/DF (sunstone and fire source)

EFFECT

Range long (400 ft. + 40 ft./level)
Area 80-ft.-radius burst
Duration instantaneous
Saving Throw Reflex partial; see text; **Spell Resistance** yes

DESCRIPTION

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.

TELEPATHIC BOND

School divination; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (two eggshells from two different creatures)

EFFECT

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

DESCRIPTION

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*.

TELEPORT

School conjuration (teleportation); **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V

EFFECT

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)

DESCRIPTION

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 1 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.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

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TELEPORT OBJECT

School conjuration (teleportation); **Level** sorcerer/wizard 7

EFFECT

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)

DESCRIPTION

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

School conjuration (teleportation); **Level** sorcerer/wizard 7

DESCRIPTION

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

School conjuration (teleportation); **Level** sorcerer/wizard 9

CASTING

Casting Time 10 minutes
Components V, M (amber dust to cover circle worth 1,000 gp)

EFFECT

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

DESCRIPTION

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.

Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Perception 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*.

TEMPORAL STASIS

School transmutation; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 5,000 gp)

EFFECT

Range touch
Target creature touched
Duration permanent
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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).

TIME STOP

School transmutation; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range personal
Target you
Duration 1d4+1 rounds (apparent time); see text

DESCRIPTION

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*.

TONGUES

School divination; **Level** bard 2, cleric 4, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, M/DF (a clay model of a ziggurat)

EFFECT

Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

DESCRIPTION

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.

TOUCH OF FATIGUE

School necromancy; **Level** sorcerer/wizard 0

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CASTING

Casting Time 1 standard action
Components V, S, M (a drop of sweat)

EFFECT

Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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.

TOUCH OF IDIOCY

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target living creature touched
Duration 10 min./level
Saving Throw no; **Spell Resistance** yes

DESCRIPTION

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.

TREE SHAPE

School transmutation; **Level** druid 2, ranger 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 hour/level (D)

DESCRIPTION

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

School conjuration (teleportation); **Level** druid 5, ranger 4

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range personal
Target you
Duration 1 hour/level or until expended; see text

DESCRIPTION

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.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

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

School conjuration (healing); **Level** cleric 9

CASTING

Casting Time: 10 minutes
Components V, S, M, DF (diamond worth 25,000 gp)

DESCRIPTION

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.

TRUE SEEING

School divination; **Level** cleric 5, druid 7, sorcerer/wizard 6

CASTING

Casting Time 1 standard action
Components V, S, M (an eye ointment that costs 250 gp)

EFFECT

Range touch

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Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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*.

TRUE STRIKE

School divination; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, F (small wooden replica of an archery target)

EFFECT

Range personal
Target you
Duration see text

DESCRIPTION

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.

UNDEATH TO DEATH

School necromancy; **Level** cleric 6, sorcerer/wizard 6

CASTING

Components: V, S, M/DF (diamond powder worth 500 gp)

EFFECT

Area several undead creatures within a 40-ft.-radius burst
Saving Throw Will negates

DESCRIPTION

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

UNDETECTABLE ALIGNMENT

School abjuration; **Level** bard 1, cleric 2, paladin 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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)

DESCRIPTION

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

UNHOLY AURA

School abjuration [evil]; **Level** cleric 8

CASTING

Casting Time 1 standard action
Components V, S, F (A tiny reliquary worth 500 gp)

EFFECT

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)

DESCRIPTION

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).

UNHOLY BLIGHT

School evocation [evil]; **Level** cleric 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of string and a bit of wood)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one invisible, mindless, shapeless servant
Duration 1 hour/level

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Saving Throw none; **Spell Resistance** no

DESCRIPTION

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.

VAMPIRIC TOUCH

School necromancy; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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. 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.

VENTRILOQUISM

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action
Components V, F (parchment rolled into cone)

EFFECT

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

DESCRIPTION

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).

VIRTUE

School transmutation; **Level** cleric 0, druid 0, paladin 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target creature touched
Duration 1 min.
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject gains 1 temporary hit point.

VISION

School divination; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action

DESCRIPTION

This spell functions like *legend lore*, except that it works more quickly and 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.

WAIL OF THE BANSHEE

School necromancy [death, sonic]; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level within a 40-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You emit a terrible scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

WALL OF FIRE

School evocation [fire]; **Level** druid 5, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a piece of phosphorus)

EFFECT

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

DESCRIPTION

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

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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.

WALL OF FORCE

School evocation [force]; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M (powdered quartz)

EFFECT

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

DESCRIPTION

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*. *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.

WALL OF ICE

School evocation [cold]; **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M (a piece of quartz or rock crystal)

EFFECT

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

DESCRIPTION

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 any 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.

WALL OF STONE

School conjuration (creation) [earth]; **Level** cleric 5, druid 6, sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a small block of granite)

EFFECT

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

DESCRIPTION

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.

WARP WOOD

School transmutation; **Level** druid 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target 1 Small wooden object/level, all within a 20-ft. radius
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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).

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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. *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

School transmutation; **Level** cleric 3, druid 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (short reed or piece of straw)

EFFECT

Range touch
Target living creatures touched
Duration 2 hours/level; see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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.

WATER WALK

School transmutation [water]; **Level** cleric 3, ranger 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Targets one touched creature/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

School necromancy; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw no; **Spell Resistance** yes

DESCRIPTION

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

School necromancy; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw no; **Spell Resistance** yes

DESCRIPTION

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

School conjuration (creation); **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M (spider web)

EFFECT

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

DESCRIPTION

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 grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the webs, but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain.

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 one 5-foot square 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

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 9

EFFECT

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

DESCRIPTION

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.

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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.

WHISPERING WIND

School transmutation [air]; **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

DESCRIPTION

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

School transmutation [air]; **Level** cleric 6, druid 7

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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

School evocation [air]; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a tiny fan and an exotic feather)

EFFECT

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

DESCRIPTION

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.

WISH

School universal; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V, S, M (diamond worth 25,000 gp)

EFFECT

Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

DESCRIPTION

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 wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.

- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.

- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.

- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.

- Grant a creature a +1 inherent bonus to an ability score by permanently reducing another 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

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score, and inherent bonuses to a particular ability score do not stack, so only the best one applies. An ability score reduced in this way cannot be restored except through casting another *wish* (causing another ability score to drop).

- 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*.

- 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 gaining a permanent negative 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).

When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

WOOD SHAPE

School transmutation; **Level** druid 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

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)

DESCRIPTION

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 RECALL

School conjuration (teleportation); **Level** cleric 6, druid 8

CASTING

Casting Time 1 standard action
Components V

EFFECT

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)

DESCRIPTION

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

School illusion (glamer); **Level** bard 4

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range personal
Area 5-ft.-radius emanation centered on you
Duration 1 hour/level (D)

DESCRIPTION

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 Perception check to read lips can still reveal what's said inside a *zone of silence*.

ZONE OF TRUTH

School enchantment (compulsion) [mind-affecting]; **Level** cleric 2, paladin 2

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius emanation
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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.

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Running the Pathfinder RPG

You can use the *Pathfinder RPG* to tell all of the fantasy adventures you could with the 3.5 OGL system by simply replacing the rules in that document with their corresponding rules here. Most of the implications of these rule changes have been accounted for in this document, giving you all the tools you need to enjoy this Beta playtest version of the *Pathfinder RPG*. In some cases, entirely new rules may have been added to enhance play.

Encounters

Building encounters works a little bit differently in the *Pathfinder RPG*. When designing an encounter, your first decision is what level of challenge you want your PCs to face. Start by determining the average level of your player characters (or Average Party Level, APL for short). If your group contains six or more players, add one to their average level. If you group contains three or fewer players, subtract one from their average level. For example, if your group consists of six players, two of which are 4th level and four of which are 5th level, their APL is six (28 total levels, divided by six players, rounding up, and adding one to the final result). Next, refer to Table 12–1 to determine the Challenge Rating the group should face, depending on the difficulty of the challenge. Once you have the CR of the encounter, it is time to build it, using monsters, traps, and other hazards. Find the total XP award for the encounter using its CR on Table 12–3. Next, add creatures, traps, and hazards whose combined XP does not exceed this total. Each creature, trap, and hazard is worth an amount of XP determined by its CR, as noted on Table 12–3. Make sure to add the highest CR challenges to the encounter first, filling out the remaining total with lesser creatures.

For example, let's say you want your group of six 8th-level PCs to face a challenging encounter against a group of gargoyles (CR 4) and their stone giant boss (CR 8). The PCs

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Table 12-1: Encounter Design

Difficulty	Challenge Rating Equals...
Easy	APL –1
Average	APL
Challenging	APL +1
Hard	APL +2
Epic	APL +3

Table 12-2: CR Equivalencies

Number of Creatures	Equal to...
1 Creature	CR
2 Creatures	CR +2
3 Creatures	CR +3
4 Creatures	CR +4
6 Creatures	CR +5
8 Creatures	CR +6
12 Creatures	CR +7
16 Creatures	CR +8

have an APL of 9, and a challenging encounter for them is CR 10. A CR 10 encounter is worth 9,600 XP. The stone giant is CR 8 and is worth 4,800 XP, leaving us with 4,800 XP for the gargoyles. Gargoyles are CR 4 and are worth 1,200 XP each, meaning that the encounter can have four gargoyles. We could go one step further and include only three gargoyles, leaving us with 1,200 XP to spend on a trio of Small earth elemental servants (CR 1, each worth 400 XP) to work with the stone giant.

Adding NPCs: Creatures without racial Hit Dice are factored into combats a little differently than normal monsters or monsters with class levels. A creature that possesses class levels, but does not have any racial Hit Dice, is factored in as a creature with a CR equal to its class levels –2. A creature that only possesses non-player class levels (such as a warrior or adept) is factored in as a creature with a CR equal to its class levels –3.

High CR Encounters: The XP values for high CR encounters can seem quite daunting. Table 12–2 provides some simple formulas to help you manage these large numbers. When using a large number of identical creatures, this chart can help simplify the math by combining them into one CR, making it easier to find their total XP value. For example, using this chart, four CR 8 creatures (worth 4,800 XP each) are equivalent to a CR 12 creature (worth 19,200 XP).

Awarding Experience

The *Pathfinder RPG* uses its own unique experience point (XP) charts for determining character advancement. These charts add up to big numbers, but the characters earn correspondingly larger XP rewards for defeating monsters and overcoming roleplaying encounters.

As the game progresses, the GM should keep a list of the CRs of all the monsters, traps, obstacles, and roleplaying encounters overcome. At the end of each session, the GM should award XP to each PC that participated in the events of the session. Each monster, trap, and obstacle awards a set amount of XP, regardless of the level of the party in relation to the challenge. Challenges that have a CR of 10 or less than the APL do not award any experience points. Roleplaying encounters generally have a CR equal to the average level of the party (although particularly easy or hard roleplaying encounters might be one higher or lower). There are two methods for awarding XP. While one is more exact, it requires a calculator for ease of use. The other is slightly more abstract, but only requires simple addition.

Using the list of challenges defeated, look up the value of each CR on Table 12–3. For the more exact method, take the total XP awarded for each CR and add them up. Next, divide this total by the number of characters and award this amount to each party member. For the simpler method, take the individual XP awarded for each CR based on the size of your group and add them up. Award this amount to each character.

Story Awards

In addition to XP awarded for defeating monsters, players should be awarded experience points whenever they conclude a major storyline or make an important accomplishment. These awards should be worth an amount of experience points equal to two encounters of a CR equal to the APL. Particularly long or difficult story arcs might award even more, at the discretion of the GM.

Treasure

As PCs gain levels, the amount of treasure they carry and use increases as well. The *Pathfinder RPG* assumes that all of the PCs have roughly an equal amount of treasure and magic items, depending on their level. To accomplish this, the amount of treasure and magic items the PCs receive for their adventures is determined by the Challenge Rating of the monsters they face.

Table 12–4 lists the amount of treasure each PC is expected to have at a specific level. This table assumes an average fantasy game. Low fantasy games might have only half this value, while high fantasy games might have double the value. It is assumed that some of this treasure is consumed in the course of an adventure (such as potions and scrolls), and that some of the less useful items are sold for half value so more useful gear can be purchased. This table can also be used to purchase gear for characters above

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Table 12–3: Experience Point Awards

CR	Total XP	Individual XP 1–3	4–5	6+
1/8	50	15	15	10
1/6	65	20	15	10
1/4	100	35	25	15
1/3	135	45	35	25
1/2	200	65	50	35
1	400	135	100	65
2	600	200	150	100
3	800	265	200	135
4	1,200	400	300	200
5	1,600	535	400	265
6	2,400	800	600	400
7	3,200	1,070	800	535
8	4,800	1,600	1,200	800
9	6,400	2,130	1,600	1,070
10	9,600	3,200	2,400	1,600
11	12,800	4,270	3,200	2,130
12	19,200	6,400	4,800	3,200
13	25,600	8,530	6,400	4,270
14	38,400	12,800	9,600	6,400
15	51,200	17,100	12,800	8,530
16	76,800	25,600	19,200	12,800
17	102,400	34,100	25,600	17,100
18	153,600	51,200	38,400	25,600
19	204,800	68,300	51,200	34,100
20	307,200	102,000	76,800	51,200
21	409,600	137,000	102,400	68,300
22	614,400	205,000	153,600	102,400
23	819,200	273,000	204,800	137,000
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000

1st level. Higher level characters should spend no more than half their total wealth on any single item. For a balanced approach, PCs that are built after 1st level should spend no more than 25% of their wealth on weapons, 25% on armor and protective devices, 25% on other magic items, 15% on disposable items (like potions, scrolls, and wands), and 10% on ordinary gear and coins. Different character types might spend their wealth differently than these percentages allow (such as arcane casters who generally spend very little on weapons and a great deal more on other magic items and disposable items).

Table 12–5 lists the amount of treasure each encounter should award based on the average level of the PCs and the type of campaign (slow, medium, or fast XP). Easy encounters should award treasure one level lower than the PCs' average level. Challenging, hard, and epic encounters should award treasure one, two, or three levels higher than the PCs' average level, respectively. If you are running a low fantasy game, cut these values in half. If you are running a high fantasy game, double these values.

Encounters against NPCs typically award three times as much treasure as a normal encounter against monsters, due to their gear. To compensate for this, make sure to have the PCs face off against a pair of additional encounters that award little in the way of treasure. Alternatively, if the PCs face a number of creatures with little or no treasure, they should have the opportunity to acquire a number of significantly more valuable objects sometime in the near future to make up for the imbalance. As a general rule, PCs should not own any magic item worth more than half their total character wealth, so make sure to check before awarding expensive magic items.

MONSTERS

There are a wide variety of monsters available in the 3.5 rules set, from terrifying dragons to playful sprites. With only a few minor modifications, many of these monsters can be used as they are currently printed (see the conversion section). New monsters, however, should be built using the rules of the *Pathfinder RPG*.

Creating Monsters

Creating a monster is part science and part art. The following guidelines are provided to assist with the science half of monster creation. Along the way, you will find a number of tips to help balance the monster for its Challenge Rating (CR).

Step 1: Concept

The first step in creating a new monster is to define its concept and role in the game. Generally, this involves picking the monster's CR, its type, its appearance, and how it fights. Once you have these basic pieces of information, you should find a number of similar monsters of the same type and roughly the same CR for comparison purposes.

Step 2: Target Statistics

Once you have a creature's type and CR determined, use Table 12–6 to determine its approximate statistics by CR. These values are a rough guideline only. You will notice that many of the existing monsters in the 3.5 rules set do not follow these guidelines exactly. When referring to Table 12–6, keep the following points in mind.

CR: This is the approximate Challenge Rating of the monster. This number might change slightly as the design progresses.

Hit Points: This is the approximate hit point total for the monster. Note that a creature with a particularly

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Table 12-4: Character Wealth by Level

PC Level	Wealth
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

Table 12-5: Treasure Values Per Encounter

Average Party Level	Treasure per Encounter		
	Slow	Medium	Fast
1	170 gp	260 gp	400 gp
2	350 gp	550 gp	800 gp
3	550 gp	800 gp	1,200 gp
4	750 gp	1,150 gp	1,700 gp
5	1,000 gp	1,550 gp	2,300 gp
6	1,350 gp	2,000 gp	3,000 gp
7	1,750 gp	2,600 gp	3,900 gp
8	2,200 gp	3,350 gp	5,000 gp
9	2,850 gp	4,250 gp	6,400 gp
10	3,650 gp	5,450 gp	8,200 gp
11	4,650 gp	7,000 gp	10,500 gp
12	6,000 gp	9,000 gp	13,500 gp
13	7,750 gp	11,600 gp	17,500 gp
14	10,000 gp	15,000 gp	22,000 gp
15	13,000 gp	19,500 gp	29,000 gp
16	16,500 gp	25,000 gp	38,000 gp
17	22,000 gp	32,000 gp	48,000 gp
18	28,000 gp	41,000 gp	62,000 gp
19	35,000 gp	53,000 gp	79,000 gp
20	44,000 gp	67,000 gp	100,000 gp

high Armor Class, high saving throws, or a number of resistances might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average Armor Class for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind.

Designer Notes: High and Low Fantasy

Magic items are an important component of a PC's arsenal. If you want to run a low fantasy campaign where magic is rare, treat all of your PCs as if they were one level lower when designing challenges for them. If you want to run a high fantasy campaign where magic is common, treat all of your PCs as if they were one level higher when creating encounters. You might need to make other adjustments along the way, especially with a low magic campaign (creatures with damage reduction become especially difficult to hurt).

Creatures with hit points above the average often have lower Armor Class values to compensate.

High Attack: This the average total attack bonus for a creature of this CR that is primarily a melee or ranged combatants. Creatures with a higher than normal average damage typically have a lower attack value to compensate. Creatures with a lower than normal average damage typically have a higher attack value.

Low Attack: This is the average total attack bonus for a creature of this CR that does not rely upon melee or ranged attacks to deal damage. This typically includes most creatures that rely upon spells and spell-like abilities in combat.

High Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. The amount of damage dealt by a creature might decrease if its attack bonuses are higher than normal. To determine a creature's average damage, add the average value for all the damage dice

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Table 12-6: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	High Avg. Damage	Low Avg. Damage	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	5	11	1	0	4	3	11	8	3	0
1	10	12	2	1	6	4	12	9	4	1
2	20	14	4	3	8	6	13	9	4	1
3	30	15	6	4	10	7	14	10	5	2
4	40	17	8	6	13	9	15	10	7	3
5	55	18	10	7	16	12	15	11	8	4
6	70	19	12	9	20	15	16	11	8	5
7	85	21	13	9	24	18	17	12	9	6
8	100	22	15	11	29	21	18	12	11	7
9	115	23	17	12	34	25	18	13	12	8
10	130	25	18	13	40	30	19	13	12	8
11	145	26	19	14	46	34	20	14	13	9
12	165	27	21	15	53	39	21	15	15	11
13	185	29	22	16	60	45	21	15	16	12
14	200	30	23	17	68	51	22	16	16	12
15	220	31	24	18	76	57	23	16	17	13
16	240	33	26	19	85	63	24	17	19	14
17	270	34	27	20	94	70	24	18	20	15
18	300	35	28	21	104	78	25	18	20	16
19	330	37	29	21	114	85	26	19	20	16
20	370	38	30	22	125	93	27	20	22	17

Table 12-7: Creature Hit Dice

Creature Type	Challenge Rating																				
	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aberration	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Animal	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Construct	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Dragon	1	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	18	20	22	24	26
Elemental	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Fey	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Giant	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Humanoid	1	2	4	5	6	8	10	11	13	15	16	17	19	21	23	25	27	29	32	35	38
Magical Beast	1	1	2	3	4	6	7	8	10	11	12	13	14	16	17	18	19	21	22	24	26
Mon. Humanoid	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Ooze	1	2	3	4	5	7	9	10	12	14	15	16	17	19	21	23	25	27	29	31	34
Outsider	1	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	18	20	22	24	26
Plant	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Undead	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Vermin	1	2	4	5	6	8	10	11	13	15	16	17	19	21	23	25	27	29	32	35	38

rolled (as determined by Table 12–10) to the damage modifier for each attack.

Low Average Damage: Like the high average damage, this is the amount of damage dealt by a creature of this CR if all of its attacks are successful. A creature that relies on melee or ranged weapons in combat should not have an average amount of damage lower than this number.

Primary Ability DC: This is the average Difficulty Class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on

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Table 12-8: Size

Size	Minimum CR	Maximum CR	Base Str	Base Dex	Base Con	Primary Attack	Secondary Attack
Fine	—	2	1	18	8	1	1
Diminutive	—	4	1	16	8	1d2	1
Tiny	—	6	2	14	8	1d3	1d2
Small	—	—	6	12	8	1d4	1d3
Medium	—	—	10	10	10	1d6	1d4
Large	2	—	18	8	14	1d8	1d6
Huge	4	—	26	6	18	2d6	1d8
Gargantuan	6	—	34	6	22	2d8	2d6
Colossal	8	—	42	6	26	4d6	2d8

such attacks in combat. Generally, a DC should not be lower than this number.

Good Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's poor saving throws.

Step 3: Hit Dice

The next step in creating a monster is to determine the approximate number of Hit Dice it has. Hit Dice determine a wide variety of other statistics that the creature has, including its feats, skills, hit points, attack bonus, and special ability DCs.

A creature's total number of Hit Dice depends on a number of factors, but the two most important are its CR and its type. Table 12–7 gives an average number of Hit Dice for each creature type, depending on its CR. While many of the monsters in the 3.5 rules set are close to these values, some are not. This is because they have higher or lower average hit points, due to their Armor Class or resistances. Some creatures, such as dragons and some outsiders, might vary from these numbers by a fair margin.

Step 4: Size

Now that you have the creature's average statistics, it is time to pick its size. Most creatures range in size from Small to Huge, but other sizes are not uncommon. A creature's size sets a baseline for its physical ability scores and its natural weapon damage. You should pick a size that fits the creature's role and Challenge Rating. Generally, creatures above Large have a high CR, whereas small creatures have a low CR. See table 12–8 for more information.

Minimum CR: Creatures of this size should be the listed CR or higher.

Maximum CR: Creatures of this size should be the listed CR or lower.

Base Strength: This is the average Strength score for a creature of this size. Your creature might vary significantly from this number.

Base Dexterity: This is the average Dexterity score for a creature of this size. Your creature might vary significantly from this number.

Base Constitution: This is the average Constitution score for a creature of this size. Your creature might vary significantly from this number.

Primary Attack: This is the typical damage dice rolled for the natural attack of a creature of this size. This value is used for the primary attack of a creature, such as its bite.

Secondary Attack: This is the typical damage dice rolled for the natural attack of a creature of this size. This value is used for the secondary attacks of a creature, such as claws, stings, tails, tentacles, or wings.

Step 4: Abilities

Once you have determined a creature's size, type, and Hit Dice, it is time to move on to its ability scores. The bonuses granted from these ability scores should increase a creature's hit points, attack bonuses, and saving throws to the approximate values presented on Table 12–6.

A creature's physical ability scores (Strength, Dexterity, and Constitution) should be relatively close to the base values presented on Table 12–8, depending on its size. A creature's overall concept should determine the final scores. For example, an agile Huge creature might have a Dexterity of 16, whereas an agile Tiny creature might have a Dexterity of 24. As a general note, creatures that focus on melee combat should have a Strength score above the listed base, whereas those that focus on ranged should have a higher Dexterity. Creatures with a low number of Hit Dice but a high average hit point total should have a higher than normal Constitution.

A creature's mental ability scores (Intelligence, Wisdom, and Charisma) are largely defined by the creature's concept. The base for all of these abilities is 10, so a score that is above or below that value should be a part of the

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Table 12-9: Creature Statistics by Type

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Ranks*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.
** Creatures with an Intelligence score of "—" gain no skill points or feats.

creature's concept. Creatures that rely on spells and spell-like abilities in combat should have one mental ability score that stands out (usually Charisma). The DC for these abilities is based off one of these three scores. Animals and other creatures incapable of speech have an Intelligence score of 2 or lower. Unintelligent undead, constructs, oozes, plants, and vermin do not always have an Intelligence score. Any mental ability score above 20 is considered superhuman.

Step 5: Skills and Feats

Using Table 12–9, determine how many skill points your creature has based on its type and Hit Dice. Assign these points as determined by the creature's concept. Any skill that the creature has ranks in is considered a class skill for the creature. Any skill without assigned skill points is not a class skill for the creature, even if advanced versions of the creature have ranks in those skills. Creatures with a low Intelligence typically only have ranks in Dexterity- and Strength-based skills.

After you have assigned skills, it is time to assign the creature's feats. Each creature with an Intelligence score receives a number of feats equal to 1 + 1 per 3 Hit Dice. A creature must qualify to take a feat as normal.

Step 6: Other Statistics

Using Table 12–9, you can now determine a number of the creature's statistics, including its Armor Class, attack bonuses and damage, combat maneuver modifier, hit points, initiative modifier, saving throws, and speed.

When building a creature's Armor Class, start by adding armor, shield, and natural armor bonuses to its Dexterity modifier. If a creature does not wear armor, give it a tougher hide to get it near its average AC. Remember that a creature with a higher hit point total might have a lower Armor Class, whereas a creature with fewer hit points might have a higher Armor Class. If a creature's Armor Class deviates from the average by more than five points, it might not be the right CR. Note that undead use their Charisma bonus in place of their Constitution bonus when determining hit points (although skeletons, zombies, and other mindless undead should have their Charisma scores set to 10).

When determining a creature's attack bonuses, refer to the guidelines from Table 12–6 based on the creature's CR. If the bonus is too low, consider increasing the creature's Strength or Dexterity, or increase the amount of damage it deals to above the average. If the bonus is too high, consider decreasing the creature's Strength or Dexterity, or decrease the amount of damage it deals. If this value is significantly different and the creature is intended to rely on melee or ranged attacks, consider adjusting the creature's CR.

Use Table 12–10 to determine the number of damage dice, combined with damage bonuses, the creature needs to reach the average damage for its CR. The creature might need additional or more damaging attacks to approach the average. Remember that creatures that primarily deal damage with other abilities, such as spells, do not need to meet the average damage for their attacks. You can also use Table 12–10 to determine a creature's average hit points.

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Repeat this process for a creature's saving throws. If the saving throws are too high, consider altering the ability scores on which they are based.

When determining a creature's speed, first decide if it has any alternative modes of movement, such as burrowing, climbing, flying, or swimming. Most Medium creatures have a base land speed of 30 feet. Quadrupeds and Large creatures increase this by 10 feet each. Small creatures decrease this base land speed by 10 feet. If a creature is particularly fast or slow, modify the base land speed by 10 feet. Burrowing and climbing speeds are usually one half of a creature's base land speed, while flying speeds are roughly double. Remember to give a creature the appropriate skills for any unusual movement methods.

Table 12-10: Average Die Results

Die Type	Average Result
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

Step 7: Special Abilities and Qualities

Up to this point, the creature only has abilities and qualities that any character might attain. Creatures are different from characters based on classes in that they receive a number of special abilities and qualities. Each of these is tied closely to the creature's concept, allowing it to fill a specific role in the game. These abilities and qualities can take nearly any form, from a breath weapon to spells, damage reduction to tremorsense. For examples, look at existing monsters from the 3.5 rules set.

When designing your own abilities, keep the following guidelines in mind. Most special abilities that cause damage, such as breath weapons, give a save (Fortitude, Reflex, or Will depending on the ability). The DC for almost all special abilities is equal to 10 + 1/2 the creature's Hit Dice + a relevant ability modifier (usually Constitution or Charisma depending on the ability). Special abilities that add to melee and ranged attacks generally do not allow a save, as they rely on the attacks hitting to be useful.

There are a host of special qualities and defenses to make your creature tougher. As a general rule, the higher the CR, the more prevalent these abilities are. Resistances to certain energy types and special senses are common in CR 5 creatures and lower. Damage reduction, energy immunities, and regeneration become more common in creatures above CR 5. Spell resistance and immunities become more common above CR 10. Note that these are just guidelines; some low-CR creatures possess spell resistance and not all high CR creatures have energy resistance. Excessive immunities and resistances should either increase a creature's CR or lower its Hit Dice and hit point total.

Step 8: Treasure

Unless a creature uses its treasure, most creatures do not use equipment. A creature should have an amount of treasure appropriate to its CR. See Table 12–5 for a list of treasure totals based on CR. For most creatures, its treasure consists of the loot from its recent meals that are strewn across its lair. For others, it represents equipment or valuable trophies from its past victims. Make sure to account for any weapons or armor that the creature is using, as determined by step 7.

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Step 9: Details

Now that you have all of the creature's statistics sorted out, it is time to fill in all the details, such as name, alignment, space, reach, environment, and ecology. You should determine whether or not the creature acts alone or as part of group. If the creature tends to keep other creatures as pets, you should note that too and plan your encounters appropriately. Finally, you should build a few simple encounters using the creature to figure out if it works the way you intended, comparing it to other similar creatures.

CONVERSION

There are two ways to convert existing 3.5 OGL adventures, monsters, and other game content to work with the *Pathfinder RPG*. The first option is incredibly simple and requires next to no work on the part of the GM. The second option requires a small amount of work, adjusting options and rules that are altered for the *Pathfinder RPG*.

Option 1: Quick Conversion

The simplest option in converting existing material to work with the *Pathfinder RPG* is to use the content as is. The *Pathfinder RPG* is designed with ultimate flexibility in mind, and many of its changes are in smaller subsystems that are easily substituted. Despite this, there are still some things to keep in mind.

Monsters and NPCs will be slightly less powerful than their *Pathfinder RPG* counterparts. They have a

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few less abilities, feats, and skills. While this shouldn't unbalance encounters too much, you might want to make a few "on the fly" adjustments when needed, such as giving an important high-level villain a few extra feats, powers, and hit points appropriate for his class. Bards, rangers, rogues, sorcerers, and wizards should all receive 1 additional hit point per level. Make sure to also add 1 additional hit point for each level the character has in its favored class.

Some of the rules systems work a bit differently. For example, the listed grapple modifiers for creatures do not exactly match the same creature's combat maneuver bonus unless the creature is Medium. It is important to remember that a number of skills have changed. Keep the bonus for these skills and allow use of the new combined skills normally, treating them as trained if the converted creature or character possesses any ranks in the equivalent skills from the old system.

Existing adventures assume the fast experience point progression. If you want your campaign to follow one of the slower progressions, you will need to adjust the difficulty of longer adventures which assume that the PCs reach a certain level by the conclusion. This can be accomplished by reducing the challenges they face or by adding additional encounters to allow the PCs to gain more XP, or you can always continue to use the existing XP charts.

Converting characters is simple as well. Most classes don't lose abilities and most gain a number of new powers. Simply add these new powers to the existing characters. Each character will also need to rebuild their feat and skill selections. To determine a character's current XP total, determine if the character is beyond halfway to his next level. If he is, set his XP total to the halfway mark between his current level and the next level. If he is not, set his XP total to the beginning of his current level's XP total. If you prefer a more precise method, use percentages instead.

Option 2: Complete Conversion

Complete conversion requires a bit more work, as it requires rebuilding the skills, feats, and powers of all of the monsters and NPCs in the existing product. To help you with this, here are a few simple guidelines.

Apply racial modifiers first, as these have the largest effect on a creature's stat block. Generally, this means that one ability increases by +2, and all skills and checks related to that ability increase by +1.

Rebuild the creature's skills. Determine the number of skill ranks the creature should have and use those to purchase all of the skills the creature had before conversion. Apply excess skill ranks to appropriate skills. In general, assume that any skill that the monster had ranks in before conversion is a class skill for the monster after conversion. Remember that creatures with a natural flight ability always consider Fly a class skill.

Rebuild the creature's feats. As of this release, monsters do not change in this regard. Since none of the prerequisites for any of the feats have changed, simply check to make sure that a given feat was not removed due to redundancy. Add additional feats to creatures with levels in a character class, paying special attention to combat feats.

Check hit points. On average, bards, rangers, rogues, sorcerers, and wizards should all receive 1 additional hit point per level. Monsters are unchanged as of this release. Make sure to also add 1 additional hit point for each level the character has in its favored class.

Calculate the creature's combat maneuver bonus (CMB).

If the creature has levels of cleric or wizard, remove any bonus spells granted due to domains or school specialization. Add the new abilities granted by domains and arcane schools.

Determine the creature's XP total. If it is a monster, refer to Table 12–3 to find its XP value. If it is a PC, determine how close the character was to the next level as a percentage and use that percentage to determine the character's exact XP total using Table 4–1.

Apply the guidelines from the Quick Conversion option as needed.

Power Level

Characters built using the *Pathfinder RPG* rules (and some of the options from the later 3.5 rule supplements) are slightly more powerful than their counterparts. There are two ways you can account for this. First, you can adjust the challenges in the adventures accordingly, either by adding a few extra monsters or by simply giving the monster more hit points. Alternatively, you can treat characters that use these rules as one level higher when building challenges or choosing a published adventure. Note that this advantage becomes less relevant at higher levels (above 10th), meaning that fewer adjustments are necessary.

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Additional Rules

This chapter contains rules to help the GM adjudicate the game world, including rules for dungeons and their features, traps, various types of terrain, and environmental hazards.

Dungeons

Of all the places that an adventurer might be found, none is more common than the dungeon. These labyrinths full of deadly traps, hungry monsters, and priceless treasure test every skill a character possesses.

Types of Dungeons

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.

Ruined Structure: Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Occupied Structure: This type of dungeon is still in use. Creatures (usually intelligent) live there, although they might not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around. The inhabitants might have a communication system, and they almost certainly control an access to the outside.

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Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

Safe Storage: When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Builders of vaults or tombs often use undead creatures or constructs, both of which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon that disappear when their task is done.

Natural Cavern Complex: Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of dungeon, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it.

Dungeon Terrain

The following rules cover the basics of terrain that can be found in a dungeon.

Walls

Sometimes, masonry walls—stones piled on top of each other (usually but not always held in place with mortar)—divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they're generally easy to climb.

Masonry Walls: The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often, these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

Superior Masonry Walls: Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less

Table 13-1: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points[1]	Climb DC
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated[2]	—	+20	x2	x2[3]	—

1 Per 10-foot-by-10-foot section.

2 These modifiers can be applied to any of the other wall types.

3 Or an additional 50 hit points, whichever is greater.

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cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).

Hewn Stone Walls: Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an "other side" (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

Unworked Stone Walls: These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp, since it's water that most frequently creates natural caves. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

Reinforced Walls: These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.

Iron Walls: These walls are placed within dungeons around important places such as vaults.

Paper Walls: Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.

Wooden Walls: Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.

Magically Treated Walls: These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points of a wall and add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling 2 + one-half the caster level of the magic reinforcing the wall. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 1,500 gp for each 10 foot-by-10-foot wall section.

Walls with Arrow Slits: Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

Floors

As with walls, dungeon floors come in many types.

Flagstone: Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

Uneven Flagstone: Over time, some floors can become so uneven that a DC 10 Acrobatics check is required to run or charge across the surface. Failure means the character can't move that round. Floors as treacherous as this should be the exception, not the rule.

Hewn Stone Floors: Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Acrobatics check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Light Rubble: Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Acrobatics checks.

Dense Rubble: The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks, and it adds 2 to the DC of Stealth checks.

Smooth Stone Floors: Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.

Natural Stone Floors: The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along paths.

Slippery: Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Acrobatics checks by 5.

Grate: A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed to not move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground

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streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Acrobatics checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Acrobatics checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Transparent Floor: Transparent floors, made of reinforced glass or magic materials (even a *wall of force*), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

Sliding Floors: A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

Trap Floors: Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

Doors

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and iron.

Wooden Doors: Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well-maintained (not stuck) and unlocked, although important areas are locked up if possible.

Stone: Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

Iron: Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

Locks, Bars, and Seals: Dungeon doors might be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a

Table 13-2: Doors

				Break DC	
Door Type	Typical Thickness	Hardness	Hit Points	Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1-1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25[1]	25[1]
Portcullis, iron	2 in.	10	60 hp	25[1]	25[1]
Lock	—	15	30 hp	—	—
Hinge	—	10	30 hp	—	—

1 DC to lift. Use appropriate door figure for breaking.

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sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table 13–2. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

DC 10 or Lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26 or Higher: a door that only an exceptionally strong person has a hope of breaking.

Locks: Dungeon doors are often locked, and thus the Disable Device skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

The Disable Device DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.

A special door might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

Stuck Doors: Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

Barred Doors: When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Magic Seals: In addition to magic traps, spells such as *arcane lock* can discourage passage through a door. A door with an *arcane lock* spell on it is considered locked even if it doesn't have a physical lock. It takes a *knock* spell, a *dispel magic* spell, or a successful Strength check to get through such a door.

Hinges: Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)

Standard Hinges: These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges: These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots: Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Secret Doors: Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining

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the area finds a secret door, if one exists, on a successful Perception check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they might pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, *phase door*, that allows them to create a magic secret door that only they can use.

Magic Doors: Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against *disintegrate* and other similar spells. A magic door might not lead into the space behind it, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.

Portcullises: These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

Walls, Doors, and Detect Spells

Stone walls, iron walls, and iron doors are usually thick enough to block most *detect* spells, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. A secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most *detect* spells.

Cave-Ins and Collapses (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they might be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

Slimes, Molds, and Fungi

In a dungeon's damp, dark recesses, molds and fungi thrive. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (although most are unappealing or odd-tasting).

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

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A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Yellow Mold (CR 6): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold,* instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in clumps that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

TRAPS

Traps are a common danger in dungeon environments. From gouts of white-hot flame to a hail of poisoned darts, traps can serve to protect a valuable treasure or to stop intruders from proceeding.

Elements of a Trap

All traps—mechanical or magic—have the following elements: trigger, reset, Perception DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps might also include optional elements, such as poison or a bypass. These characteristics are described below.

Type

A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat.

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

Mechanical: Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the characters receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Perception check detect a simple mechanical trap before it is triggered. A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Perception check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Magic: Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Perception check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Perception check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level × 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Perception and Disable Device DCs

The builder sets the Perception and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Perception and Disable Device checks is 20. Raising or lowering either of these DCs affects the CR (Table 13–3).

Magic Trap: The DC for both Perception and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class

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feature can attempt a Perception check or a Disable Device check involving a magic trap. These DCs do not affect the trap's CR.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Perception checks. A successful Stealth check, magical *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Perception bonus conferred on the trap depend on the spell chosen, as shown.

Spell	Sight Range	Perception Bonus
arcane eye	Line of sight (unlimited range)	+20
clairvoyance	One preselected location	+15
true seeing	Line of sight (up to 120 ft.)	+30

If you want the trap to "see" in the dark, you must either choose the *true seeing* option or add *darkvision* to the

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trap as well. (*Darkvision* limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Duration

Unless otherwise stated, most traps have a duration of instantaneous, that is; once triggered, they have their effect and then stop functioning. Some traps have a duration measured in rounds. Such traps continue to have their listed effect each round at the top of the initiative order (or whenever they were activated, if they were triggered during combat).

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again. Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it. Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism: something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Disable Device check to open.

Hidden Switch: A hidden switch requires a DC 25 Perception check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Perception check to locate and a DC 30 Disable Device check to open.

Effect

The effect of a trap is what happens to those who spring it. Usually, this takes the form of either damage or a spell effect, but some traps have special effects. A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Acrobatics skill, the Climb skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Perception check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. If she was running or moving recklessly at the time, however, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer might put

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spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit typically deal damage as daggers, with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself. Some traps might have more dangerous spikes at their bottom.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whomever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high Strength rating, which provides the trap with a bonus on damage equal to its Strength rating. These traps deal whatever damage their ammunition normally does. If a trap is constructed with a high Strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus. These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level × 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps might incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table 13–3: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features.

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features.

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay. Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table 13–3. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Sample Traps

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

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ARROW TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +15 ranged (1d8+1/×3)

PIT TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20 ft. deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

POISONED DART TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d3 plus greenblood oil)

SWINGING AXE TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

BURNING HANDS TRAP **CR 2**

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft.-cone)

JAVELIN TRAP **CR 2**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6+6)

SPIKED PIT TRAP **CR 2**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10 ft. deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

ACID ARROW TRAP **CR 3**

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

CAMOUFLAGED PIT TRAP **CR 3**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30 ft. deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square area)

ELECTRICITY ARC TRAP **CR 4**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

WALL SCYTHE TRAP **CR 4**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (2d4+6/×4)

FALLING BLOCK TRAP **CR 5**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

FIREBALL TRAP **CR 5**

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

FLAME STRIKE TRAP **CR 6**

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

WYVERN ARROW TRAP **CR 6**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/×3)

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FROST FANGS TRAP **CR 7**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect jets of freezing water (3d6 cold damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 40-ft.-square chamber)

SUMMON MONSTER VI TRAP **CR 7**

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*summon monster VI*, summons 1 Large elemental)

CAMOUFLAGED SPIKED PIT TRAP **CR 8**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50 ft. deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+3 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

INSANITY MIST TRAP **CR 8**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect poison gas (insanity mist); never-miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

HAIL OF ARROWS TRAP **CR 9**

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger visual (*arcane eye*); **Reset** repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

SHOCKING FLOOR TRAP **CR 9**

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none

Effect spell effect (*shocking grasp*, Atk +9 melee touch (4d6 electricity damage)); multiple targets (all targets in a 40-ft. square room)

ENERGY DRAIN TRAP **CR 10**

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger visual (*true seeing*); **Reset** none

Effect spell effect (*energy drain*, Atk +10 ranged touch, 2d4 temporary negative levels, DC 23 Fortitude negates after 24 hours)

CHAMBER OF BLADES TRAP **CR 10**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 1d4 rounds; **Reset** repair

Effect Atk +20 melee (3d8+3); multiple targets (all targets in a 20-ft. square chamber)

CONE OF COLD TRAP **CR 11**

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*cone of cold*, 15d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-ft. cone)

POISONED PIT TRAP **CR 12**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50 ft. deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+4 damage each plus poison (shadow essence)); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

MAXIMIZED FIREBALL TRAP **CR 13**

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*fireball*, 60 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft. radius burst)

HARM TRAP **CR 14**

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*harm*, +6 melee touch, 130 damage, DC 19 Will save for half, cannot be reduced to less 1 hit point)

CRUSHING STONE TRAP **CR 15**

Type mechanical; **Perception** DC 30; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** manual

Effect Atk +20 melee (14d6); multiple targets (all targets in a 10-ft. square)

EMPOWERED DISINTEGRATE TRAP **CR 16**

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (empowered *disintegrate*, +9 ranged touch, 30d6 damage plus 50%, DC 19 Fort save reduces the damage to 5d6 plus 50%)

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LIGHTNING BOLT GALLERY TRAP **CR 17**

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none

Effect spell effect (heightened *lighting bolt*, 8d6 electricity damage, DC 16 Reflex save for half); multiple targets (all targets in a 60-ft. square chamber)

DEADLY SPEAR TRAP **CR 18**

Type mechanical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger sight (*true seeing*); **Reset** manual

Effect Atk +20 ranged (1d8+6 plus black lotus poison)

METEOR SWARM TRAP **CR 19**

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (meteor swarm, 4 meteors at separate targets, +9 ranged touch, 2d6 plus 6d6 fire (no save on a hit), DC 23 Reflex save for half damage on a miss, 18d6 fire damage from other meteors, DC 23 Reflex save for half damage); multiple targets (four targets, no two of which can be more than 40 ft. apart)

DESTRUCTION TRAP **CR 20**

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (heightened *destruction*, 190 damage, DC 23 Fortitude save reduces damage to 10d6)

Designing a Trap

Designing new traps is a simple process. Start by deciding what type of trap you want to create.

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table 13–3) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table 13–4). If a player character wants to design and construct a magic trap, he, or an ally, must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires—or, failing that, he must be able to hire an NPC to cast the spells for him.

Table 13-3: CR Modifiers for Mechanical Traps

Feature	CR Modifier
Perception DC	
15 or lower	–1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3
Disable Device DC	
15 or lower	–1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	–1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	–2
+1 to +5	–1
+6 to +10	—
+11 to +15	+1
+16 to +20	+2
Touch attack	+1
Damage/Effect	
Average damage	+1 per 10 points of average damage
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Automatic reset	+1
Liquid	+5
Multiple targets (non-damage)	+1
Never-miss	+2
Poison	CR of poison
Black adder venom	+1
Black lotus extract	+8
Bloodroot	+1
Blue whinnis	+1
Burnt othur fumes	+6
Deathblade	+5
Dragon bile	+6
Giant wasp poison	+3
Greenblood oil	+1
Insanity mist	+4
Wyvern poison	+5
Large scorpion venom	+3
Malyss root paste	+3
Medium spider venom	+2
Nitharit	+4
Purple worm poison	+4
Sassone leaf residue	+3
Shadow essence	+3
Small centipede poison	+1
Terinav root	+5
Ungol dust	+3
Proximity or visual trigger	+1

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Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see Table 13–3) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table 13–4).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. If the trap is designed to hit more than one target, multiply this value by 2. If the trap is designed to deal damage over a number of rounds, multiply this value by the number of rounds the trap will be active (or the average number of rounds, if the duration is variable). Use this value to adjust the Challenge Rating of the trap, as indicated on Table 13–3. Damage from poisons does not count toward this value, but damage from a high Strength rating, pit spikes, and extra damage from multiple attacks do.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none of them depend on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Table 13-4: CR Modifiers for Magic Traps

Feature	CR Modifier
Highest-level spell effect	+ Spell level
Damaging spell effect	+1 per 10 points of average damage

Mechanical Trap Cost

The cost of a mechanical trap is 1,000 gp × the trap's Challenge Rating. If the trap uses spells in its trigger or reset, add those costs separately. If the trap cannot be reset, divide the cost in half. If the trap has an automatic reset, increase the cost by half (+50%).

After you've determined the cost by Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps.

Magic Device Trap Cost

Building a magic device trap involves the expenditure of gp and requires the services of a spellcaster. Table 13–5 summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC).

The costs derived from Table 13–5 assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them, those costs must be factored in as well.

A magic device trap takes 1 day to construct per 500 gp of its cost.

Table 13-5: Cost Modifiers for Magic Device Traps

Feature	Cost Modifier
Alarm spell used in trigger	—
One-Shot Trap	
Each spell used	+50 gp × caster level × spell level
Material components	+Material component costs
Automatic Reset Trap	
Each spell used	+500 gp × caster level × spell level
Material components	+Material component costs × 100 gp

Table 13-6: Craft (Trapmaking) DCs

Trap CR	Base Craft (Trapmaking) DC
1–5	20
6–10	25
11–15	30
16+	35
Additional Components	**Modifier to Craft (Trapmaking) DC**
Proximity trigger	+5
Automatic reset	+5

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

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Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap, determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

Wilderness

Outside the safety of city walls, the wilderness of the world is a dangerous place, and many adventurers have gotten lost in its trackless wilds or fallen victim to deadly weather. The following rules give you a guideline on running adventures in a wilderness setting.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country might become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they might become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night might be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain might become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Terrain	Survival DC
Moor or hill, map	6
Mountain, map	8
Moor or hill, no map	10
Poor visibility	12
Mountain, no map	12
Forest	15

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances might make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they might get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded at discerning the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Forest Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three

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categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Forest Terrain Features

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics and Stealth checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep.

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Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 3d6 × 10 feet. In a medium forest, this distance is 2d8 × 10 feet, and in a dense forest it is 2d6 × 10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes sound-based Perception checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1.

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as 2d6 × 100 feet by a character who makes a Perception check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Perception checks, the fire moves closer to them. They automatically see it when it closes to half the original distance. With proper elevation, the smoke from a forest fire can be spotted as far as 10 miles away.

Characters who are blinded or otherwise unable to make Perception checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4 × 10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire might find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. In addition, those wearing metal armor or who come into contact with very hot metal are affected as if by a *heat metal* spell.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and continue to be at risk once per minute thereafter.

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

Marsh Terrain Features

	Marsh Category	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

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Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest. A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Chapter 5).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 10 feet. In a swamp, this distance is 2d8 × 10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to use Stealth in a marsh.

Hills Terrain

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain Features

	Hills Category	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, athough they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Acrobatics and Stealth checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 2d10 × 10 feet. In rugged hills, this distance is 2d6 × 10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

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Mountain Terrain

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain Features

	Mountain Category		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically 2d6 × 10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 × 10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8 × 10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4 × 10 feet tall in rugged mountains and 2d8 × 10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4 × 10 feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they might be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Perception check for detecting the nearby presence of others can succeed is 4d10 × 10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of sound-based Perception checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10 × 500 feet downslope by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Perception check can hear the avalanche or landslide when it is 1d6 × 500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get

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out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 × 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Desert Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold desert), rocky deserts (often temperate), and sandy deserts (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. During the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table below describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra might contain either light undergrowth or an ice sheet, but not both.

Desert Terrain Features

	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

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Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks increases by 5, and the DC of Stealth checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (as described in Mountain Terrain). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Sandstorms

A sandstorm reduces visibility to 1d10 × 5 feet and provides a –4 penalty on Perception checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Plains Terrain

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Terrain Features

	Plains Category		
	Farm	Grassland	Battlefield
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the Desert Terrain section.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

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Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 40 feet, although the specifics of your map might restrict line of sight. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Aquatic Terrain

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear, and 1d8 × 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor).

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on Table 13–7. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Floods

In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

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During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4 × 50%. Fords might disappear for days, bridges might be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

Urban Adventures

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at an inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

Law Enforcement: The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

Weapon And Spell Restrictions

Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.

The city's laws might not affect all characters equally. A monk isn't hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city's gates.

Urban Features

Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below.

Walls and Gates

Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connects the tower's stories and its roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Disable Device DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the keys to the towers secured on her person, and second copies are in the city's inner fortress or barracks.

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Table 13-7: Combat Adjustments Underwater

Condition	Slashing or Bludgeoning	Attack/Damage Tail	Movement	Off Balance?[4]
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half[1]	–2/half	quarter or half[2]	No
Firm footing[3]	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1 A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.
2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down: at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers

A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

Siege Engines

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Catapult, Heavy: A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 13–8. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Finally, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four

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full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).

A heavy catapult takes up a space 15 feet across.

Catapult, Light: This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.

A light catapult takes up a space 10 feet across.

Ballista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a –4 penalty on attack rolls when using a ballista, and a Small creature takes a –6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

Ram: This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the –4 penalty for lack of proficiency. It's not possible to be proficient with this device. In addition to the damage given on Table 13–8, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram.

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

Siege Tower: This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside push it at a base land speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1) × 5 feet)], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Acrobatics checks by 2.

Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Crowds: Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead, just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Stealth check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and beneath the Streets

Rooftops: Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Acrobatics check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Acrobatics check. Moving up and down across the peak of a roof requires a DC 10 Acrobatics check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3 × 5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Acrobatics skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Sewers: To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered

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Table 13-8: Siege Engines

Item	Cost	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp	6d6	—	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	—	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19–20	120 ft.	1
Ram	1,000 gp	3d6*	—	—10	
Siege tower	2,000 gp	—	—	—20	

* See description for special rules.

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)

with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

City Buildings

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

City Lights

If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Stealth checks.

Weather

Weather can play an important role in an adventure.

Table 13–9 is an appropriate weather table for general use, and can be used as a basis for a local weather table. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods. A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph (see Table 13–10). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours. Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

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Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table 13–10 on the following page.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below might produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Perception checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 13–10 for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. There is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table 13–10). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes between 4d8 and 10d8 points of electricity damage. One in ten thunderstorms is accompanied by a tornado.

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a Fortitude save or face the effects based on the size of the creature (see Table 13–10). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

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Table 13-9: Random Weather

d%	Weather	Cold Climate	Temperate Climate[1]	Desert
01–70	Normal weather	Cold, calm	Normal for season[2]	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm[3]	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard[4], hurricane, tornado	Downpour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.
2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table 13–10), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Perception checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a –4 penalty. This is the velocity of wind produced by a *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Sound-based Perception checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Sound-based Perception checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are sound-based Perception checks. Instead of being blown away (see Table 13–10), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

The Environment

Environmental hazards specific to one kind of terrain are described in Wilderness, above. Environmental hazards common to more than one setting are detailed below.

Acid Effects

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as in a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

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Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

Darkness

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

—Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Blinded creatures can't run or charge.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

—A blinded creature loses its Dexterity modifier to AC (if positive) and takes a –2 penalty to AC.

—A blinded creature takes a –4 penalty on Perception checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

—Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Perception check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

—A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is once again unknown.

—If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

—A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

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Table 13-10: Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons[1]	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—/—	—	—	—
Moderate	11–20 mph	—/—	—	—	—
Strong	21–30 mph	–2/—	Tiny	—	–2
Severe	31–50 mph	–4/—	Small	Tiny	–4
Windstorm	51–74 mph	Impossible/–4	Medium	Small	–8
Hurricane	75–174 mph	Impossible/–8	Large	Medium	–12
Tornado	175–300 mph	Impossible/impossible	Huge	Large	–16

1 The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

Falling

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Acrobatics skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check, however, increases by 5 for every 50 feet of the dive.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal 1d6 points of damage when dropped, provided they weigh at least 5 pounds, but they must fall farther to deal additional damage. Use Table 13–11 to see how far an object of a given weight must drop to deal additional points of damage.

Table 13-11: Damage from Falling Objects

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–5 lb.	60 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 5 pounds do not deal damage to those they land upon, no matter how far they have fallen.

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Heat Dangers

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Chapter 5). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

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Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. A creature immune to fire might still drown if completely immersed in lava (see Drowning).

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Starvation and Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10. Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult (see the Swim skill description).

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

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Nonplayer Characters

Nonplayer Characters

Aside from the players, everyone else in the game world is a nonplayer character (NPC). These characters are designed and controlled by the GM to fill every role from noble king to simple baker. While some of these characters use player classes, most rely upon simple NPC classes, allowing them to be easily generated. The following rules govern all of the NPC classes and include information on generating quick NPCs for an evening's game.

Adept

Alignment: Any.
Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield.

Spells: An adept casts divine spells which are drawn from the adept spell list. Like a cleric, an adept must choose and prepare her spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

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

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day during which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells.

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Table 14-1: Adept

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

Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: 14–1. In addition, she receives bonus spells per day if she has a high Wisdom score.

Where Table 14–1 indicates that the adept 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.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a wizard can using the arcane bond ability.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: *create water, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, stabilize, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

Aristocrat

Alignment: Any.

Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Swim (Str), and Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

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Table 14-2: Aristocrat

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Table 14-3: Commoner

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

COMMONER

Alignment: Any.
Hit Die: d6.

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Perception (Wis), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shield.

EXPERT

Alignment: Any.
Hit Die: d8.

Class Skills

The expert can choose any 10 skills to be class skills.

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor, but not with any type of shield.

WARRIOR

Alignment: Any.
Hit Die: d10.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

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Table 14-4: Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Table 14-5: Warrior

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and with all types of armor and shields.

CREATING NPCS

The world that the player characters inhabit should be full of rich and vibrant characters for them to interact with. While most need little more than a name and general description of their personality and abilities, some require complete statistics, such as town guards, local clerics, and wizened sages. The PCs might find themselves in combat with these characters, either against them or with them as allies. In either case, the process for creating these NPCs can be performed in seven simple steps.

Step 1: The Basics

The first step in making an NPC is to determine its basic role in your campaign. This includes its race, class, and basic concept. If the NPC possesses levels in a PC class, it uses the heroic columns on the charts below. Otherwise it uses the basic columns.

Step 2: Determine Ability Scores

Once the character's basic concept has been determined, its ability scores must be assigned. Heroic NPCs receive better scores than basic NPCs. These scores can be assigned in any order. Apply the NPC's racial modifiers after the scores have been assigned. For every four levels the NPC has attained, increase one of its scores by 1.

Basic NPCs: The ability scores for a basic NPC are: 13, 12, 11, 10, 9, and 8.

Heroic NPCs: The ability scores for a heroic NPC are: 15, 14, 13, 12, 10, and 8.

Preset Ability Scores: Instead of assigning the scores, you can use Table 14–6 to determine the NPC's ability scores, adjusting them as necessary to fit. Use the Melee NPC ability scores for a character whose primary role involves melee combat, such as barbarians, fighters, monks, paladins, rangers, and warriors. The Ranged NPC ability scores are for characters that fight with ranged weapons or use their Dexterity to hit, such as fighters, rangers, and rogues. Use the Divine NPC ability scores for characters with divine spellcasting capabilities, such as adepts, clerics, and druids. The Arcane NPC ability scores should be used by characters with arcane spellcasting capabilities, such as bards, sorcerers, and wizards. Finally, the Skill NPC ability scores should

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be used for characters that focus on skill use, such as aristocrats, bards, commoners, experts, and rogues. Some NPCs might not fit into one of these categories and should have custom ability scores.

Step 3: Skills

Total up the number of skills ranks possessed by the character and assign them normally. For simple skill generation, refer to Table 14–8 to determine the total number of skill selections the NPC possesses. After selecting that number of skills, mostly from the class skills lists of the NPC's class, the NPC receives a number of ranks in each skill equal to his level.

If the NPC has two classes, start by selecting skills for the class with the fewest number of skill selections. The NPC receives a number of ranks in those skills equal to his total character level. Next, find the difference in the number of selections between the first class and the other class possessed by the NPC. Select that number of skills and give the NPC a number of ranks in those skills equal to his level in the second class. For example, a human fighter 3/monk 4 with a +1 Intelligence modifier can select four skills for his fighter class (since it receives fewer selections). These four skills each have seven ranks (equal to his total level). Next, he selects a number of skills equal to the difference between the fighter and the monk classes, in this case two skills. These two skills each have four ranks (his monk level).

If the NPC has three or more classes, you must use the standard method for determining his skills.

Once all of the NPC's ranks have been determined, assign class skill bonuses and apply the bonus or penalty from the NPC's relevant ability score.

Step 4: Feats

After skills have been determined, the next step is to assign the NPC's feats. Start by assigning all of the feats granted through class abilities. Next, assign the feats garnered from the NPC's total character level. Remember that humans receive an additional feat at 1st level. For simplified feat choices, refer to the lists provided for the following character types.

Arcane Caster: Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Spell Focus, Spell Mastery, Spell Penetration, and Toughness.

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Table 14-6: NPC Ability Scores

Ability	Melee NPC		Ranged NPC		Divine NPC		Arcane NPC		Skill NPC	
Score	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic
Strength	13	15	11	13	10	12	8	8	10	12
Dexterity	11	13	13	15	8	8	12	14	12	14
Constitution	12	14	12	14	12	14	10	12	11	13
Intelligence	9	10	10	12	9	10	13[1]	15[1]	13	15
Wisdom	10	12	9	10	13	15	9	10	8	8
Charisma	8	8	8	8	11	13	11[1]	13[1]	9	10

1 If the arcane caster's spellcasting relies on Charisma, exchange these scores with one another.

Table 14-7: Racial Ability Adjustments

Ability Score	Dwarf	Elf	Gnome	Half-Elf[1]	Half-Orc	Halfling	Human[1]
Strength	—	—	–2	—	+2	–2	—
Dexterity	—	+2	—	—	—	+2	—
Constitution	+2	–2	+2	—	—	—	—
Intelligence	—	+2	—	—	–2	+2	—
Wisdom	+2	—	—	—	+2	—	—
Charisma	–2	—	+2	—	—	—	—

1 Half-elves and humans receive a +2 bonus to one ability score of your choice.

Table 14-8: NPC Skill Selections

PC Class	Skill Selections[1]	NPC Class	Skill Selections[1]
Barbarian	4 + Int Mod	Adept	2 + Int Mod
Bard	6 + Int Mod	Aristocrat	4 + Int Mod
Cleric	2 + Int Mod	Commoner	2 + Int Mod
Druid	4 + Int Mod	Expert	6 + Int Mod
Fighter	2 + Int Mod	Warrior	2 + Int Mod
Monk	4 + Int Mod		
Paladin	2 + Int Mod		
Ranger	6 + Int Mod		
Rogue	8 + Int Mod		
Sorcerer	2 + Int Mod		
Wizard	2 + Int Mod		

1 Humans receive one additional skill selection.

Divine Caster (With Channeling): Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Iron Will, item creation feats (all), metamagic feats (all), Power Attack, Selective Channeling, Spell Focus, Spell Penetration, Toughness, Turn Elemental, Turn Outsider, and Turning Smite.

Divine Caster (Without Channeling): Cleave, Combat Casting, Eschew Materials, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Natural Spell, Power Attack, Spell Focus, Spell Penetration, Toughness, and Weapon Focus.

Melee (Finesse Fighter): Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Dodge, Improved Disarm, Improved Feint, Improved Trip, Improved Vital Strike, Mobility, Spring Attack, Stunned Defense, Vital Strike, Weapon Finesse, and Whirlwind Attack.

Melee (Unarmed Fighter): Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, and Weapon Focus.

Melee (Mounted): Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Toughness, Trample, and Weapon Focus.

Melee (Sword and Shield Fighter): Cleave, Deft Shield, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Vital Strike, Power Attack, Shield Master, Shield Slam, Two-Weapon Fighting, Vital Strike, and Weapon Focus.

Melee (Two-Handed Fighter): Backswing, Cleave, Devastating Blow, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Sunder, Improved Vital Strike, Overhand Chop, Power Attack, Vital Strike, and Weapon Focus.

Melee (Two-Weapon Fighter): Combat Reflexes, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Two-Weapon Defense,

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Table 14–9: NPC Gear

Basic Level	Heroic Level	Total GP Value	Weapons	Protection	Magic	Limited Use	Gear
1	—	300 gp	50 gp	150 gp	—	50 gp	50 gp
2	1	600 gp	100 gp	250 gp	—	100 gp	150 gp
3	2	900 gp	350 gp	300 gp	—	100 gp	150 gp
4	3	1,200 gp	350 gp	600 gp	—	100 gp	150 gp
5	4	2,400 gp	900 gp	1,000 gp	—	300 gp	200 gp
6	5	3,600 gp	1,500 gp	1,400 gp	—	500 gp	200 gp
7	6	5,100 gp	2,400 gp	1,900 gp	—	600 gp	200 gp
8	7	6,900 gp	2,800 gp	2,100 gp	1,000 gp	800 gp	200 gp
9	8	9,000 gp	3,000 gp	2,500 gp	2,000 gp	1,000 gp	500 gp
10	9	12,000 gp	4,000 gp	3,000 gp	3,000 gp	1,500 gp	500 gp
11	10	15,000 gp	5,000 gp	4,000 gp	4,000 gp	1,500 gp	500 gp
12	11	19,000 gp	8,500 gp	4,500 gp	4,000 gp	1,500 gp	500 gp
13	12	25,000 gp	9,000 gp	8,000 gp	6,000 gp	1,500 gp	500 gp
14	13	32,000 gp	10,000 gp	10,000 gp	9,000 gp	2,500 gp	500 gp
15	14	41,000 gp	14,000 gp	13,000 gp	11,000 gp	2,500 gp	500 gp
16	15	52,000 gp	19,000 gp	17,000 gp	13,000 gp	2,500 gp	500 gp
17	16	68,000 gp	22,000 gp	20,000 gp	20,000 gp	4,500 gp	1,500 gp
18	17	87,000 gp	28,000 gp	27,000 gp	24,000 gp	6,500 gp	1,500 gp
19	18	115,000 gp	33,000 gp	30,000 gp	38,000 gp	12,000 gp	2,000 gp
20	19	150,000 gp	52,000 gp	40,000 gp	42,000 gp	14,000 gp	2,000 gp
—	20	185,000 gp	75,000 gp	45,000 gp	45,000 gp	18,000 gp	2,000 gp

Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, and Weapon Focus.

Ranged: Careful Targeting, Deadly Aim, Exact Targeting, Far Shot, Improved Initiative, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Vital Strike, and Weapon Focus.

Skill (most NPC classes): Armor Proficiency (all), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Skill Focus, and Toughness.

Step 5: Class Features

After determining feats, the next step is to fill in all the class features possessed by the NPC. This is the time to make decisions about the NPC's spell selection, rage powers, rogue talents, and other class-based abilities. When it comes to spells, determine how many spell selections you need to make for each level. Choose a variety of spells for the highest two levels of spells possessed by the NPC. For all other levels, stick to a few basic spells, prepared multiple times (if possible). If this NPC is slated to appear in only one encounter (such as a combat), leaving off lower level spells entirely is an acceptable way to speed up generation, especially if the NPC is unlikely to cast these spells. You can always choose a few during play if they are needed.

Step 6: Gear

After recording all of the NPC's class features, the next step is to outfit the character with gear appropriate to his level. Note that NPCs receive less gear than PCs of an equal level. If an NPC is a recurring character, his gear should be carefully selected. Use the overall gp values found on Table 14–9 to determine how much gear he should carry. NPCs that are only scheduled to appear once can have a simpler gear selection. Table 14–9 includes a number of categories to make it easier to select an NPC's gear. When outfitting the character, spend the listed amount on each category by purchasing as few items as possible. Any leftover gp can be spent on the remaining categories. GP left over represents coins and jewelry carried by the character.

Note that these values are approximate and are based off the values for a campaign using the fast experience progression and a normal treasure allotment. If your campaign is using the medium experience progression, treat the NPCs as one level lower when determining their gear. If your campaign is using the slow experience progression, treat the NPCs as two levels lower when determining their gear. If your campaign is high fantasy, double these values, and reduce them by half if your campaign is low fantasy. If the final price of an NPC's gear is a little over or under these amounts, that's okay.

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Weapons: This includes normal, masterwork, and magic weapons, as well as magic staves and wands used by spellcasters to harm their enemies. For example, a *wand of scorching ray* would count as a weapon, but a *staff of life* would count as a piece of magic gear.

Protection: This category includes armor and shields, as well as any magic item that augments a character's Armor Class or saving throws.

Magic: This category includes all other permanent magic items. Most rings, rods, and wondrous items fit into this category.

Limited Use: Items that fall into this category include alchemical items, potions, scrolls, and wands with few charges. Charged wondrous items fall into this grouping as well.

Gear: Use the gp in this category to purchase standard nonmagical gear for the character. In most cases, this equipment can be omitted during creation and filled in as needed during play. You can assume that the character has whatever gear is needed for him to properly use his skills and class abilities.

Step 7: Details

Once you have assigned all of the NPC's gear, all that remains is to fill out the details. Determine the character's attack and damage bonuses, initiative modifier, and Armor Class. If the character's magic items affected his skills or ability scores, make sure to take those changes into account. Determine the character's total hit points by assuming the average result. Finally, fill out any other important details, such as name, alignment, religion, and a few personality traits to round him out.

Example: Kiramor, the Forest Shadow

Looking over your notes for the evening's game, you discover that you need a mysterious forest character for the PCs to interact with on their way to town. If things go poorly, they might have to fight him. Since your party consists of 4th-level characters, you decide to make this forest guardian a human ranger 4/rogue 2. You want him to be skilled at fighting with ranged weapons, but you also want him to be competent with a rapier. Taking this into account, you use the heroic ability scores for a ranged NPC found on Table 14–6. Since he is a human and 6th level, you put all of his bonuses into his Dexterity, raising it up to 18. Moving on to skills, you see that your forest guardian has a total of six skills for being a ranger, and eight for being a rogue. Starting with the ranger, you add one for being human and one for his Intelligence modifier for a total of eight skills at six ranks each. After selecting these eight skills, you move on to the rogue skills. The difference between the ranger and the rogue is two, meaning that you can select two more skills, with two ranks in each. After selecting his skills, you move on to his feats. Starting with his class feats, you select Rapid Shot as his combat style feat. In addition, the forest guardian receives three additional feats for his class levels, and one feat for being human. Since you want him to be skilled at archery, most of these feats come from the ranged list, including Deadly Aim, Improved Initiative, and Point Blank Shot. To ensure that he is good with a rapier, you spend his final feat selection on Weapon Finesse. Next you note all of his class features, making whatever selections are necessary, such as favored enemy, favored terrain, hunter's bond, and rogue talents. Moving on to gear, you assign gear using the line for a 6th-level heroic NPC, giving him a *+1 longbow,* a masterwork rapier, *+1 studded leather armor,* a *potion of invisibility,* a *potion of cure moderate wounds*, and a pack full of nonmagic gear. Although he has a bit more gp in weapons than the chart allows, he has spent a bit less in armor, roughly balancing him out. With your task nearly completed, you add all of his statistics and details. Naming him Kiramor, your forest shadow is ready to face off against the PCs.

KIRAMOR, THE FOREST SHADOW

Male human ranger 4/rogue 2
N Medium humanoid
Init +8 (+9 in forests); **Senses** Perception +9 (+11 in forests)

DEFENSE

AC 18, touch 14, flat-footed 14
(+4 armor, +4 Dex)
hp 45 (4d10+2d8+12)
Fort +7, **Ref** +12, **Will** +2
Defensive Abilities evasion

OFFENSE

Spd 30 ft.
Melee mwk rapier +10 (1d6+1/18–20)
Ranged *+1 longbow* +10 (1d8+1/x3)
Ranged *+1 longbow* +8/+8 (1d8+1/x3)
Special Attacks favored enemy (humanoid [orc]), favored terrain (forest), rogue talents (bleeding attack), sneak attack (1d6)

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +5; **Cmb** +6
Feats Deadly Aim, Endurance, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse
Skills Acrobatics +13, Climb +10, Escape Artist +9, Heal +9, Knowledge (geography) +10, Knowledge (nature) +10, Perception +9, Stealth +13, Survival +9 (+11 following tracks), Swim +6
Languages Common, Orc
SQ nature bond (wolf), track, trapfinding
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** *+1 longbow* with 40 arrows, mwk rapier, *+1 studded leather armor*, gear and coins worth 200 gp

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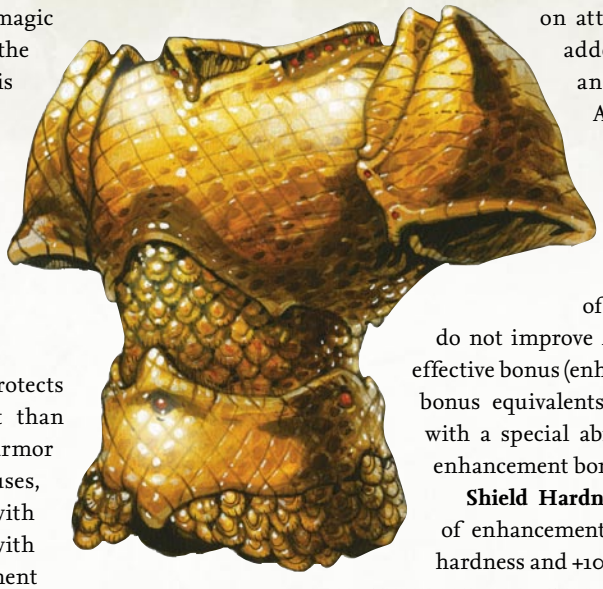
Magic Items

From the common *potion of cure light wounds* to the mighty *holy avenger*, magic items are valuable tools used by heroes and villains alike. This chapter contains a wide variety of items to enhance any character.

An [S] appearing at the end of a magic item's listing denotes that the magic item's full description is not included in this book. These magic items can be found in the 3.5 system reference document (SRD) or as part of the *Pathfinder RPG* Beta Web Enhancement, available for free at **paizo.com**.



Armor

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material (which can be found in the *Pathfinder RPG* Beta Web Enhancement at **paizo.com**).

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a shield bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points.

Table 15-1: Armor and Shields

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	*+1 shield*	1,000 gp
61–80	06–10	—	*+1 armor*	1,000 gp
81–85	11–20	—	*+2 shield*	4,000 gp
86–87	21–30	—	*+2 armor*	4,000 gp
—	31–40	01–08	*+3 shield*	9,000 gp
—	41–50	09–16	*+3 armor*	9,000 gp
—	51–55	17–27	*+4 shield*	16,000 gp
—	56–57	28–38	*+4 armor*	16,000 gp
—	—	39–49	*+5 shield*	25,000 gp
—	—	50–57	*+5 armor*	25,000 gp
—	—	—	*+6 armor/shield*[1]	36,000 gp
—	—	—	*+7 armor/shield*[1]	49,000 gp
—	—	—	*+8 armor/shield*[1]	64,000 gp
—	—	—	*+9 armor/shield*[1]	81,000 gp
—	—	—	*+10 armor/shield*[1]	100,000 gp
88–89	58–60	58–60	Specific armor[2]	—
90–91	61–63	61–63	Specific shield[3]	—
92–100	64–100	64–100	Special ability and roll again[2,3]	—

1 Armor and shields can't have bonuses this high. Use these lines to determine price when special abilities are added in.
2 Roll on Table: 15–4.
3 Roll on Table: 15–5.

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Activation: Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields: by wearing them. If armor or a shield has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

Armor for Unusual Creatures: The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

Magic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Table 15-2: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamered	+2,700 gp
26–32	06–08	04	Fortification, light	+1 bonus[1]
33–52	09–11	—	Slick	+3,750 gp
53–92	12–17	—	Shadow	+3,750 gp
93–96	18–19	—	Spell resistance (13)	+2 bonus[1]
97	20–29	05–07	Slick, improved	+15,000 gp
98–99	30–49	08–13	Shadow, improved	+15,000 gp
—	50–74	14–28	Energy resistance	+18,000 gp
—	75–79	29–33	Ghost touch	+3 bonus[1]
—	80–84	34–35	Invulnerability	+3 bonus[1]
—	85–89	36–40	Fortification, moderate	+3 bonus[1]
—	90–94	41–42	Spell resistance (15)	+3 bonus[1]
—	95–99	43	Wild	+3 bonus[1]
—	—	44–48	Slick, greater	+33,750 gp
—	—	49–58	Shadow, greater	+33,750 gp
—	—	59–83	Energy resistance, improved	+42,000 gp
—	—	84–88	Spell resistance (17)	+4 bonus[1]
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91–92	Fortification, heavy	+5 bonus[1]
—	—	93–94	Spell resistance (19)	+5 bonus[1]
—	—	95–99	Energy resistance, greater	+66,000 gp
100	100	100	Roll twice again[2]	—

1 Add to enhancement bonus on Table 15–1 to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table 15-3: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Arrow catching	+1 bonus[1]
21–40	11–20	06–08	Bashing	+1 bonus[1]
41–50	21–25	09–10	Blinding	+1 bonus[1]
51–75	26–40	11–15	Fortification, light	+1 bonus[1]
76–92	41–50	16–20	Arrow deflection	+2 bonus[1]
93–97	51–57	21–25	Animated	+2 bonus[1]
98–99	58–59	—	Spell resistance (13)	+2 bonus[1]
—	60–79	26–41	Energy resistance	+18,000 gp
—	80–85	42–46	Ghost touch	+3 bonus[1]
—	86–95	47–56	Fortification, moderate	+3 bonus[1]
—	96–98	57–58	Spell resistance (15)	+3 bonus[1]
—	99	59	Wild	+3 bonus[1]
—	—	60–84	Energy resistance, improved	+42,000 gp
—	—	85–86	Spell resistance (17)	+4 bonus[1]
—	—	87	Undead controlling	+49,000 gp
—	—	88–91	Fortification, heavy	+5 bonus[1]
—	—	92–93	Reflecting	+5 bonus[1]
—	—	94	Spell resistance (19)	+5 bonus[1]
—	—	95–99	Energy resistance, greater	+66,000 gp
100	100	100	Roll twice again[2]	—

1 Add to enhancement bonus on Table 15–1 to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted. Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's deflection bonus still applies against these weapons).

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The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield;* Price +2 bonus.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. Only light and heavy shields can have this ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength;* Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Exceept the wielder, anyone within 20 feet must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light;* Price +1 bonus.

Energy Resistance: A suit of armor or a shield with this property protects against one type of energy (acid, cold, electricity, fire, or sonic) and is designed with patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy;* Price +18,000 gp.

Energy Resistance, Improved: As energy resistance, except it absorbs the first 20 points of energy damage per attack.

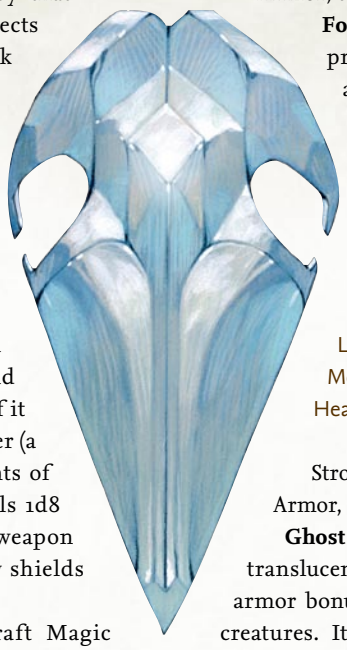
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy;* Price +42,000 gp.

Energy Resistance, Greater: As energy resistance, except it absorbs the first 30 points of energy damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy;* Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt;* Price +49,000 gp.



Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle;* Price varies (see above).

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness;* Price +3 bonus.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self;* Price +2,700 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin, wish* or *miracle;* Price +3 bonus.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

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Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning;* Price +5 bonus.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, while dampening the sound around her, granting a +5 competence bonus on Stealth checks. The armor's armor check penalty still applies normally.

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility, silence;* Price +3,750 gp.

Shadow, Improved: As stealth, except it grants a +10 competence bonus on Stealth checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility, silence;* Price +15,000 gp.

Shadow, Greater: As stealth, except it grants a +15 competence bonus on Stealth checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility, silence;* Price +33,750 gp.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. The armor's armor check penalty still applies normally.

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease;* Price +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease;* Price +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease;* Price +33,750 gp.

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance;* Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

Table 15-4: Specific Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	*Rhino hide*[S]	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate[S]	16,500 gp
—	98–100	21–32	*Banded mail of luck*[S]	18,900 gp
—	—	33–50	*Celestial armor*[S]	22,400 gp
—	—	51–60	*Plate armor of the deep*[S]	24,650 gp
—	—	61–75	*Breastplate of command*[S]	25,400 gp
—	—	76–90	*Mithral full plate of speed*[S]	26,500 gp
—	—	91–100	*Demon armor*[S]	52,260 gp

Special Armors

ADAMANTINE BREASTPLATE

Aura no aura (nonmagical); **CL** —

Slot armor; **Price** 10,200 gp; **Weight** 30 lb.

DESCRIPTION

This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.

DRAGONHIDE PLATE

Aura no aura (nonmagical); **CL** —

Slot armor; **Price** 3,300 gp; **Weight** 50 lb.

DESCRIPTION

This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to masterwork full plate.

ELVEN CHAIN

Aura no aura (nonmagical); **CL** —

Slot armor; **Price** 4,150 gp; **Weight** 20 lb.

DESCRIPTION

This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2. It is considered light armor.

MITHRAL SHIRT

Aura no aura (nonmagical); **CL** —

Slot armor; **Price** 1,100 gp; **Weight** 10 lb.

DESCRIPTION

This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20

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feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor.

Special Shields

DARKWOOD SHIELD

Aura no aura (nonmagical); **CL** —
Slot shield; **Price** 257 gp; **Weight** 5 lb.

DESCRIPTION

This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It has no armor check penalty.

MITHRAL HEAVY SHIELD

Aura no aura (nonmagical); **CL** —
Slot shield; **Price** 1,020 gp; **Weight** 5 lb.

DESCRIPTION

This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty.

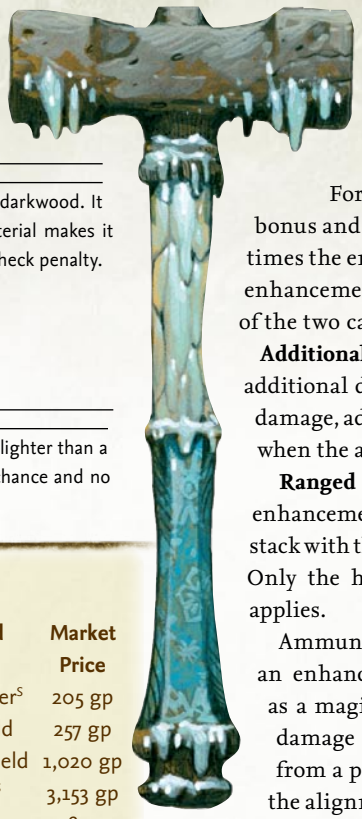

Table 15-5: Specific Shields

Minor	Medium	Major	Specific Shield	Market Price
01–30	01–20	—	Darkwood buckler[S]	205 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral heavy shield	1,020 gp
96–100	71–85	01–20	*Caster's shield*[S]	3,153 gp
—	86–90	21–40	*Spined shield*[S]	5,580 gp
—	91–95	41–60	*Lion's shield*[S]	9,170 gp
—	96–100	61–90	*Winged shield*[S]	17,257 gp
—	—	91–100	*Absorbing shield*[S]	50,170 gp

Weapons

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material (which can be found in the *Pathfinder RPG* Beta Web Enhancement at **paizo.com**).

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a magic weapon that has an enhancement bonus unless his weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to utter a command word (a standard action).

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Table 15-6: Weapons

Minor	Medium	Major	Weapon Bonus	Base Price[1]
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6[2]	72,000 gp
—	—	—	+7[2]	98,000 gp
—	—	—	+8[2]	128,000 gp
—	—	—	+9[2]	162,000 gp
—	—	—	+10[2]	200,000 gp
86–90	63–68	50–63	Specific weapon[3]	—
91–100	69–100	64–100	Special ability and roll again[4]	—

1 This price is for 50 arrows, crossbow bolts, or sling bullets.
2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.
3 See Table 15–9.
4 See Table 15–7 for melee weapons and Table 15–8 for ranged weapons.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

Special Qualities: Roll d%. A 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one permanent negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

Table 15-7: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]
01–10	01–06	01–03	Bane	+1 bonus
11–17	07–12	—	Defending	+1 bonus
18–27	13–19	04–06	Flaming	+1 bonus
28–37	20–26	07–09	Frost	+1 bonus
38–47	27–33	10–12	Shock	+1 bonus
48–56	34–38	13–15	Ghost touch	+1 bonus
57–67	39–44	—	Keen[2]	+1 bonus
68–71	45–48	16–19	Ki Focus	+1 bonus
72–75	49–50	—	Merciful	+1 bonus
76–82	51–54	20–21	Mighty cleaving	+1 bonus
83–87	55–59	22–24	Spell storing	+1 bonus
88–91	60–63	25–28	Throwing	+1 bonus
92–95	64–65	29–32	Thundering	+1 bonus
96–99	66–69	33–36	Vicious	+1 bonus
—	70–72	37–41	Anarchic	+2 bonus
—	73–75	42–46	Axiomatic	+2 bonus
—	76–78	47–49	Disruption[3]	+2 bonus
—	79–81	50–54	Flaming burst	+2 bonus
—	82–84	55–59	Icy burst	+2 bonus
—	85–87	60–64	Holy	+2 bonus
—	88–90	65–69	Shocking burst	+2 bonus
—	91–93	70–74	Unholy	+2 bonus
—	94–95	75–78	Wounding	+2 bonus
—	—	79–83	Speed	+3 bonus
—	—	84–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal[2]	+5 bonus
100	96–100	91–100	Roll again twice[4]	—

1 Add to enhancement bonus on Table 15–6 to determine total market price.
2 Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.
3 Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.
4 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

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Table 15-8: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]
01–12	01–08	01–04	Bane[2]	+1 bonus
13–25	09–16	05–08	Distance	+1 bonus
26–40	15–28	09–12	Flaming[2]	+1 bonus
41–55	29–40	13–16	Frost[2]	+1 bonus
56–60	41–42	—	Merciful[2]	+1 bonus
61–68	43–47	17–21	Returning	+1 bonus
69–83	48–59	22–25	Shock[2]	+1 bonus
84–93	60–64	26–27	Seeking	+1 bonus
94–99	65–68	28–29	Thundering[2]	+1 bonus
—	69–71	30–34	Anarchic[2]	+2 bonus
—	72–74	35–39	Axiomatic[2]	+2 bonus
—	75–79	40–49	Flaming burst[2]	+2 bonus
—	80–82	50–54	Holy[2]	+2 bonus
—	83–87	55–64	Icy burst[2]	+2 bonus
—	88–92	65–74	Shocking burst[2]	+2 bonus
—	93–95	75–79	Unholy[2]	+2 bonus
—	—	80–84	Speed	+3 bonus
—	—	85–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice[2]	—

1 Add to enhancement bonus on Table 15–6 to determine total market price.

2 Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

3 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one permanent negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It also deals an extra 2d6 points of damage against the foe. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe	d%	Designated Foe
01–05	Aberrations	58–60	Humanoids, orc
06–09	Animals	61–65	Magical beasts
10–16	Constructs	66–70	Monstrous humanoids
17–22	Dragons	71–72	Oozes
23–27	Elementals	73	Outsiders, air
28–32	Fey	74–76	Outsiders, chaotic
33–39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78–80	Outsiders, evil
41–42	Humanoids, dwarf	81	Outsiders, fire
43–44	Humanoids, elf	82–84	Outsiders, good
45	Humanoids, gnoll	85–87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47–49	Humanoids, goblinoid	89–90	Plants
50	Humanoids, halfling	91–98	Undead
51–54	Humanoids, human	99–100	Vermin
55–57	Humanoids, reptilian		

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form, continual flame;* Price +4 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, the weapon takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as

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a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects;* Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the bonus to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith;* Price +1 bonus.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. If you roll this property randomly for a piercing or slashing weapon, reroll.

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal;* Price +2 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance;* Price +1 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade, flame strike,* or *fireball;* Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of fire damage instead, and if the multiplier is ×4, add an extra 3d10 points of fire damage.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade, flame strike,* or *fireball;* Price +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm;* Price +1 bonus.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% chance to avoid damage does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift;* Price +1 bonus.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite,* creator must be good; Price +2 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of cold damage instead, and if the multiplier is ×4, add an extra 3d10 points.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm;* Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. If you roll this property randomly for an inappropriate weapon, reroll.This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge;* Price +1 bonus.

***Ki* Focus:** The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

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Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power;* Price +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis;* Price +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt;* Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of electricity damage instead, and if the multiplier is ×4, add an extra 3d10 points.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt;* Price +2 bonus.

Speed: When making a full-attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste;* Price +3 bonus.

Table 15-9: Specific Weapons

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	*Sleep arrow*[S]	132 gp
16–25	—	—	*Screaming bolt*[S]	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	*Javelin of lightning*	1,500 gp
76–80	10–15	—	*Slaying arrow*[S]	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe[S]	3,010 gp
—	34–37	—	*Slaying arrow (greater)*[S]	4,057 gp
—	38–40	—	*Shatterspike*[S]	4,315 gp
—	41–46	—	*Dagger of venom*	8,302 gp
—	47–51	—	*Trident of warning*[S]	10,115 gp
—	52–57	01–04	*Assassin's dagger*[S]	10,302 gp
—	58–62	05–07	*Shifter's sorrow*[S]	12,780 gp
—	63–66	08–09	*Trident of fish command*[S]	18,650 gp
—	67–74	10–13	*Flame tongue*	20,715 gp
—	75–79	14–17	*Luck blade (0 wishes)*	22,060 gp
—	80–86	18–24	*Sword of subtlety*[S]	22,310 gp
—	87–91	25–31	*Sword of the planes*[S]	22,315 gp
—	92–95	32–37	*Nine lives stealer*	23,057 gp
—	96–98	38–42	*Oathbow*[S]	25,600 gp
—	99–100	43–46	*Sword of life stealing*[S]	25,715 gp
—	—	47–51	*Mace of terror*[S]	38,552 gp
—	—	52–57	*Life-drinker*[S]	40,320 gp
—	—	58–62	*Sylvan scimitar*[S]	47,315 gp
—	—	63–67	*Rapier of puncturing*[S]	50,320 gp
—	—	68–73	*Sun blade*[S]	50,335 gp
—	—	74–79	*Frost brand*	54,475 gp
—	—	80–84	*Dwarven thrower*	60,312 gp
—	—	85–91	*Luck blade (1 wish)*	62,360 gp
—	—	92–95	*Mace of smiting*[S]	75,312 gp
—	—	96–97	*Luck blade (2 wishes)*	102,660 gp
—	—	98–99	*Holy avenger*	120,630 gp
—	—	100	*Luck blade (3 wishes)*	142,960 gp

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception

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to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness;* Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone;* Price +1 bonus.

Unholy: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight,* creator must be evil; Price +2 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. If you roll this property randomly for an inappropriate weapon, reroll.

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death, keen edge;* Price +5 bonus.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword;* Price +2 bonus.

Special Weapons

ADAMANTINE DAGGER

Aura no aura (nonmagical); **CL** —
Slot none; **Price** 3,002 gp; **Weight** 1 lb.

DESCRIPTION

This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

DAGGER OF VENOM

Aura faint necromancy; **CL** 5th
Slot none; **Price** 8,302 gp; **Weight** 1 lb.

DESCRIPTION

This black +1 *dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison effect must be invoked in the same round that the dagger strikes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *poison*; **Cost** 4,302 gp.

DWARVEN THROWER

Aura moderate evocation; **CL** 10th
Slot none; **Price** 60,312 gp; **Weight** 5 lb.

DESCRIPTION

This weapon commonly functions as a +2 *warhammer.* In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; **Cost** 30,312 gp.

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FLAME TONGUE

Aura moderate evocation; **CL** 12th

Slot none; **Price** 20,715 gp; **Weight** 4 lb.

DESCRIPTION

This is a *+1 flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *scorching ray* and *fireball*, *flame blade*, or *flame strike*; **Cost** 10,515 gp.

FROST BRAND

Aura strong evocation; **CL** 14th

Slot none; **Price** 54,475 gp; **Weight** 8 lb.

DESCRIPTION

This *+3 frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A frost brand extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects. You must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; **Cost** 27,375 gp and 5 sp

HOLY AVENGER

Aura strong abjuration; **CL** 18th

Slot none; **Price** 120,630 gp; **Weight** 4 lb.

DESCRIPTION

This *+2 cold iron longsword* becomes a *+5 holy cold iron longsword* in the hands of a paladin.

It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *holy aura*, creator must be good; **Cost** 60,630 gp.

JAVELIN OF LIGHTNING

Aura faint evocation; **CL** 5th

Slot none; **Price** 1,500 gp; **Weight** 2 lb.

DESCRIPTION

This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *lightning bolt*; **Cost** 750 gp.

LONGSWORD, COLD IRON MASTERWORK

Aura no aura (nonmagical); **CL** —

Slot none; **Price** 330 gp; **Weight** 4 lb.

DESCRIPTION

This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

LUCK BLADE

Aura strong evocation; **CL** 17th

Slot none; **Price** 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); **Weight** 2 lb.

DESCRIPTION

This *+2 short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a luck blade may contain up to three *wishes* (when randomly rolled, a luck blade holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a *+2 short sword*, still grants the +1 luck bonus, and still grants its reroll power.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *wish* or *miracle*; **Cost** 11,185 gp (0 wishes), 43,835 gp (1 wish), 76,485 gp (2 wishes), 109,135 gp (3 wishes).

NINE LIVES STEALER

Aura strong necromancy [evil]; **CL** 13th

Slot none; **Price** 23,057 gp; **Weight** 4 lb.

DESCRIPTION

This longsword always performs as a *+2 longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple *+2 longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the sword is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *finger of death*; **Cost** 11,528 gp 5 sp.

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SILVER DAGGER, MASTERWORK
Aura no aura (nonmagical); **CL** —
Slot none; **Price** 322 gp; **Weight** 1 lb.

DESCRIPTION
This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

Potions

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute and targets one or more creatures. The cost of a potion is equal to the level of the spell × the creator's caster level × 50 gp. If the potion has a material component cost, it is added to the base cost. Table 15–10 gives sample prices for potions created at lowest possible caster level for each spellcasting class. Note that some spells appear at different levels for different casters. The level of such spells depends on the caster brewing the potion.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside with a taste-based Perception check. The DC of this check is equal to 15 + the spell level of the potion (although this DC might be higher for rare or unusual potions).

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container, preventing the character from drinking the potion or applying the oil.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Table 15–10: Potion Costs

Spell Level	Cleric Druid Wizard	Sorcerer	Bard	Paladin Ranger
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	50 gp	100 gp
2nd	300 gp	400 gp	400 gp	300 gp
3rd	750 gp	900 gp	1,050 gp	750 gp

Rings

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

RING OF ANIMAL FRIENDSHIP
Aura faint enchantment; **CL** 3rd
Slot ring; **Price** 10,800 gp; **Weight** —

DESCRIPTION
On command, this ring affects an animal as if the wearer had cast *charm animal*.

CONSTRUCTION
Requirements Forge Ring, *charm animal*; **Cost** 5,400 gp

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Ring of Blinking

Aura moderate transmutation; **CL** 7th
Slot ring; **Price** 27,000 gp; **Weight** —

DESCRIPTION

On command, this ring makes the wearer blink, as with the *blink* spell.

CONSTRUCTION

Requirements Forge Ring, *blink*; **Cost** 13,500 gp

Ring of Chameleon Power

Aura faint illusion; **CL** 3rd
Slot ring; **Price** 12,700 gp; **Weight** —

DESCRIPTION

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Stealth checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

CONSTRUCTION

Requirements Forge Ring, *disguise self*, *invisibility*; **Cost** 6,350 gp

Ring of Climbing

Aura faint transmutation; **CL** 5th
Slot ring; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in the Climb skill; **Cost** 1,250 gp

Ring of Climbing, Improved

Aura moderate transmutation; **CL** 5th
Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

As *ring of climbing*, except it grants a +10 competence bonus on its wearer's Climb checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 10 ranks in the Climb skill; **Cost** 5,000 gp

Ring of Counterspells

Aura moderate evocation; **CL** 11th
Slot ring; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*; **Cost** 2,000 gp

Ring of Djinni Calling

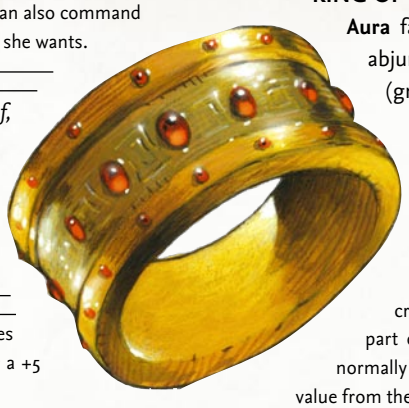
Aura strong conjuration; **CL** 17th
Slot ring; **Price** 125,000 gp; **Weight** —

DESCRIPTION

One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

CONSTRUCTION

Requirements Forge Ring, *gate*; **Cost** 62,500 gp



Ring of Energy Resistance

Aura faint (minor or major) or moderate (greater) abjuration; **CL** 3rd (minor), 7th (major), or 11th (greater)
Slot ring; **Price** 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater); **Weight** —

DESCRIPTION

This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A minor ring of energy resistance grants 10 points of resistance. A major ring of energy resistance grants 20 points of resistance. A greater ring of energy resistance grants 30 points of resistance.

CONSTRUCTION

Requirements Forge Ring, *resist energy*; **Cost** 6,000 gp (minor), 14,000 gp (major), 22,000 gp (greater)

Ring of Evasion

Aura moderate transmutation; **CL** 7th
Slot ring; **Price** 25,000 gp; **Weight** —

DESCRIPTION

This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

CONSTRUCTION

Requirements Forge Ring, *jump*; **Cost** 12,500 gp

Ring of Feather Falling

Aura faint transmutation; **CL** 1st
Slot ring; **Price** 2,200 gp; **Weight** —

DESCRIPTION

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

CONSTRUCTION

Requirements Forge Ring, *feather fall*; **Cost** 1,100 gp

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Table 15-11: Rings

Minor	Medium	Major	Ring	Market Price
01–18	—	—	*Protection +1*	2,000 gp
19–28	—	—	*Feather falling*	2,200 gp
29–36	—	—	*Sustenance*	2,500 gp
37–44	—	—	*Climbing*	2,500 gp
45–52	—	—	*Jumping*	2,500 gp
53–60	—	—	*Swimming*	2,500 gp
61–70	01–05	—	*Counterspells*	4,000 gp
71–75	06–08	—	*Mind shielding*	8,000 gp
76–80	09–18	—	*Protection +2*	8,000 gp
81–85	19–23	—	*Force shield*	8,500 gp
86–90	24–28	—	*Ram*[S]	8,600 gp
—	29–34	—	*Climbing, improved*	10,000 gp
—	35–40	—	*Jumping, improved*	10,000 gp
—	41–46	—	*Swimming, improved*	10,000 gp
91–93	47–50	—	*Animal friendship*	10,800 gp
94–96	51–56	01–02	*Energy resistance, minor*	12,000 gp
97–98	57–61	—	*Chameleon power*	12,700 gp
99–100	62–66	—	*Water walking*	15,000 gp
—	67–71	03–07	*Protection +3*	18,000 gp
—	72–76	08–10	*Spell storing, minor*[S]	18,000 gp
—	77–81	11–15	*Invisibility*	20,000 gp
—	82–85	16–19	*Wizardry (I)*	20,000 gp
—	86–90	20–25	*Evasion*	25,000 gp
—	91–93	26–28	*X-ray vision*	25,000 gp
—	94–97	29–32	*Blinking*	27,000 gp
—	98–100	33–39	*Energy resistance, major*	28,000 gp
—	—	40–49	*Protection +4*	32,000 gp
—	—	50–55	*Wizardry (II)*	40,000 gp
—	—	56–60	*Freedom of movement*	40,000 gp
—	—	61–63	*Energy resistance, greater*	44,000 gp
—	—	64–65	*Friend shield* (pair)	50,000 gp
—	—	66–70	*Protection +5*	50,000 gp
—	—	71–74	*Shooting stars*[S]	50,000 gp
—	—	75–79	*Spell storing*[S]	50,000 gp
—	—	80–83	*Wizardry (III)*	70,000 gp
—	—	84–86	*Telekinesis*	75,000 gp
—	—	87–88	*Regeneration*	90,000 gp
—	—	89–91	*Spell turning*	100,000 gp
—	—	92–93	*Wizardry (IV)*	100,000 gp
—	—	94	*Three wishes*	120,000 gp
—	—	95	*Djinni calling*	125,000 gp
—	—	96	*Elemental command (air)*[S]	200,000 gp
—	—	97	*Elemental command (earth)*[S]	200,000 gp
—	—	98	*Elemental command (fire)*[S]	200,000 gp
—	—	99	*Elemental command (water)*[S]	200,000 gp
—	—	100	*Spell storing, major*[S]	200,000 gp

Ring of Force Shield

Aura moderate evocation; **CL** 9th

Slot ring; **Price** 8,500 gp; **Weight** —

Description

An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Construction

Requirements Forge Ring, *wall of force*; **Cost** 4,250 gp

Ring of Freedom of Movement

Aura moderate abjuration; **CL** 7th

Slot ring; **Price** 40,000 gp; **Weight** —

Description

This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Construction

Requirements Forge Ring, *freedom of movement*; **Cost** 20,000 gp

Ring of Friend Shield

Aura moderate abjuration; **CL** 10th

Slot ring; **Price** 50,000 gp (for a pair); **Weight** —

Description

These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Construction

Requirements Forge Ring, *shield other*; **Cost** 25,000 gp

Ring of Invisibility

Aura faint illusion; **CL** 3rd

Slot ring; **Price** 20,000 gp; **Weight** —

Description

By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Construction

Requirements Forge Ring, *invisibility*; **Cost** 10,000 gp

Ring of Jumping

Aura moderate transmutation; **CL** 2th

Slot ring; **Price** 2,500 gp; **Weight** —

Description

This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Acrobatics checks made to make high or long jumps.

Construction

Requirements Forge Ring, creator must have 5 ranks in the Acrobatics skill; **Cost** 1,250 gp

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Ring of Jumping, Improved

Aura moderate transmutation; **CL** 7th

Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

As *ring of jumping*, except it grants a +10 competence bonus on its wearer's Acrobatics checks made to make high or long jumps.

CONSTRUCTION

Requirements Forge Ring, creator must have 10 ranks in the Acrobatics skill; **Cost** 5,000 gp

Ring of Mind Shielding

Aura faint aburation; **CL** 3rd

Slot ring; **Price** 8,000 gp; **Weight** —

DESCRIPTION

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

CONSTRUCTION

Requirements Forge Ring, *nondetection*; **Cost** 4,000 gp

Ring of Protection

Aura faint abjuration; **CL** 5th

Slot ring; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** —

DESCRIPTION

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

CONSTRUCTION

Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Ring of Regeneration

Aura strong conjuration; **CL** 15th

Slot ring; **Price** 90,000 gp; **Weight** —

DESCRIPTION

This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

CONSTRUCTION

Requirements Forge Ring, *regenerate*; **Cost** 45,000 gp

Ring of Spell Turning

Aura strong abjuration; **CL** 13th

Slot ring; **Price** 100,000 gp; **Weight** —

DESCRIPTION

Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

CONSTRUCTION

Requirements Forge Ring, *spell turning*; **Cost** 50,000 gp

Ring of Sustenance

Aura faint conjuration; **CL** 5th

Slot ring; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

CONSTRUCTION

Requirements Forge Ring, *create food and water*; **Cost** 1,250 gp

Ring of Swimming

Aura faint transmutation; **CL** 2nd

Slot ring; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in the Swim skill; **Cost** 1,250 gp

Ring of Swimming, Improved

Aura moderate transmutation; **CL** 7th

Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 10 ranks in the Swim skill; **Cost** 5,000 gp

Ring of Telekinesis

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 75,000 gp; **Weight** —

DESCRIPTION

This ring allows the caster to use the spell *telekinesis* on command.

CONSTRUCTION

Requirements Forge Ring, *telekinesis*; **Cost** 37,500 gp

Ring of Three Wishes

Aura strong evocation (if *miracle* is used); **CL** 20th

Slot ring; **Price** 120,000 gp; **Weight** —

DESCRIPTION

This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

CONSTRUCTION

Requirements Forge Ring, *wish* or *miracle*; **Cost** 97,500 gp

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RING OF WATER WALKING

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 15,000 gp; **Weight** —

DESCRIPTION

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

CONSTRUCTION

Requirements Forge Ring, *water walk*; **Cost** 7,500 gp

RING OF WIZARDRY

Aura moderate (*wizardry I*) or strong (*wizardry II–IV*) (no school); **CL** 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*)

Slot ring; **Price** 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV); **Weight** —

DESCRIPTION

This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

CONSTRUCTION

Requirements Forge Ring, *limited wish*; **Cost** 10,000 gp (I) gp, 20,000 (II), 35,000 (III), 50,000 (IV)

RING OF X-RAY VISION

Aura moderate divination; **CL** 6th

Slot ring; **Price** 25,000 gp; **Weight** —

DESCRIPTION

On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

CONSTRUCTION

Requirements Forge Ring, *true seeing*; **Cost** 12,500 gp

RODS

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Rods with charges can never be intelligent.

Table 15-12: Rods

Medium	Major	Rod	Market Price
01–07	—	Metamagic, *Enlarge, lesser*	3,000 gp
08–14	—	Metamagic, *Extend, lesser*	3,000 gp
15–21	—	Metamagic, *Silent, lesser*	3,000 gp
22–28	—	*Immovable*	5,000 gp
29–35	—	Metamagic, *Empower, lesser*	9,000 gp
36–42	—	*Metal and mineral detection*	10,500 gp
43–53	01–04	*Cancellation*	11,000 gp
54–57	05–06	Metamagic, *Enlarge*	11,000 gp
58–61	07–08	Metamagic, *Extend*	11,000 gp
62–65	09–10	Metamagic, *Silent*	11,000 gp
66–71	11–14	*Wonder*	12,000 gp
72–79	15–19	*Python*	13,000 gp
80–83	—	Metamagic, *Maximize, lesser*	14,000 gp
84–89	19–21	*Flame extinguishing*[S]	15,000 gp
90–97	22–25	*Viper*	19,000 gp
—	26–30	*Enemy detection*	23,500 gp
—	31–36	Metamagic, *Enlarge, greater*	24,500 gp
—	37–42	Metamagic, *Extend, greater*	24,500 gp
—	43–48	Metamagic, *Silent, greater*	24,500 gp
—	49–53	*Splendor*[S]	25,000 gp
—	54–58	*Withering*	25,000 gp
98–99	59–64	Metamagic, *Empower*	32,500 gp
—	65–69	*Thunder and lightning*[S]	33,000 gp
100	70–73	Metamagic, *Quicken, lesser*	35,000 gp
—	74–77	*Negation*	37,000 gp
—	78–80	*Absorption*[S]	50,000 gp
—	81–84	*Flailing*	50,000 gp
—	85–86	Metamagic, *Maximize*	54,000 gp
—	87–88	*Rulership*	60,000 gp
—	89–90	*Security*[S]	61,000 gp
—	91–92	*Lordly might*[S]	70,000 gp
—	93–94	Metamagic, *Empower, greater*	73,000 gp
—	95–96	Metamagic, *Quicken*	75,500 gp
—	97–98	*Alertness*[S]	85,000 gp
—	99	Metamagic, *Maximize, greater*	121,500 gp
—	100	Metamagic, *Quicken, greater*	170,000 gp

ROD OF CANCELLATION

Aura strong abjuration; **CL** 17th

Slot none; **Price** 11,000 gp; **Weight** 5 lb.

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DESCRIPTION

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.

CONSTRUCTION

Requirements Craft Rod, *mage's disjunction*; **Cost** 5,500 gp

ROD OF ENEMY DETECTION

Aura moderate divination; **CL** 10th

Slot none; **Price** 23,500 gp; **Weight** 5 lb.

DESCRIPTION

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

CONSTRUCTION

Requirements Craft Rod, *true seeing*; **Cost** 11,750 gp

ROD OF FLAILING

Aura moderate enchantment; **CL** 9th

Slot none; **Price** 50,000 gp; **Weight** 5 lb.

DESCRIPTION

Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day, the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

CONSTRUCTION

Requirements Craft Rod, Craft Magic Arms and Armor, *bless*; **Cost** 25,000 gp

IMMOVABLE ROD

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 5,000 gp; **Weight** 5 lb.

DESCRIPTION

This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

CONSTRUCTION

Requirements Craft Rod, *levitate*; **Cost** 2,500 gp

ROD OF METAL AND MINERAL DETECTION

Aura moderate divination; **CL** 9th

Slot none; **Price** 10,500 gp; **Weight** 5 lb.

DESCRIPTION

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

CONSTRUCTION

Requirements Craft Rod, *locate object*; **Cost** 5,250 gp

METAMAGIC RODS

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

METAMAGIC, EMPOWER

Aura strong (no school); **CL** 17th

Slot none; **Price** 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

CONSTRUCTION

Requirements Craft Rod, Empower Spell; **Cost** 4,500 gp (lesser), 16,250 gp (normal), 36,500 gp (greater)

METAMAGIC, ENLARGE

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

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CONSTRUCTION

Requirements Craft Rod, Enlarge Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, EXTEND

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

CONSTRUCTION

Requirements Craft Rod, Extend Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, MAXIMIZE

Aura strong (no school); **CL** 17th

Slot none; **Price** 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

CONSTRUCTION

Requirements Craft Rod, Maximize Spell feat; **Cost** 7,000 gp (lesser), 27,000 gp (normal), 60,750 gp (greater)

METAMAGIC, QUICKEN

Aura strong (no school); **CL** 17th

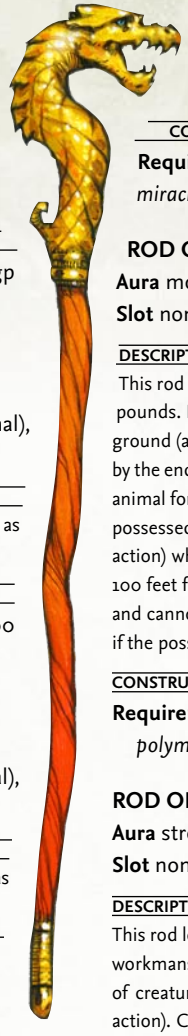
Slot none; **Price** 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

CONSTRUCTION

Requirements Craft Rod, Quicken Spell; **Cost** 17,500 gp (lesser), 37,750 gp (normal), 85,000 gp (greater)



METAMAGIC, SILENT

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lb.

DESCRIPTION

The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

CONSTRUCTION

Requirements Craft Rod, Silent Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

ROD OF NEGATION

Aura strong varied; **CL** 15th

Slot none; **Price** 37,000 gp; **Weight** 5 lb.

DESCRIPTION

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have a readied action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

CONSTRUCTION

Requirements Craft Rod, *dispel magic*, and *limited wish* or *miracle*; **Cost** 18,500 gp

ROD OF THE PYTHON

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 13,000 gp; **Weight** 5 lb.

DESCRIPTION

This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1/+1 quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

CONSTRUCTION

Requirements Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; **Cost** 6,500 gp

ROD OF RULERSHIP

Aura strong enchantment; **CL** 20th

Slot none; **Price** 60,000 gp; **Weight** 8 lb.

DESCRIPTION

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

CONSTRUCTION

Requirements Craft Rod, *mass charm monster*; **Cost** 32,500 gp.

ROD OF THE VIPER

Aura moderate necromancy; **CL** 10th

Slot none; **Price** 19,000 gp; **Weight** 5 lb.

DESCRIPTION

This rod strikes as a *+2 heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points

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of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

CONSTRUCTION

Requirements Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; **Cost** 9,500 gp

ROD OF WITHERING

Aura strong necromancy; **CL** 13th

Slot none; **Price** 25,000 gp; **Weight** 5 lb.

DESCRIPTION

A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

CONSTRUCTION

Requirements Craft Rod, Craft Magic Arms and Armor, *contagion*; **Cost** 12,500 gp

ROD OF WONDER

Aura moderate enchantment; **CL** 10th

Slot none; **Price** 12,000 gp; **Weight** 5 lb.

DESCRIPTION

A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod include the following.

d%	Wondrous Effect
01–05	*Slow* creature pointed at for 10 rounds (Will DC 15 negates).
06–10	*Faerie fire* surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	*Gust of wind*, but at windstorm force (Fortitude DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with *detect thoughts*) for 1d4 rounds (no save).
26–30	*Stinking cloud* at 30-ft. range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	*Summon* an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	*Lightning bolt* (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50–53	*Enlarge person* if within 60 ft. of rod (Fortitude DC 13 negates).
54–58	*Darkness*, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder two size categories (no save) for 1 day.
70–79	*Fireball* at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80–84	*Invisibility* covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	*Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates).

CONSTRUCTION

Requirements Craft Rod, *confusion*, creator must be chaotic; **Cost** 6,000 gp

SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The cost of a scroll is equal to the level of the spell × the creator's caster level × 25 gp. If the scroll has a material component cost, it is added to the base price. Table 15–13 gives sample prices for scrolls created at lowest possible caster level for each spellcasting class. Note that some spells appear at different levels for different casters. The level of such spells depends on the caster scribing the scroll.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll

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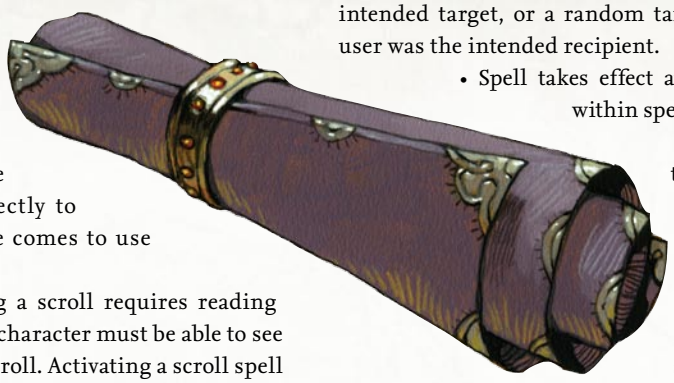
is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he can proceed directly to the next step when the time comes to use the scroll.



Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his class.)
- The user must have the spell on his class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll, unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Table 15-13: Scroll Costs

Spell Level	Cleric Druid Wizard	Sorcerer	Bard	Paladin Ranger
0	12.5 gp	12.5 gp	12.5 gp	—
1st	25 gp	25 gp	25 gp	50 gp
2nd	150 gp	200 gp	200 gp	150 gp
3rd	375 gp	450 gp	525 gp	375 gp
4th	700 gp	800 gp	1,000 gp	700 gp
5th	1,125 gp	1,250 gp	1,625 gp	—
6th	1,650 gp	1,800 gp	2,400 gp	—
7th	2,275 gp	2,450 gp	—	—
8th	3,000 gp	3,200 gp	—	—
9th	3,825 gp	4,050 gp	—	—

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Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staves use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff 's function, and 31–100 indicates no special qualities.

Using Staves: Staves use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staves are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than those from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are also harder to dispel and have a better chance of overcoming a target's spell resistance.

Staves hold a maximum of 10 charges. Each spell cast from a staff consumes one or more charges. Each morning, when a spellcaster prepares spells, he can also imbue one staff with a portion of his power so long as one or more of the spells cast by the staff are on his spell list and he is capable of casting at least one of the spells. Imbuing a staff with this power restores one charge to the staff, but the caster must forgo one prepared spell or spell slot of a level equal to the highest-level spell cast by the staff. For example, a 9th level wizard with a *staff of fire* could imbue the staff with one charge per day by using up one of his 4th-level spells. A staff cannot gain more than one charge per day and a caster cannot imbue more than one staff per day.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. A number of staves, those that have been changed from the 3.5 rules set, are described below.

Table 15-14: Staves

Medium	Major	Staff	Market Price
01–15	01–03	*Charming*	17,600 gp
16–30	04–09	*Fire*	18,950 gp
31–40	10–11	*Swarming insects*	22,800 gp
41–55	12–13	*Size alteration*	26,150 gp
56–75	14–19	*Healing*	29,600 gp
76–90	20–24	*Frost*	41,400 gp
91–95	25–31	*Illumination*	51,500 gp
96–100	32–38	*Defense*	62,000 gp
—	39–45	*Abjuration*[S]	82,000 gp
—	46–50	*Conjuration*[S]	82,000 gp
—	51–55	*Divination*[S]	82,000 gp
—	56–60	*Enchantment*[S]	82,000 gp
—	61–65	*Evocation*[S]	82,000 gp
—	66–70	*Illusion*[S]	82,000 gp
—	71–75	*Necromancy*[S]	82,000 gp
—	76–80	*Transmutation*[S]	82,000 gp
—	81–85	*Earth and stone*	85,800 gp
—	86–90	*Woodlands*[S]	100,400 gp
—	91–95	*Life*	109,400 gp
—	96–98	*Passage*	206,900 gp
—	99–100	*Power*	235,000 gp

Staff of Charming

Aura moderate enchantment; **CL** 8th

Slot none; **Price** 17,600 gp; **Weight** 5 lb.

Description

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Construction

Requirements Craft Staff, *charm person*, *charm monster*; **Cost** 8,800 gp

Staff of Defense

Aura strong abjuration; **CL** 15th

Slot none; **Price** 62,000 gp; **Weight** 5 lb.

Description

The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

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- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *shield, shield of faith, shield of law, shield other*, creator must be lawful; **Cost** 31,000 gp

STAFF OF EARTH AND STONE

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 85,800 gp; **Weight** 5 lb.

DESCRIPTION

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

CONSTRUCTION

Requirements Craft Staff, *move earth, passwall*; **Cost** 42,900 gp

STAFF OF FIRE

Aura moderate evocation; **CL** 8th

Slot none; **Price** 18,950 gp; **Weight** 5 lb.

DESCRIPTION

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (2 charges)
- *Wall of fire* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *burning hands, fireball, wall of fire*; **Cost** 9,475 gp

STAFF OF FROST

Aura moderate evocation; **CL** 10th

Slot none; **Price** 41,400 gp; **Weight** 5 lb.

DESCRIPTION

Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (2 charges)
- *Cone of cold* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *cone of cold, ice storm, wall of ice*; **Cost** 20,700 gp

STAFF OF HEALING

Aura moderate conjuration; **CL** 8th

Slot none; **Price** 29,600 gp; **Weight** 5 lb.

DESCRIPTION

This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; **Cost** 14,800 gp

STAFF OF ILLUMINATION

Aura strong evocation; **CL** 15th

Slot none; **Price** 51,500 gp; **Weight** 5 lb.

DESCRIPTION

This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *dancing lights, daylight, flare, sunburst*; **Cost** 20,750 gp

STAFF OF LIFE

Aura moderate conjuration; **CL** 11th

Slot none; **Price** 109,400 gp; **Weight** 5 lb.

DESCRIPTION

Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

CONSTRUCTION

Requirements Craft Staff, *heal, raise dead*; **Cost** 79,700 gp

STAFF OF PASSAGE

Aura strong varied; **CL** 17th

Slot none; **Price** 206,900 gp; **Weight** 5 lb.

DESCRIPTION

This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; **Cost** 115,950 gp

STAFF OF POWER

Aura Strong varied; **CL** 15th

Slot none; **Price** 235,000 gp; **Weight** 5 lb.

DESCRIPTION

The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)

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- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and on saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 20 x the number of charges in the staff, those 3 or 4 squares away take 15 x the number of charges in damage, and those 5 or 6 squares distant take 10 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

CONSTRUCTION

Requirements Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; **Cost** 117,500 gp

STAFF OF SIZE ALTERATION

Aura Moderate transmutation; **CL** 8th

Slot none; **Price** 26,150 gp; **Weight** 5 lb.

DESCRIPTION

Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (2 charges)
- *Enlarge person, mass* (3 charges)
- *Reduce person, mass* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *enlarge person*, *mass enlarge person*, *reduce person*, *mass reduce person*, *shrink item*; **Cost** 13,075 gp

STAFF OF SWARMING INSECTS

Aura moderate conjuration; **CL** 9th

Slot none; **Price** 22,800 gp; **Weight** 5 lb.

DESCRIPTION

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *insect plague*, *summon swarm*; **Cost** 11,400 gp

WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick. The cost of a wand is equal to the level of the spell x the creator's caster level x 750 gp. If the wand has a material component cost, it is added to the base cost once for each charge (50 x material component cost). Table 15–15 gives sample prices for wands created at lowest possible caster level for each spellcasting class. Note that some spells appear at different levels for different casters. The level of such spells depends on the caster crafting the wand.

Physical Description: A typical wand is 6 inches to 12 inches long, about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Table 15–15: Wand Costs

Spell Level	Cleric Druid Wizard	Sorcerer	Bard	Paladin Ranger
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	750 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	4,500 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

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Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous items with charges can never be intelligent.

Table 15-16: Minor Wondrous Items

d%	Item	Market Price
01	Feather token, anchor[S]	50 gp
02	*Universal solvent*	50 gp
03	*Elixir of love*	150 gp
04	*Unguent of timelessness*	150 gp
05	*Feather token, fan*[S]	200 gp
06	*Dust of tracelessness*	250 gp
07	*Elixir of hiding*	250 gp
08	*Elixir of tumbling*	250 gp
09	*Elixir of swimming*	250 gp
10	*Elixir of vision*	250 gp
11	*Silversheen*	250 gp
12	*Feather token, bird*[S]	300 gp
13	*Feather token, tree*[S]	400 gp
14	*Feather token, swan boat*[S]	450 gp
15	*Elixir of truth*	500 gp
16	*Feather token, whip*[S]	500 gp
17	*Dust of dryness*	850 gp
18	*Bag of tricks, gray*	900 gp
19	*Hand of the mage*	900 gp
20	*Bracers of armor +1*	1,000 gp
21	*Cloak of resistance +1*	1,000 gp
22	*Pearl of power, 1st-level spell*	1,000 gp
23	*Phylactery of faithfulness*	1,000 gp
24	*Salve of slipperiness*	1,000 gp
25	*Elixir of fire breath*	1,100 gp
26	*Pipes of the sewers*	1,150 gp
27	*Dust of illusion*	1,200 gp
28	*Goggles of minute seeing*	1,250 gp
29	*Brooch of shielding*	1,500 gp
30	*Necklace of fireballs type I*	1,650 gp
31	*Dust of appearance*	1,800 gp
32	*Hat of disguise*	1,800 gp
33	*Pipes of sounding*	1,800 gp
34	*Efficient quiver*	1,800 gp
35	*Amulet of natural armor +1*	2,000 gp
36	*Handy haversack*	2,000 gp
37	*Horn of fog*	2,000 gp
38	*Elemental gem*	2,250 gp
39	*Robe of bones*[S]	2,400 gp
40	*Sovereign glue*	2,400 gp
41	*Bag of holding type I*	2,500 gp
42	*Boots of elvenkind*	2,500 gp
43	*Boots of the winterlands*	2,500 gp
44	*Candle of truth*	2,500 gp
45	*Cloak of elvenkind*	2,500 gp
46	*Eyes of the eagle*	2,500 gp
47	*Scarab, golembane*	2,500 gp
48	*Necklace of fireballs type II*	2,700 gp
49	*Stone of alarm*	2,700 gp
50	*Bag of tricks, rust*	3,000 gp
51	*Bead of force*	3,000 gp
52	*Chime of opening*	3,000 gp
53	*Horseshoes of speed*	3,000 gp
54	*Rope of climbing*	3,000 gp
55	*Dust of disappearance*	3,500 gp
56	*Lens of detection*	3,500 gp
57	*Vestment, druid's*	3,750 gp
58	*Figurine of wondrous power, silver raven*[S]	3,800 gp
59	*Belt of giant strength +2*	4,000 gp
60	*Belt of incredible dexterity +2*	4,000 gp
61	*Belt of mighty constitution +2*	4,000 gp
62	*Bracers of armor +2*	4,000 gp
63	*Cloak of resistance +2*	4,000 gp
64	*Gloves of arrow snaring*	4,000 gp
65	*Headband of alluring charisma +2*	4,000 gp
66	*Headband of inspired wisdom +2*	4,000 gp
67	*Headband of vast intelligence +2*	4,000 gp
68	*Ioun stone, clear spindle*	4,000 gp
69	*Restorative ointment*	4,000 gp
70	*Marvelous pigments*[S]	4,000 gp
71	*Pearl of power, 2nd-level spell*	4,000 gp
72	*Stone salve*	4,000 gp
73	*Necklace of fireballs type III*	4,350 gp
74	*Circlet of persuasion*	4,500 gp
75	*Slippers of spider climbing*	4,800 gp
76	*Incense of meditation*	4,900 gp
77	*Amulet of mighty fists +1*	5,000 gp
78	*Bag of holding type II*	5,000 gp
79	*Bracers of archery, lesser*	5,000 gp
80	*Ioun stone, dusty rose prism*	5,000 gp
81	*Helm of comprehend languages and read magic*	5,200 gp
82	*Vest of escape*	5,200 gp
83	*Eversmoking bottle*	5,400 gp
84	*Sustaining spoon*	5,400 gp
85	*Necklace of fireballs type IV*	5,400 gp
86	*Boots of striding and springing*	5,500 gp
87	*Wind fan*	5,500 gp
88	*Horseshoes of a zephyr*	6,000 gp

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89	*Pipes of haunting*	6,000 gp
90	*Necklace of fireballs type V*	6,150 gp
91	*Gloves of swimming and climbing*	6,250 gp
92	*Bag of tricks, tan*	6,300 gp
93	*Circlet of blasting, minor*	6,480 gp
94	*Horn of goodness/evil*	6,500 gp
95	*Robe of useful items*[S]	7,000 gp
96	*Boat, folding*	7,200 gp
97	*Cloak of the manta ray*	7,200 gp
98	*Bottle of air*	7,250 gp
99	*Bag of holding type III*	7,400 gp
100	*Periapt of health*	7,400 gp

Table 15-17: Medium Wondrous Items

d%	Item	Market Price
01	*Boots of levitation*	7,500 gp
02	*Harp of charming*	7,500 gp
03	*Amulet of natural armor +2*	8,000 gp
04	*Golem manual, flesh*[S]	8,000 gp
05	*Hand of glory*	8,000 gp
06	*Ioun stone, deep red sphere*	8,000 gp
07	*Ioun stone, incandescent blue sphere*	8,000 gp
08	*Ioun stone, pale blue rhomboid*	8,000 gp
09	*Ioun stone, pink and green sphere*	8,000 gp
10	*Ioun stone, pink rhomboid*	8,000 gp
11	*Ioun stone, scarlet and blue sphere*	8,000 gp
12	*Deck of illusions*[S]	8,100 gp
13	*Necklace of fireballs type VI*	8,100 gp
14	*Candle of invocation*[S]	8,400 gp
15	*Bracers of armor +3*	9,000 gp
16	*Cloak of resistance +3*	9,000 gp
17	*Decanter of endless water*	9,000 gp
18	*Necklace of adaptation*	9,000 gp
19	*Pearl of power, 3rd-level spell*	9,000 gp
20	*Talisman of the sphere*	9,000 gp
21	*Figurine of wondrous power, serpentine owl*[S]	9,100 gp
22	*Necklace of fireballs type VII*	9,150 gp
23	*Strand of prayer beads, lesser*[S]	9,600 gp
24	*Bag of holding type IV*	10,000 gp
25	*Belt of physical might +2*	10,000 gp
26	*Figurine of wondrous power, bronze griffon*[S]	10,000 gp
27	*Figurine of wondrous power, ebony fly*[S]	10,000 gp
28	*Glove of storing*	10,000 gp
29	*Headband of mental prowess +2*	10,000 gp
30	*Ioun stone, dark blue rhomboid*	10,000 gp
31	*Cape of the mountebank*	10,080 gp
32	*Phylactery of undead turning*	11,000 gp
33	*Gauntlet of rust*	11,500 gp
34	*Boots of speed*	12,000 gp
35	*Goggles of night*	12,000 gp
36	*Golem manual, clay*[S]	12,000 gp
37	*Medallion of thoughts*	12,000 gp
38	*Blessed book*	12,500 gp
39	*Gem of brightness*[S]	13,000 gp
40	*Lyre of building*[S]	13,000 gp
41	*Robe, monk's*	13,000 gp
42	*Cloak of arachnida*	14,000 gp
43	*Belt of dwarvenkind*	14,900 gp
44	*Periapt of wound closure*	15,000 gp
45	*Pearl of the sirines*	15,300 gp
46	*Figurine of wondrous power, onyx dog*[S]	15,500 gp
47	*Belt of giant strength +4*	16,000 gp
48	*Belt of incredible dexterity +4*	16,000 gp
49	*Belt of mighty constitution +4*	16,000 gp
50	*Belt of physical perfection +2*	16,000 gp
51	*Boots, winged*	16,000 gp
52	*Bracers of armor +4*	16,000 gp
53	*Cloak of resistance +4*	16,000 gp
54	*Headband of alluring charisma +4*	16,000 gp
55	*Headband of inspired wisdom +4*	16,000 gp
56	*Headband of mental superiority +2*	16,000 gp
57	*Headband of vast intelligence +4*	16,000 gp
58	*Pearl of power, 4th-level spell*	16,000 gp
59	*Scabbard of keen edges*	16,000 gp
60	*Figurine of wondrous power, golden lions*[S]	16,500 gp
61	*Chime of interruption*	16,800 gp
62	*Broom of flying*	17,000 gp
63	*Figurine of wondrous power, marble elephant*[S]	17,000 gp
64	*Amulet of natural armor +3*	18,000 gp
65	*Ioun stone, iridescent spindle*	18,000 gp
66	*Bracelet of friends*	19,000 gp
67	*Amulet of mighty fists +2*	20,000 gp
68	*Carpet of flying, 5 ft. by 5 ft.*	20,000 gp
69	*Horn of blasting*	20,000 gp
70	*Ioun stone, pale lavender ellipsoid*	20,000 gp
71	*Ioun stone, pearly white spindle*	20,000 gp
72	*Portable hole*[S]	20,000 gp
73	*Stone of good luck (luckstone)*	20,000 gp
74	*Figurine of wondrous power, ivory goats*[S]	21,000 gp
75	*Rope of entanglement*	21,000 gp
76	*Golem manual, stone*[S]	22,000 gp
77	*Mask of the skull*	22,000 gp
78	*Mattock of the titans*	23,348 gp
79	*Circlet of blasting, major*	23,760 gp
80	*Cloak of displacement, minor*	24,000 gp
81	*Helm of underwater action*	24,000 gp
82	*Bracers of archery, greater*	25,000 gp
83	*Bracers of armor +5*	25,000 gp
84	*Cloak of resistance +5*	25,000 gp
85	*Eyes of doom*	25,000 gp
86	*Pearl of power, 5th-level spell*	25,000 gp
87	*Maul of the titans*	25,305 gp
88	*Strand of prayer beads*[S]	25,800 gp
89	*Cloak of the bat*	26,000 gp
90	*Iron bands of binding*	26,000 gp

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91	*Cube of frost resistance*	27,000 gp
92	*Helm of telepathy*	27,000 gp
93	*Periapt of proof against poison*	27,000 gp
94	*Robe of scintillating colors*	27,000 gp
95	*Manual of bodily health +1*[S]	27,500 gp
96	*Manual of gainful exercise +1*[S]	27,500 gp
97	*Manual of quickness in action +1*[S]	27,500 gp
98	*Tome of clear thought +1*[S]	27,500 gp
99	*Tome of leadership and influence +1*[S]	27,500 gp
100	*Tome of understanding +1*[S]	27,500 gp

Table 15-18: Major Wondrous Items

d%	Item	Market Price
01	*Dimensional shackles*	28,000 gp
02	*Figurine of wondrous power, obsidian steed*[S]	28,500 gp
03	*Drums of panic*	30,000 gp
04	*Ioun stone, orange*	30,000 gp
05	*Ioun stone, pale green prism*	30,000 gp
06	*Lantern of revealing*	30,000 gp
07	*Robe of blending*	30,000 gp
08	*Amulet of natural armor +4*	32,000 gp
09	*Amulet of proof against detection and location*	35,000 gp
10	*Carpet of flying, 5 ft. by 10 ft.*	35,000 gp
11	*Golem manual, iron*[S]	35,000 gp
12	*Belt of giant strength +4*	36,000 gp
13	*Belt of incredible dexterity +4*	36,000 gp
14	*Belt of mighty constitution +4*	36,000 gp
15	*Bracers of armor +6*	36,000 gp
16	*Headband of alluring charisma +6*	36,000 gp
17	*Headband of inspired wisdom +6*	36,000 gp
18	*Headband of vast intelligence +6*	36,000 gp
19	*Ioun stone, vibrant purple prism*	36,000 gp
20	*Pearl of power, 6th-level spell*	36,000 gp
21	*Scarab of protection*	38,000 gp
22	*Belt of physical might +4*	40,000 gp
23	*Headband of mental prowess +4*	40,000 gp
24	*Ioun stone, lavender and green ellipsoid*	40,000 gp
25	*Ring gates*[S]	40,000 gp
26	*Crystal ball*	42,000 gp
27	*Golem manual, greater stone*[S]	44,000 gp
28	*Amulet of mighty fists +3*	45,000 gp
29	*Orb of storms*	48,000 gp
30	*Boots of teleportation*	49,000 gp
31	*Bracers of armor +7*	49,000 gp
32	*Pearl of power, 7th-level spell*	49,000 gp
33	*Amulet of natural armor +5*	50,000 gp
34	*Cloak of displacement, major*	50,000 gp
35	*Crystal ball with see invisibility*	50,000 gp
36	*Horn of Valhalla*[S]	50,000 gp
37	*Crystal ball with detect thoughts*	51,000 gp
38	*Wings of flying*	54,000 gp
39	*Cloak of etherealness*	55,000 gp
40	*Instant fortress*[S]	55,000 gp
41	*Manual of bodily health +2*[S]	55,000 gp
42	*Manual of gainful exercise +2*[S]	55,000 gp
43	*Manual of quickness in action +2*[S]	55,000 gp
44	*Tome of clear thought +2*[S]	55,000 gp
45	*Tome of leadership and influence +2*[S]	55,000 gp
46	*Tome of understanding +2*[S]	55,000 gp
47	*Eyes of charming*	56,000 gp
48	*Robe of stars*	58,000 gp
49	*Carpet of flying, 10 ft. by 10 ft.*	60,000 gp
50	*Darkskull*[S]	60,000 gp
51	*Cube of force*[S]	62,000 gp
52	*Belt of physical perfection +4*	64,000 gp
53	*Bracers of armor +8*	64,000 gp
54	*Headband of mental superiority +4*	64,000 gp
55	*Pearl of power, 8th-level spell*	64,000 gp
56	*Crystal ball with telepathy*	70,000 gp
57	*Horn of blasting, greater*	70,000 gp
58	*Pearl of power, two spells*	70,000 gp
59	*Helm of teleportation*	73,500 gp
60	*Gem of seeing*	75,000 gp
61	*Robe of the archmagi*	75,000 gp
62	*Mantle of faith*	76,000 gp
63	*Amulet of mighty fists +4*	80,000 gp
64	*Crystal ball with true seeing*	80,000 gp
65	*Pearl of power, 9th-level spell*	81,000 gp
66	*Well of many worlds*	82,000 gp
67	*Manual of bodily health +3*[S]	82,500 gp
68	*Manual of gainful exercise +3*[S]	82,500 gp
69	*Manual of quickness in action +3*[S]	82,500 gp
70	*Tome of clear thought +3*[S]	82,500 gp
71	*Tome of leadership and influence +3*[S]	82,500 gp
72	*Tome of understanding +3*[S]	82,500 gp
73	*Apparatus of the crab*[S]	90,000 gp
74	*Belt of physical might +6*	90,000 gp
75	*Headband of mental prowess +6*	90,000 gp
76	*Mantle of spell resistance*	90,000 gp
77	*Mirror of opposition*	92,000 gp
78	*Strand of prayer beads, greater*[S]	95,800 gp
79	*Manual of bodily health +4*[S]	110,000 gp
80	*Manual of gainful exercise +4*[S]	110,000 gp
81	*Manual of quickness in action +4*[S]	110,000 gp
82	*Tome of clear thought +4*[S]	110,000 gp
83	*Tome of leadership and influence +4*[S]	110,000 gp
84	*Tome of understanding +4*[S]	110,000 gp
85	*Amulet of the planes*	120,000 gp
86	*Robe of eyes*	120,000 gp
87	*Amulet of mighty fists +5*	125,000 gp
88	*Helm of brilliance*[S]	125,000 gp
89	*Manual of bodily health +5*[S]	137,500 gp
90	*Manual of gainful exercise +5*[S]	137,500 gp
91	*Manual of quickness in action +5*[S]	137,500 gp
92	*Tome of clear thought +5*[S]	137,500 gp

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93	*Tome of leadership and influence +5*[S]	137,500 gp
94	*Tome of understanding +5*[S]	137,500 gp
95	*Belt of physical perfection +6*	144,000 gp
96	*Headband of mental superiority +6*	144,000 gp
97	*Efreeti bottle*	145,000 gp
98	*Cubic gate*	164,000 gp
99	*Iron flask*[S]	170,000 gp
100	*Mirror of life trapping*[S]	200,000 gp

AMULET OF MIGHTY FISTS

Aura faint evocation; **CL** 5th

Slot neck; **Price** 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5); **Weight** —

DESCRIPTION

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Alternatively, this amulet can be enchanted with melee weapon special abilities, so long as they can be applied to unarmed attacks. See Table 15–7 for a list of abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. An *amulet of mighty fists* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. An *amulet of mighty fists* does not need to have a +1 enhancement bonus to grant a melee weapon special ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities; **Cost** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5)

AMULET OF NATURAL ARMOR

Aura faint transmutation; **CL** 5th

Slot neck; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5); **Weight** —

DESCRIPTION

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

AMULET OF THE PLANES

Aura strong conjuration; **CL** 15th

Slot neck; **Price** 120,000 gp; **Weight** —

DESCRIPTION

This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60 on d%) or to a random plane (61–100).

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*; **Cost** 60,000 gp

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Aura moderate abjuration; **CL** 8th

Slot neck; **Price** 35,000 gp; **Weight** —

DESCRIPTION

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 17,500 gp

BAG OF HOLDING

Aura moderate conjuration; **CL** 9th

Slot —; **Price** see below; **Weight** —

DESCRIPTION

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,250 gp (type I), 2,500 gp (type II), 3,700 gp (type III), 5,000 gp (type IV)

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BAG OF TRICKS

Aura faint or moderate conjuration; **CL** 3rd (gray), 5th (rust), 9th (tan)

Slot —; **Price** 3,400 gp (gray); 8,500 gp (rust); 16,000 gp (tan)

DESCRIPTION

This small sack appears empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); **Cost** 1,700 gp (gray); 4,250 gp (rust); 8,000 gp (tan)

Gray Bag		Rust Bag		Tan Bag	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

BEAD OF FORCE

Aura moderate evocation; **CL** 10th

Slot —; **Price** 3,000 gp; **Weight** —

DESCRIPTION

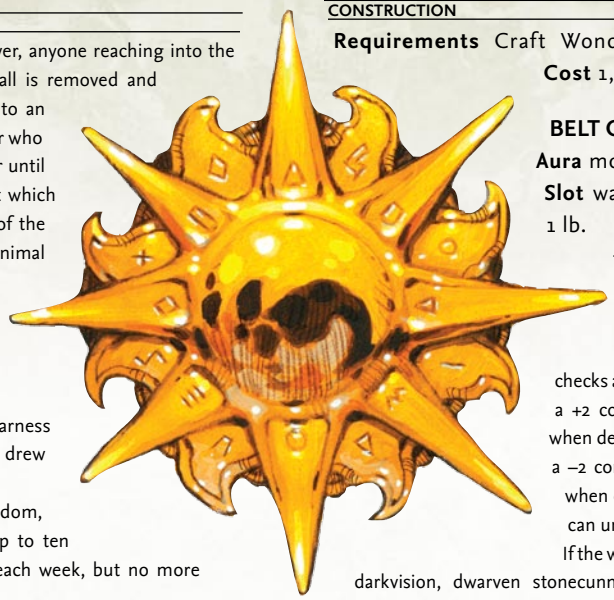
This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter 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*, *disintegrate*, 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 globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

CONSTRUCTION

Requirements Craft Wondrous Item, *resilient sphere*; **Cost** 1,500 gp



BELT OF DWARVENKIND

Aura moderate divination; **CL** 12th

Slot waist; Price 14,900 gp; **Weight** 1 lb.

DESCRIPTION

This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a –2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, and spell-like effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *tongues*, creator must be a dwarf; **Cost** 7,450 gp

BELT OF GIANT STRENGTH

Aura moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large iron buckle, usually depicting the image of a bull. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

BELT OF INCREDIBLE DEXTERITY

Aura moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

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Belt of Mighty Constitution

Aura moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large golden buckle, usually depicting the image of a bear. The belt grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

Belt of Physical Might

Aura moderate transmutation; **CL** 12th

Slot belt; **Weight** 1 lb.; **Price** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6)

DESCRIPTION

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to two physical ability scores (Strength, Dexterity, or Constitution) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours. These bonuses are chosen when the belt is created and cannot be changed.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance, bull's strength,* and/or *cat's grace*; **Cost** 5,000 gp (+2), 20,000 gp (+4), 45,000 gp (+6)

Belt of Physical Perfection

Aura moderate transmutation; **CL** 16th

Slot belt; **Weight** 1 lb.; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6)

DESCRIPTION

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace*; **Cost** 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

Blessed Book

Aura moderate transmutation; **CL** 7th

Slot —; Price 12,500 gp; **Weight** 1 lb.

DESCRIPTION

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret page*; **Cost** 6,250 gp

Boat, Folding

Aura faint transmutation; **CL** 6th

Slot —; **Price** 7,200 gp; **Weight** 4 lb.

DESCRIPTION

A folding boat looks like a small wooden box about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold 4 people comfortably, while the ship carries 15 with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; **Cost** 3,600 gp

Boots of Elvenkind

Aura faint transmutation; **CL** 5th

Slot feet; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

These soft boots enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be an elf; **Cost** 1,250 gp

Boots of Levitation

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 7,500 gp; **Weight** 1 lb.

DESCRIPTION

On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

CONSTRUCTION

Requirements Craft Wondrous Item, *levitate*; **Cost** 3,750 gp

Boots of Speed

Aura moderate transmutation; **CL** 10th

Slot feet; **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*; **Cost** 6,000 gp

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Boots of Striding and Springing

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 5,500 gp; **Weight** 1 lb.

Description

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Construction

Requirements Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill; **Cost** 2,250 gp

Boots of Teleportation

Aura moderate conjuration; **CL** 9th

Slot feet; **Price** 49,000 gp; **Weight** 3 lb.

Description

Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Construction

Requirements Craft Wondrous Item, *teleport*; **Cost** 24,500 gp

Boots of the Winterlands

Aura faint abjuration and transmutation; **CL** 5th

Slot feet; **Price** 2,500 gp; **Weight** 1 lb.

Description

This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Construction

Requirements Craft Wondrous Item, *cat's grace, endure elements, pass without trace*; **Cost** 1,250 gp

Boots, Winged

Aura faint transmutation; **CL** 8th

Slot feet; **Price** 16,000 gp; **Weight** 1 lb.

Description

These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three times day for up to 5 minutes per flight.

Construction

Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Bottle of Air

Aura moderate transmutation; **CL** 7th

Slot —; **Price** 7,250 gp; **Weight** 2 lb.

Description

This item appears to be a normal glass bottle with a cork. When taken to any airless environment, it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Construction

Requirements Craft Wondrous Item, *water breathing*; **Cost** 3,625 gp

Bracelet of Friends

Aura strong conjuration; **CL** 15th

Slot hands; **Price** 19,000 gp; **Weight** —

Description

This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Construction

Requirements Craft Wondrous Item, *refuge*; **Cost** 9,500 gp

Bracers of Archery, Greater

Aura moderate transmutation; **CL** 8th

Slot hands; **Price** 25,000 gp; **Weight** 1 lb.

Description

These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor; **Cost** 12,500 gp

Bracers of Archery, Lesser

Aura faint transmutation; **CL** 4th

Slot hands; **Price** 5,000 gp; **Weight** 1 lb.

Description

These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor; **Cost** 2,500 gp

Bracers of Armor

Aura moderate conjuration; **CL** 7th

Slot hands; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); **Weight** 1 lb.

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DESCRIPTION

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 15–2 for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have a +1 enhancement bonus to grant an armor special ability. *Bracers of armor* cannot have any armor special abilities that add a flat gp amount to their cost.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8)

BROOCH OF SHIELDING

Aura faint abjuration; **CL** 1st

Slot —; **Price** 1,500 gp; **Weight** —

DESCRIPTION

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield*; **Cost** 1,250 gp

BROOM OF FLYING

Aura moderate transmutation; **CL** 9th

Slot —; **Price** 17,000 gp; **Weight** 3 lb.

DESCRIPTION

This broom is able to fly through the air as if affected by an *overland flight* spell (+4 on Fly skill checks) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*, *permanency*; **Cost** 8,500 gp

CANDLE OF TRUTH

Aura faint enchantment; **CL** 3rd

Slot —; **Price** 2,500 gp; **Weight** 1/2 lb.

DESCRIPTION

This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

CONSTRUCTION

Requirements Craft Wondrous Item, *zone of truth*; **Cost** 1,250 gp

CAPE OF THE MOUNTEBANK

Aura moderate conjuration; **CL** 9th

Slot shoulders; **Price** 10,080 gp; **Weight** 1 lb.

DESCRIPTION

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door*; **Cost** 5,400 gp

CARPET OF FLYING

Aura moderate transmutation; **CL** 10th

Slot —; **Price** varies; **Weight** —

DESCRIPTION

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	10 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	15 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. A *carpet of flying* can hover without making a Fly skill check and gives a +5 bonus to other Fly checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*, *permanency*; **Cost** 10,000 gp (5 ft. by 5 ft.), 17,500 gp (5 ft. by 10 ft.), 30,000 gp (10 ft. by 10 ft.)

CHIME OF INTERRUPTION

Aura moderate evocation; **CL** 7th

Slot —; **Price** 16,800 gp; **Weight** 1 lb.

DESCRIPTION

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Spellcraft check (DC 15 + the spell's level).

CONSTRUCTION

Requirements Craft Wondrous Item, *shout*; **Cost** 8,400 gp

CHIME OF OPENING

Aura moderate transmutation; **CL** 11th

Slot —; **Price** 3,000 gp; **Weight** 1 lb.

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DESCRIPTION

A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock*; **Cost** 1,500 gp

CIRCLET OF PERSUASION

Aura faint transmutation; **CL** 5th

Slot head; **Price** 4,500 gp; **Weight** —

DESCRIPTION

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 gp

CLOAK OF ARACHNIDA

Aura faint conjuration and transmutation; **CL** 6th

Slot shoulders; **Price** 14,000 gp; **Weight** 1 lb.

DESCRIPTION

This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort; she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

CONSTRUCTION

Requirements Craft Wondrous Item, *spider climb*, *web*; **Cost** 7,000 gp

CLOAK OF THE BAT

Aura moderate transmutation; **CL** 7th

Slot shoulders; **Price** 26,000 gp; **Weight** 1 lb.

DESCRIPTION

Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Stealth checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell (including a +3 bonus on Fly skill checks). If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly (as *beast shape III*). All possessions worn or carried are part of the transformation. Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape III*, *fly*; **Cost** 13,000 gp

CLOAK OF DISPLACEMENT, MAJOR

Aura moderate illusion; **CL** 7th

Slot shoulders; **Price** 50,000 gp; **Weight** 1 lb.

DESCRIPTION

This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

CONSTRUCTION

Requirements Craft Wondrous Item, Extend Spell, *displacement*; **Cost** 25,000 gp

CLOAK OF DISPLACEMENT, MINOR

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 24,000 gp; **Weight** 1 lb.

DESCRIPTION

This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

CONSTRUCTION

Requirements Craft Wondrous Item, *displacement*; **Cost** 12,000 gp

CLOAK OF ELVENKIND

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, creator must be an elf; **Cost** 1,250 gp

CLOAK OF ETHEREALNESS

Aura strong transmutation; **CL** 15th

Slot shoulders; **Price** 55,000 gp; **Weight** 1 lb.

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DESCRIPTION

This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

CONSTRUCTION

Requirements Craft Wondrous Item, *ethereal jaunt*; **Cost** 27,500 gp

CLOAK OF THE MANTA RAY

Aura moderate transmutation; **CL** 9th

Slot shoulders; **Price** 7,200 gp; **Weight** 1 lb.

DESCRIPTION

This cloak appears to be made of leather until the wearer enters salt water. At that time, the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *beast shape II* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape II*, *water breathing*; **Cost** 3,600 gp

CLOAK OF RESISTANCE

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); **Weight** 1 lb.

DESCRIPTION

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5)

CROWN OF BLASTING, MINOR

Aura Faint evocation; **CL** 6th

Slot crown; **Weight** 1 lb.; **Price** 6,480 gp

DESCRIPTION

On command, this simple golden crown projects a blast of *searing light* (3d8 points of damage) once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *searing light*; **Cost** 3,240 gp

CROWN OF BLASTING, MAJOR

Aura Strong evocation; **CL** 17th

Slot crown; **Weight** 1 lb.; **Price** 23,760 gp

DESCRIPTION

On command, this eleborate golden crown projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, Maximize Spell, *searing light*; **Cost** 11,880 gp

CRYSTAL BALL

Aura moderate divination; **CL** 10th

Slot —; **Price** varies; **Weight** 7 lb.

DESCRIPTION

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with *see invisibility*	50,000 gp
Crystal ball with *detect thoughts* (*Will DC 13 negates*)	51,000 gp
Crystal ball with *telepathy**	70,000 gp
Crystal ball with *true seeing*	80,000 gp

*The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day, the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

CONSTRUCTION

Requirements Craft Wondrous Item, *scrying* (plus any additional spells put into item); **Cost** 21,000 gp (standard), 25,000 (with *see invisibility*), 25,500 gp (with *detect thoughts*), 35,000 gp (with *telepathy*), 40,000 gp (with *true seeing*)

CUBE OF FROST RESISTANCE

Aura faint abjuration; **CL** 5th

Slot —; **Price** 27,000 gp; **Weight** 2 lb.

DESCRIPTION

This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from energy*; **Cost** 13,500 gp

CUBIC GATE

Aura strong conjuration; **CL** 13th

Slot —; **Price** 164,000 gp; **Weight** 2 lb.

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DESCRIPTION

This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. The other creatures may avoid this fate by succeeding on DC 23 Will saves.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*; **Cost** 82,000 gp

DECANTER OF ENDLESS WATER

Aura moderate transmutation; **CL** 9th

Slot —; **Price** 9,000 gp; **Weight** 2 lb.

DESCRIPTION

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type of water as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

CONSTRUCTION

Requirements Craft Wondrous Item, *control water*; **Cost** 4,500 gp

DIMENSIONAL SHACKLES

Aura moderate abjuration; **CL** 11th

Slot hands; **Price** 28,000 gp; **Weight** 5 lb.

DESCRIPTION

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimensional anchor*; **Cost** 14,000 gp

DRUMS OF PANIC

Aura moderate necromancy; **CL** 7th

Slot —; **Price** 30,000 gp; **Weight** 10 lb. for the pair.

DESCRIPTION

These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). Drums of panic can be used once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *fear*; **Cost** 15,000 gp

DUST OF APPEARANCE

Aura *faint conjuration*; **CL** 5th

Slot —; **Price** 1,800 gp; **Weight** —

DESCRIPTION

This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. In this, it works just like the *faerie fire* spell. The dust also reveals figments, mirror images, and projected images for what they are. A creature coated with the dust takes a –30 penalty on its Stealth checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

CONSTRUCTION

Requirements Craft Wondrous Item, *glitterdust*; **Cost** 900 gp

DUST OF DISAPPEARANCE

Aura moderate illusion; **CL** 7th

Slot —; **Price** 3,500 gp; **Weight** —

DESCRIPTION

This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater invisibility*; **Cost** 1,750 gp

DUST OF DRYNESS

Aura moderate transmutation; **CL** 11th

Slot —; **Price** 850 gp; **Weight** —

DESCRIPTION

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

CONSTRUCTION

Requirements Craft Wondrous Item, *control water*; **Cost** 425 gp

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DUST OF ILLUSION

Aura faint illusion; **CL** 6th

Slot —; **Price** 1,200 gp; **Weight** —

DESCRIPTION

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamer, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamer lasts for 2 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 600 gp

DUST OF TRACELESSNESS

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

CONSTRUCTION

Requirements Craft Wondrous Item, *pass without trace*; **Cost** 125 gp

EFFICIENT QUIVER

Aura moderate conjuration; **CL** 9th

Slot —; **Price** 1,800 gp; **Weight** 2 lb.

DESCRIPTION

This appears to be a typical arrow container capable of holding about 20 arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as 6 objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*; **Cost** 900 gp

EFREETI BOTTLE

Aura strong conjuration; **CL** 14th

Slot —; **Price** 145,000 gp; **Weight** 1 lb.

DESCRIPTION

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster VII*; ***Cost*** 72,500 gp

ELEMENTAL GEM

Aura moderate conjuration; **CL** 11th

Slot —; **Price** 2,250 gp; **Weight** —

DESCRIPTION

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally V*; **Cost** 1,125 gp

ELIXIR OF FIRE BREATH

Aura moderate evocation; **CL** 11th

Slot —; **Price** 1,100 gp; **Weight** —

DESCRIPTION

This strange elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

CONSTRUCTION

Requirements Craft Wondrous Item, scorching ray; **Cost** 550 gp

ELIXIR OF HIDING

Aura faint illusion; **CL** 5th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

A character drinking this liquid gains an intuitive ability to Stealth (+10 competence bonus on Stealth checks for 1 hour).

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 125 gp

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Elixir of Love

Aura faint transmutation; **CL** 4th

Slot —; **Price** 150 gp; **Weight** —

Description

This sweet-tasting liquid causes the character drinking it to become charmed with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The charm effect wears off in 1d3 hours.

Construction

Requirements Craft Wondrous Item, *charm person;* **Cost** 75 gp

Elixir of Swimming

Aura faint illusion; **CL** 2nd

Slot —; **Price** 250 gp; **Weight** —

Description

This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Construction

Requirements Craft Wondrous Item, creator must have 5 ranks in the Swim skill; **Cost** 125 gp

Elixir of Truth

Aura faint enchantment; **CL** 5th

Slot —; **Price** 500 gp; **Weight** —

Description

This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates).

She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Construction

Requirements Craft Wondrous Item, *zone of truth;* **Cost** 250 gp

Elixir of Tumbling

Aura faint illusion; **CL** 5th

Slot —; **Price** 250 gp; **Weight** —

Description

This draught of liquid grants the drinker the ability to tumble about, avoiding attacks and moving carefully across nearly any surface, granting a +10 competence bonus on Acrobatics checks for 1 hour.

Construction

Requirements Craft Wondrous Item, *cat's grace;* **Cost** 125 gp

Elixir of Vision

Aura faint divination; **CL** 2nd

Slot —; **Price** 250 gp; **Weight** —

Description

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Perception checks for 1 hour).

Construction

Requirements Craft Wondrous Item, *true seeing;* **Cost** 125 gp

Eversmoking Bottle

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 5,400 gp; **Weight** 1 lb.

Description

This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the eversmoking bottle is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Construction

Requirements Craft Wondrous Item, *pyrotechnics;* **Cost** 2,700 gp

Eyes of Charming

Aura moderate enchantment; **CL** 7th

Slot eyes; **Price** 56,000 gp for a pair; **Weight** —

Description

These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are charmed as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Construction

Requirements Craft Wondrous Item, Heighten Spell, *charm person;* **Cost** 28,000 gp

Eyes of Doom

Aura moderate necromancy; **CL** 11th

Slot eyes; **Price** 25,000 gp; **Weight** —

Description

These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual deathwatch effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Construction

Requirements Craft Wondrous Item, *doom, deathwatch, fear;* **Cost** 12,500 gp

Eyes of the Eagle

Aura faint divination; **CL** 3rd

Slot eyes; **Price** 2,500 gp; **Weight** —

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DESCRIPTION

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Perception checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience/clairvoyance;* **Cost** 1,250 gp

GAUNTLET OF RUST

Aura moderate transmutation; **CL** 7th

Slot hands; **Price** 11,500 gp; **Weight** 2 lb.

DESCRIPTION

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

CONSTRUCTION

Requirements Craft Wondrous Item, *rusting grasp;* **Cost** 5,750 gp

GEM OF SEEING

Aura moderate divination; **CL** 10th

Slot —; **Price** 75,000 gp; **Weight** —

DESCRIPTION

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell. A gem of seeing can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing;* **Cost** 37,500 gp

GLOVES OF ARROW SNARING

Aura *faint abjuration;* **CL** 3rd

Slot hands; **Price** 4,000 gp; **Weight** —

DESCRIPTION

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield;* **Cost** 2,000 gp

GLOVE OF STORING

Aura faint transmutation; **CL** 6th

Slot hands; **Price** 10,000 gp (one glove); **Weight** —

DESCRIPTION

This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

CONSTRUCTION

Requirements Craft Wondrous Item, *shrink item;* **Cost** 5,000 gp

GLOVES OF SWIMMING AND CLIMBING

Aura faint transmutation; **CL** 5th

Slot hands; **Price** 6,250 gp; **Weight** —

DESCRIPTION

These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength, cat's grace;* **Cost** 3,125 gp

GOGGLES OF MINUTE SEEING

Aura faint divination; **CL** 3rd

Slot eyes; **Price** 1,250 gp; **Weight** —

DESCRIPTION

The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Disable Device checks. Both lenses must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing;* **Cost** 625 gp

GOGGLES OF NIGHT

Aura faint transmutation; **CL** 3rd

Slot eyes; **Price** 12,000 gp; **Weight** —

DESCRIPTION

The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer, they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision;* **Cost** 6,000 gp

HAND OF GLORY

Aura faint varied; **CL** 5th

Slot neck; **Price** 8,000 gp; **Weight** 2 lb.

DESCRIPTION

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

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CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; **Cost** 4,000 gp

HAND OF THE MAGE

Aura faint transmutation; **CL** 2nd

Slot neck; **Price** 900 gp; **Weight** 2 lb.

DESCRIPTION

This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage hand*; **Cost** 450 gp

HANDY HAVERSACK

Aura moderate conjuration; **CL** 9th

Slot —; **Price** 2,000 gp; **Weight** 5 lb.

DESCRIPTION

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

HARP OF CHARMING

Aura faint enchantment; **CL** 5th

Slot —; **Price** 7,500 gp; **Weight** 5 lb.

DESCRIPTION

This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *suggestion*; **Cost** 3,750 gp

HAT OF DISGUISE

Aura faint illusion; **CL** 1st

Slot head; **Price** 1,800 gp; **Weight** —

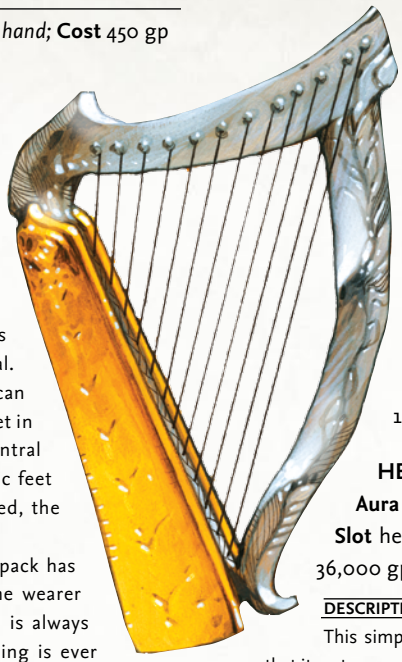
DESCRIPTION

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 900 gp

HEADBAND OF ALLURING CHARISMA



Aura moderate transmutation; **CL** 8th

Slot headband; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** 1 lb.

DESCRIPTION

This attractive silver headband has a small red gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Charisma of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HEADBAND OF INSPIRED WISDOM

Aura moderate transmutation; **CL** 8th

Slot headband; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** 1 lb.

DESCRIPTION

This simple bronze headband has a small green gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Wisdom of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HEADBAND OF MENTAL PROWESS

Aura moderate transmutation; **CL** 12th

Slot headband; **Price** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6); **Weight** 1 lb.

DESCRIPTION

This simple copper headband has a small yellow gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to two mental ability scores (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, *fox's*

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cunning, and/or *owl's wisdom*; **Cost** 5,000 gp (+2), 20,000 gp (+4), 45,000 gp (+6)

HEADBAND OF MENTAL SUPERIORITY

Aura moderate transmutation; **CL** 16th

Slot headband; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6); **Weight** 1 lb.

DESCRIPTION

This ornate platinum headband has a small white gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours. The headband also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

HEADBAND OF VAST INTELLIGENCE

Aura moderate transmutation; **CL** 8th

Slot headband; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** 1 lb.

DESCRIPTION

This intricate gold headband has a small blue gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Intelligence of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours. A *headband of vast intelligence* has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HELM OF COMPREHEND LANGUAGES AND READ MAGIC

Aura faint divination; **CL** 4th

Slot head; **Price** 5,200 gp; **Weight** 3 lb.

DESCRIPTION

Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Linguistics checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

CONSTRUCTION

Requirements Craft Wondrous Item, *comprehend languages*, *read magic*; **Cost** 2,600 gp

HELM OF TELEPATHY

Aura faint divination and enchantment; **CL** 5th

Slot head; **Price** 27,000 gp; **Weight** 3 lb.

DESCRIPTION

The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, *suggestion*; **Cost** 13,500 gp

HELM OF TELEPORTATION

Aura moderate conjuration; **CL** 9th

Slot —; **Price** 73,500 gp; **Weight** 3 lb.

DESCRIPTION

A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

CONSTRUCTION

Requirements Craft Wondrous Item, *teleport*; **Cost** 36,750 gp

HELM OF UNDERWATER ACTION

Aura faint transmutation; **CL** 5th

Slot helmet; **Price** 35,000 gp; **Weight** 3 lb.

DESCRIPTION

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* gives the wearer a 30 foot swim speed and creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

CONSTRUCTION

Requirements Craft Wondrous Item, *water breathing*; **Cost** 17,500 gp

HORN OF BLASTING

Aura moderate evocation; **CL** 7th

Slot —; **Price** 20,000 gp; **Weight** 1 lb.

DESCRIPTION

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

CONSTRUCTION

Requirements Craft Wondrous Item, *shout*; **Cost** 10,000 gp

HORN OF BLASTING, GREATER

Aura strong evocation; **CL** 16th

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Slot —; **Price** 70,000 gp; **Weight** 1 lb.

DESCRIPTION

This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater shout*; **Cost** 35,000 gp

HORN OF FOG

Aura faint conjuration; **CL** 3rd

Slot —; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, *obscuring mist*; **Cost** 1,000 gp

HORN OF GOODNESS/EVIL

Aura faint abjuration; **CL** 6th

Slot —; **Price** 6,500 gp; **Weight** 1 lb.

DESCRIPTION

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic circle against good*, *magic circle against evil*; **Cost** 3,250 gp

HORSESHOES OF SPEED

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 3,000 gp; **Weight** 12 lb. (for four).

DESCRIPTION

These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*; **Cost** 1,500 gp

HORSESHOES OF A ZEPHYR

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 6,000 gp; **Weight** 4 lb. (for four).

DESCRIPTION

These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower[1]	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a *ring of spell storing*	36,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower[2]	40,000 gp

1 After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.

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horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *levitate;* **Cost** 3,000 gp

INCENSE OF MEDITATION

Aura moderate enchantment; **CL** 7th

Slot —; **Price** 4,900 gp; **Weight** 1 lb.

DESCRIPTION

This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, Maximize Spell, *bless;* **Cost** 2,450 gp

IOUN STONES

Aura moderate varied; **CL** 12th

Slot —; **Price** varies; **Weight** —

DESCRIPTION

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5.

Regeneration from the pearly white ioun stone works like a *ring of regeneration*. It only cures damage taken while the character is using the stone. The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** half the market price

IRON BANDS OF BINDING

Aura strong evocation; **CL** 13th

Slot —; **Price** 26,000 gp; **Weight** 1 lb.

DESCRIPTION

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of binding* are usable once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *grasping hand;* **Cost** 13,000 gp

LANTERN OF REVEALING

Aura faint evocation; **CL** 5th

Slot —; **Price** 30,000 gp; **Weight** 2 lb.

DESCRIPTION

This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge.*

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility purge;* **Cost** 15,000 gp

LENS OF DETECTION

Aura moderate divination; **CL** 9th

Slot —; **Price** 3,500 gp; **Weight** 1 lb.

DESCRIPTION

This circular prism enables its user to detect minute details, granting a +5 competence bonus on Perception checks.

It also aids in following tracks, adding a +5 competence bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing;* **Cost** 1,750 gp

MANTLE OF FAITH

Aura strong abjuration [good]; **CL** 20th

Slot chest; **Price** 76,000 gp; **Weight** —

DESCRIPTION

This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

CONSTRUCTION

Requirements Craft Wondrous Item, *stoneskin;* **Cost** 38,000 gp

MANTLE OF SPELL RESISTANCE

Aura moderate abjuration; **CL** 9th

Slot chest; **Price** 90,000 gp; **Weight** —

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Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

DESCRIPTION

This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

CONSTRUCTION

Requirements Craft Wondrous Item, *spell resistance;* **Cost** 45,000 gp

MASK OF THE SKULL

Aura strong necromancy and transmutation; **CL** 13th

Slot head; **Price** 22,000 gp; **Weight** 3 lb.

DESCRIPTION

This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or take 130 points of damage, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects, finger of death, fly;* **Cost** 11,000 gp

MATTOCK OF THE TITANS

Aura *strong transmutation;* **CL** 16th

Slot —; **Price** 23,348 gp; **Weight** 120 lb.

DESCRIPTION

This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer,* dealing 4d6 points of base damage.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *move earth;* **Cost** 13,348 gp

MAUL OF THE TITANS

Aura strong evocation; **CL** 15th

Slot —; **Price** 25,305 gp; **Weight** 160 lb.

DESCRIPTION

This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. The wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a –4 penalty on attack rolls.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist;* **Cost** 12,305 gp

MEDALLION OF THOUGHTS

Aura faint divination; **CL** 5th

Slot neck; **Price** 12,000 gp; **Weight** —

DESCRIPTION

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts;* **Cost** 6,000 gp

MIRROR OF OPPOSITION

Aura strong necromancy; **CL** 15th

Slot —; **Price** 92,000 gp; **Weight** 45 lb.

DESCRIPTION

This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *clone;* **Cost** 46,000 gp

NECKLACE OF ADAPTATION

Aura moderate transmutation; **CL** 7th

Slot necklace; **Price** 40,000 gp; **Weight** 1 lb.

DESCRIPTION

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects,

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as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

CONSTRUCTION

Requirements Craft Wondrous Item, *spell*; **Cost** 20,000 gp

NECKLACE OF FIREBALLS

Aura moderate evocation; **CL** 10th

Slot neck; **Price** 1,650 gp (type I), 2,700 gp (type II), 4,350 gp (type III), 5,400 gp (type IV), 5,850 gp (type V), 8,100 gp (type VI), 8,700 gp (type VII); **Weight** 1 lb.

DESCRIPTION

This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

CONSTRUCTION

Requirements Craft Wondrous Item, *fireball;* **Cost** 825 gp (type I), 1,350 gp (type II), 2,175 gp (type III), 2,700 gp (type IV), 2,925 gp (type V), 4,050 gp (type VI), 4,350 gp (type VII)

ORB OF STORMS

Aura strong varied; **CL** 18th

Slot —; **Price** 48,000 gp; **Weight** 6 lb.

DESCRIPTION

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day, she can call upon the orb to use a *control weather* spell. Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *control weather, endure elements, storm of vengeance;* **Cost** 24,000 gp

PEARL OF POWER

Aura strong transmutation; **CL** 17th

Slot —; **Price** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), 70,000 gp (two spells); **Weight** —

DESCRIPTION

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; **Cost** 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th), 24,500 gp (7th), 32,000 gp (8th), 40,500 gp (9th), 35,000 gp (two spells)

PEARL OF THE SIRINES

Aura moderate abjuration and transmutation; **CL** 8th

Slot —; **Price** 15,300 gp; **Weight** —

DESCRIPTION

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance.

CONSTRUCTION

Requirements Craft Wondrous Item, *freedom of movement, water breathing;* **Cost** 8,150 gp

PERIAPT OF HEALTH

Aura faint conjuration; **CL** 5th

Slot neck; **Price** 7,500 gp; **Weight** —

DESCRIPTION

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove disease;* **Cost** 3,750 gp

PERIAPT OF PROOF AGAINST POISON

Aura faint conjuration; **CL** 5th

Slot neck; **Price** 27,000 gp; **Weight** —

DESCRIPTION

This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

CONSTRUCTION

Requirements Craft Wondrous Item, *neutralize poison;* **Cost** 13,500 gp

PERIAPT OF WOUND CLOSURE

Aura moderate conjuration; **CL** 10th

Slot neck; **Price** 15,000 gp; **Weight** —

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DESCRIPTION

This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (but not if the damage is enough to kill the wearer). The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

CONSTRUCTION

Requirements Craft Wondrous Item, *heal;* **Cost** 7,500 gp

PHYLACTERY OF FAITHFULNESS

Aura faint divination; **CL** 1st

Slot —; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect chaos, detect evil, detect good, detect law;* **Cost** 500 gp

PHYLACTERY OF NEGATIVE CHANNELING

Aura moderate necromancy [evil]; **CL** 10th

Slot phylactery; **Price** 11,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This item is a boon to any character able to channel negative energy, increasing the amount of damage dealt to living creatures by 2d6. This also increases the amount of damage healed by undead creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, 10th-level cleric; **Cost** 5,500 gp

PHYLACTERY OF POSITIVE CHANNELING

Aura moderate necromancy [good]; **CL** 10th

Slot phylactery; **Price** 11,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This item is a boon to any character able to channel positive energy, increasing the amount of damage dealt to undead creatures by 2d6. This also increases the amount of damage healed by living creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, 10th-level cleric; **Cost** 5,500 gp

PIPES OF HAUNTING

Aura faint necromancy; **CL** 4th

Slot —; **Price** 6,000 gp; **Weight** 3 lb.

DESCRIPTION

This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

CONSTRUCTION

Requirements Craft Wondrous Item, *scare;* **Cost** 3,000 gp

PIPES OF THE SEWERS

Aura faint conjuration; **CL** 2nd

Slot —; **Price** 1,150 gp; **Weight** 3 lb.

DESCRIPTION

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm animal, summon nature's ally I, wild empathy ability;* **Cost** 575 gp

PIPES OF SOUNDING

Aura faint illusion; **CL** 2nd

Slot —; **Price** 1,800 gp; **Weight** 3 lb.

DESCRIPTION

When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

CONSTRUCTION

Requirements Craft Wondrous Item, *ghost sound;* **Cost** 900 gp

RESTORATIVE OINTMENT

Aura faint conjuration; **CL** 5th

Slot —; **Price** 4,000 gp; **Weight** 1/2 lb.

DESCRIPTION

A jar of this unguent is 3 inches in diameter, 1 inch deep, and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds, neutralize poison, remove disease;* **Cost** 2,000 gp

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Robe of the Archmagi

Aura strong varied; **CL** 14th

Slot body; **Price** 75,000 gp; **Weight** 1 lb.

DESCRIPTION

This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, she immediately gains three permanent negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two permanent negative levels. While these negative levels remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells), they are immediately removed if the robe is removed.

CONSTRUCTION

Requirements Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; **Cost** 37,500 gp

Robe of Blending

Aura moderate illusion; **CL** 10th

Slot body; **Price** 30,000 gp; **Weight** 1 lb.

DESCRIPTION

When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Stealth checks. The wearer can also adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 15,000 gp

Robe of Eyes

Aura moderate divination; **CL** 11th

Slot body; **Price** 120,000 gp; **Weight** 1 lb.

DESCRIPTION

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. She also gains 120-foot darkvision.

The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Perception checks. She retains her Dexterity bonus to AC even when flat-footed, and she can't be flanked. She is not able to avert or close her eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

CONSTRUCTION

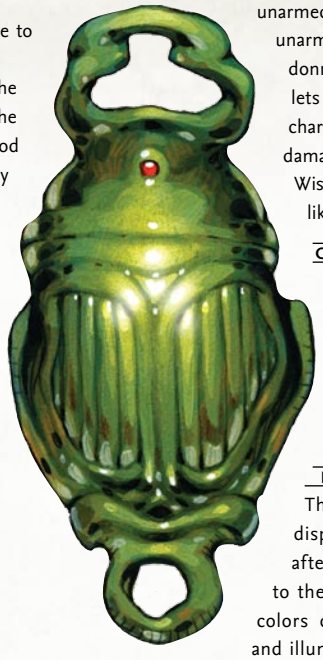
Requirements Craft Wondrous Item, *true seeing*; **Cost** 60,000 gp

Robe, Monk's

Aura moderate transmutation; **CL** 10th

Slot body; **Price** 13,000 gp; **Weight** 1 lb.

DESCRIPTION



This simple brown robe, when worn, confers great ability in unarmed combat. If the wearer has levels in monk, her AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the robe lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk (although she does not add her Wisdom bonus to her AC). This AC bonus functions just like the monk's AC bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, *righteous might* or *transformation*; **Cost** 6,500 gp

Robe of Scintillating Colors

Aura moderate illusion; **CL** 11th

Slot body; **Price** 27,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *blur*, *rainbow pattern*; **Cost** 13,500 gp

Robe of Stars

Aura strong varied; **CL** 15th

Slot body; **Price** 58,000 gp; **Weight** 1 lb.

DESCRIPTION

This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.

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• It gives its wearer a +1 luck bonus on all saving throws.

• Its wearer can use up to six of the embroidered stars on the chest portion of the robe as *+5 shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used. The stars are replenished once per month.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic missile, astral projection* or *plane shift;* **Cost** 29,000 gp

ROPE OF CLIMBING

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 3,000 gp; **Weight** 3 lb.

DESCRIPTION

A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate rope;* **Cost** 1,500 gp

ROPE OF ENTANGLEMENT

Aura moderate transmutation; **CL** 12th

Slot —; **Price** 21,000 gp; **Weight** 5 lb.

DESCRIPTION

A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects, animate rope, entangle;* **Cost** 10,500 gp

SALVE OF SLIPPERINESS

Aura faint conjuration; **CL** 6th

Slot —; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This substance provides a +20 competence bonus on all Escape Artist checks and a +10 competence bonus to the wearer's combat maneuver bonus for the purpose of avoiding grapple attempts. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue*.

CONSTRUCTION

Requirements Craft Wondrous Item, *grease;* **Cost** 500 gp

SCABBARD OF KEEN EDGES

Aura faint transmutation; **CL** 5th

Slot —; **Price** 16,000 gp; **Weight** 1 lb.

DESCRIPTION

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

CONSTRUCTION

Requirements Craft Wondrous Item, *keen edge;* **Cost** 8,000 gp

SCARAB OF PROTECTION

Aura strong abjuration and necromancy; **CL** 18th

Slot neck; **Price** 38,000 gp; **Weight** —

DESCRIPTION

This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing 12 such attacks, the scarab turns to powder and is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *death ward, spell resistance;* **Cost** 19,000 gp

SCARAB, GOLEMBANE

Aura moderate divination; **CL** 8th

Slot neck; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, creator must be at least 10th level; **Cost** 1,250 gp

SILVERSHEEN

Aura faint transmutation; **CL** 5th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

CONSTRUCTION

Requirements Craft Wondrous Item; **Cost** 125 gp

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SLIPPERS OF SPIDER CLIMBING

Aura faint transmutation; **CL** 4th

Slot feet; **Price** 4,800 gp; **Weight** 1/2 lb.

DESCRIPTION

When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

CONSTRUCTION

Requirements Craft Wondrous Item, *spider climb;* **Cost** 2,400 gp

SOVEREIGN GLUE

Aura strong transmutation; **CL** 20th

Slot —; **Price** 2,400 gp (per ounce); **Weight** —

DESCRIPTION

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness,* and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue,* when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness.* One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. *Sovereign glue* is dissolved by *universal solvent.*

CONSTRUCTION

Requirements Craft Wondrous Item, *make whole;* **Cost** 1,200 gp

STONE OF ALARM

Aura faint abjuration; **CL** 3rd

Slot —; **Price** 2,700 gp; **Weight** 2 lb.

DESCRIPTION

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm;* **Cost** 1,350 gp

STONE OF GOOD LUCK (LUCKSTONE)

Aura faint evocation; **CL** 5th

Slot —; **Price** 20,000 gp; **Weight** —

DESCRIPTION

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine favor;* **Cost** 10,000 gp

STONE SALVE

Aura strong abjuration and transmutation; **CL** 13th

Slot —; **Price** 4,000 gp per ounce; **Weight** —

DESCRIPTION

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *stone to flesh, stoneskin;* **Cost** 2,000 gp

SUSTAINING SPOON

Aura faint conjuration; **CL** 5th

Slot —; **Price** 5,400 gp; **Weight** —

DESCRIPTION

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container, the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water;* **Cost** 2,700 gp

UNGUENT OF TIMELESSNESS

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 150 gp; **Weight** —

DESCRIPTION

When applied to any matter that was once alive, this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

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CONSTRUCTION

Requirements Craft Wondrous Item; **Cost** 75 gp

UNIVERSAL SOLVENT

Aura strong transmutation; **CL** 3rd

Slot —; **Price** 50 gp; **Weight** —

DESCRIPTION

This substance has the unique property of being able to dissolve *sovereign glue*, tanglefoot bags, and all other adhesives. Applying the solvent is a standard action.

CONSTRUCTION

Requirements Craft Wondrous Item, *acid arrow;* **Cost** 25 gp

VEST OF ESCAPE

Aura faint conjuration and transmutation; **CL** 4th

Slot chest; **Price** 5,200 gp; **Weight** —

DESCRIPTION

Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Disable Device checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock, grease;* **Cost** 2,600 gp

VESTMENT, DRUID'S

Aura moderate transmutation; **CL** 10th

Slot body; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph* or wild shape ability; **Cost** 5,000 gp

WELL OF MANY WORLDS

Aura strong conjuration; **CL** 17th

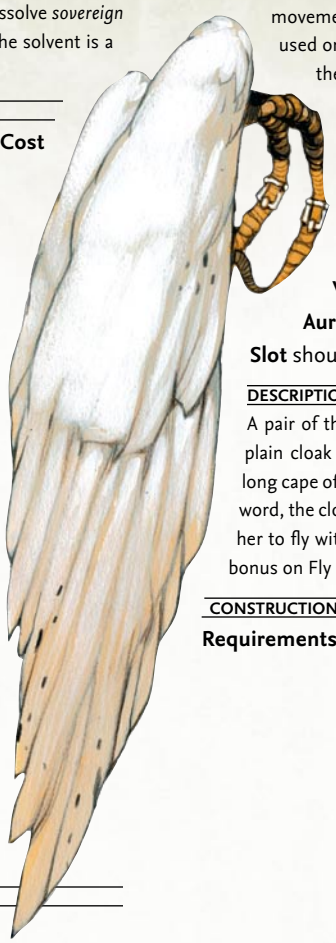
Slot —; **Price** 82,000 gp; **Weight** —

DESCRIPTION

This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

CONSTRUCTION

Requirements Craft Wondrous Item, *gate;* **Cost** 41,000 gp



WIND FAN

Aura faint evocation; **CL** 5th

Slot —; **Price** 5,500 gp; **Weight** —

DESCRIPTION

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

CONSTRUCTION

Requirements Craft Wondrous Item, *gust of wind;* **Cost** 2,750 gp

WINGS OF FLYING

Aura moderate transmutation; **CL** 10th

Slot shoulders; **Price** 54,000 gp; **Weight** 2 lb.

DESCRIPTION

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet, also granting a +5 competence bonus on Fly skill checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *fly;* **Cost** 27,000 gp

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Glossary

This chapter contains rules concerning special abilities and general conditions.

Special Abilities

The following special abilities include rules commonly used by a number of creatures, spells, and traps.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

Table 17-1: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

Ability Score Bonuses

Some spells and abilities increase your ability scores. Ability score increases whose duration is 1 day or less give only temporary bonuses. For every two points of increase to a single ability, apply a +1 bonus to the skills and statistics listed with the relevant ability.

Strength: Increases to your Strength score give you a bonus on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The bonus also applies to your combat maneuver bonus, both to perform manuevers and to resist them.

Dexterity: Increases to your Dexterity score give you a bonus on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The bonus also applies to your Armor Class.

Constitution: Increases to your Constitution score give you a bonus on your Fortitude saving throws. In addition, multiply your total Hit Dice by this bonus and add that amount to your current and total hit points. When the bonus ends, remove this total from your current and total hit points.

Intelligence: Increases to your Intelligence score give you a bonus on Intelligence-based skill checks. This bonus also applies to any spell DCs based on Intelligence.

Wisdom: Increases to your Wisdom score give you a bonus on Wisdom-based skill checks and Will saving throws. This bonus also applies to any spell DCs based on Wisdom.

Charisma: Increases to your Charisma score give you a bonus on Charisma-based skill checks. This bonus also applies to any spell DCs based on Charisma.

Ability bonuses with a duration greater than 1 day actually increase the relevant ability score after 24 hours. Modify all skills and statistics related to that ability. This might cause you to gain skill points, hit points, and other bonuses. These bonuses should be noted separately in case they are removed.

Ability Score Damage and Ability Drain

Diseases, poisons, spells, and other abilities can all deal damage directly to your ability scores. This damage does not actually reduce your ability, but it does apply a penalty to many of the skills and statistics that are based on that ability.

For every two points of damage you take to a single ability, apply a –1 penalty to skills and statistics listed with the relevant ability. If the amount of ability damage you have taken equals or exceeds your ability score, you immediately fall unconscious until the damage is less than your ability score. The only exception to this is your Constitution score. If the damage to your Constitution is equal to or greater than your Constitution score, you die. Unless otherwise noted, damage to your ability scores is healed at the rate of 1 per day to each ability score that has been damaged.

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Some spells and abilities cause you to take an ability penalty for a limited amount of time. While in effect, these penalties function just like ability damage, but they cannot cause you to fall unconscious or die. In effect, penalties cannot decrease your ability score to less than one.

Strength: Damage to your Strength score causes you to take penalties on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The penalty also applies to your combat maneuver bonus.

Dexterity: Damage to your Dexterity score causes you to take penalties on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The penalty also applies to your Armor Class.

Constitution: Damage to your Constitution score causes you to take penalties on your Fortitude saving throws. In addition, multiply your total Hit Dice by this penalty and subtract that amount from your current and total hit points.

Intelligence: Damage to your Intelligence score causes you to take penalties on Intelligence-based skill checks. This penalty also applies to any spell DCs based off Intelligence.

Wisdom: Damage to your Wisdom score causes you to take penalties on Wisdom-based skill checks and Will saving throws. This penalty also applies to any spell DCs based off Wisdom.

Charisma: Damage to your Charisma score causes you to take penalties on Charisma-based skill checks. This penalty also applies to any spell DCs based off Charisma.

Ability drain actually reduces the relevant ability score. Modify all skills and statistics related to that ability. This might cause you to lose skill points, hit points, and other bonuses. Ability drain can be healed through the use of spells such as *restoration*.

Afflictions

From curses to poisons to diseases, there are a number of afflictions that can affect a creature. While each of these afflictions has a different effect, they all function using the same basic system. All afflictions grant a saving throw when they are contracted. If successful, the creature does not suffer from the affliction and does not need to make any further rolls. If the saving throw is a failure, the creature falls victim to the affliction and must deal with its effects.

Afflictions require a creature to make a saving throw after a period of time to avoid taking certain penalties. With most afflictions, if a number of saving throws are made consecutively, the affliction is removed and no further saves are necessary. Some afflictions, usually supernatural ones, cannot be cured through saving throws alone and require the aid of powerful magic to

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remove. Each affliction is presented as a short block of information to help you better adjudicate its results.

Name: This is the name of the affliction.

Level: Afflictions have a level that denotes what level of adventurers might face such a challenge. Overcoming afflictions does not result in experience points, although defeating the trap or creature that caused them awards experience points as normal. The affliction's level is followed by its type, such as curse, disease, or poison, and the means by which it is contracted.

Save: This gives the type of save necessary to avoid contracting the affliction as well as the DC of that save. Unless otherwise noted, this is also the save to avoid the affliction's effects once it is contracted. This is also the DC of any caster level checks needed to end the affliction through magic, such as *remove curse* or *neutralize poison*.

Frequency: This is how often the save must be made after the affliction has been contracted. If the affliction is not ongoing, the frequency also notes how many times the affliction causes the creature to make a saving throw. After these saves have been rolled, the affliction is cured, regardless of how many saves were successful. This is called a limited frequency and the number is noted as "(x)" directly after the frequency.

Some afflictions have a variable amount of time before they set in, such as diseases. While the creature must make an initial save to avoid contracting the affliction, additional saves and the effects of failing a save do not take place until after a variable incubation time. When an affliction has such an incubation time, it is noted by a variable period of time, followed by a "/" and the normal frequency.

Effect: This is the effect that the character suffers if he fails his saving throw against the affliction. Most afflictions cause ability damage or hit point damage. These effects are cumulative, but they can be cured normally. Other afflictions cause the creature to take penalties or other effects. These effects are sometimes cumulative, with the rest only affecting the creature if it failed its most recent save. Some afflictions have different effects after the first save is failed. These afflictions have an initial effect, which occurs when the first save is failed, and a secondary effect, when additional saves are failed (separated by a "/").

Cure: This tells you how the affliction is cured. Commonly, this is a number of saving throws that must be made consecutively. If the affliction has a limited frequency, it still might be cured prematurely if enough saving throws are made. Some afflictions can only be cured through powerful spells, such as *neutralize poison* and *remove curse*. These are denoted by a "—".

Curses

Careless rogues plundering a tomb, drunken hisoes insulting a powerful wizard, and foolhardy adventurers who pick up ancient swords all might suffer from curses. These magic afflictions can have a wide variety of effects, from a simple penalty to most checks to transforming the victim into a toad. Some even cause the afflicted to slowly rot away, leaving nothing behind but dust. Unlike other afflictions, most curses cannot be cured through a number of successful saving throws. Curses can be cured through magic, however, usually via spells such as *remove curse* and *break enchantment*. While some cause a progressive deterioration, others inflict a static penalty from the moment they are contracted, neither fading over time nor growing worse.

The following samples present just some of the possibilities when creating curses.

ARMOR OF RAGE CURSE

Level 7 curse, cursed item; **Save** Will DC 16

EFFECTS

Frequency whenever the target is injured; **Effect** target flies into a rage, taking a –2 penalty to AC and attacking the nearest creature (friend or foe) for 1d4 rounds; **Cure** —

BALEFUL POLYMORPH SPELL

Level 9 curse, spell; **Save** Fortitude DC 17 negates, Will DC 17 partial

EFFECTS

Frequency —; **Effect** transformed target into a lizard; **Cure** —

BESTOW CURSE TRAP

Level 5 curse, trap; **Save** Will DC 14

EFFECTS

Frequency —; **Effect** –6 penalty to Strength; **Cure** —

CURSE OF THE AGES TRAP

Level 9 curse, trap; **Save** Will DC 17

EFFECTS

Frequency 1 day; **Effect** age 1 year; **Cure** —

MUMMY ROT

Level 5 curse, disease, injury; **Save** Fortitude DC 16

EFFECTS

Frequency 1 min/1 day; **Effect** 1d6 Con damage and 1d6 Cha damage; **Cure** mummy rot can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other.

WEREWOLF LYCANTHROPY

Level 3 curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects

EFFECTS

Frequency on the night of every full moon or whenever the target is injured; **Effect** target transforms into a wolf under the GM's control until the next morning; **Cure** —

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Diseases

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases almost never have a limited frequency, and some have a variable amount of time before they begin to take effect, known as the incubation period. Diseases only have the listed effect when a saving throw after the first is failed. Most diseases can be cured by a number of consecutive saving throws or by spells such as *remove disease*.

The following samples represent just some of the possibilities when creating diseases.

BLINDING SICKNESS

Level 8 disease, ingested; **Save** Fortitude DC 16

EFFECTS

Frequency 1d3 days/1 day; **Effect** 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; **Cure** 2 consecutive saves

CACKLE FEVER

Level 7 disease, inhaled; **Save** Fortitude DC 16

EFFECTS

Frequency 1 day; **Effect** 1d6 Wis damage; **Cure** 2 consecutive saves

DEMON FEVER

Level 9 disease, injury; **Save** Fortitude DC 18

EFFECTS

Frequency 1 day; **Effect** 1d6 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

DEVIL CHILLS

Level 5 disease, injury; **Save** Fortitude DC 14

EFFECTS

Frequency 1d4 days/1 day; **Effect** 1d4 Str damage; **Cure** 3 consecutive saves

FILTH FEVER

Level 2 disease, injury; **Save** Fortitude DC 12

EFFECTS

Frequency 1d3 days/1 day; **Effect** 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

MINDFIRE

Level 1 disease, inhaled; **Save** Fortitude DC 12

EFFECTS

Frequency 1 day; **Effect** 1d4 Int damage; **Cure** 2 consecutive saves

RED ACHE

Level 6 disease, injury; **Save** Fortitude DC 15

EFFECTS

Frequency 1d3 days/1 day; **Effect** 1d6 Str damage; **Cure** 2 consecutive saves

SHAKES

Level 4 disease, contact; **Save** Fortitude DC 13

EFFECTS

Frequency 1 day; **Effect** 1d8 Dex damage; **Cure** 2 consecutive saves

SLIMY DOOM

Level 7 disease, contact; **Save** Fortitude DC 14

EFFECTS

Frequency 1 day; **Effect** 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Unless otherwise noted, poisons have a frequency of 1 round and deal ability score damage for a limited number of rounds until a saving throw is made. In addition, many poisons have different initial and secondary effects. Poisons can be cured by successful saving throws and spells such as *neutralize poison*.

The following samples represent just some of the possibilities when creating poisons.

ARSENIC

Level 4 poison, ingested; **Save** Fortitude DC 13

EFFECTS

Frequency 1 round (5); **Effect** 1 Con damage; **Cure** 1 save

BLACK ADDER VENOM

Level 3 poison, injury; **Save** Fortitude DC 11

EFFECTS

Frequency 1 round (6); **Effect** 1 Con damage; **Cure** 1 save

BLACK LOTUS EXTRACT

Level 14 poison, contact; **Save** Fortitude DC 20

EFFECTS

Frequency 1 round (7); **Effect** 3 Con damage; **Cure** 1 save

BLOODROOT

Level 8 poison, injury; **Save** Fortitude DC 12

EFFECTS

Frequency 1 round (3); **Effect** 1 Con damage and 1 Wis damage; **Cure** 1 save

BLUE WHINNIS

Level 5 poison, injury; **Save** Fortitude DC 14

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EFFECTS

Frequency 1 round (2); **Effect** 1 Con damage/unconsciousness for 1d3 hours; **Cure** 1 save

BURNT OTHUR FUMES

Level 8 poison, inhaled; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Con drain/3 Con damage; **Cure** 1 save

DARK REAVER POWDER

Level 7 poison, ingested; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (5); **Effect** 2 Con damage/1 Con damage and 1 Str damage; **Cure** 1 save

DEATHBLADE

Level 8 poison, injury; **Save** Fortitude DC 20

EFFECTS

Frequency 1 round (5); **Effect** 2 Con damage; **Cure** 1 save

DRAGON BILE

Level 11 poison, contact; **Save** Fortitude DC 26

EFFECTS

Frequency 1 round (3); **Effect** 3 Str damage; **Cure** 1 save

DROW POISON

Level 3 poison, injury; **Save** Fortitude DC 13

EFFECTS

Frequency 1 minute (1); **Effect** unconsciousness for 1 minute/unconsciousness for 2d4 hours; **Cure** 1 save

GIANT WASP POISON

Level 4 poison, injury; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Dex damage; **Cure** 1 save

GREENBLOOD OIL

Level 2 poison, injury; **Save** Fortitude DC 13

EFFECTS

Frequency 1 round (2); **Effect** 1 Con damage; **Cure** 1 save

ID MOSS

Level 5 poison, ingested; **Save** Fortitude DC 14

EFFECTS

Frequency 1 round (5); **Effect** 2 Int damage; **Cure** 1 save

INSANITY MIST

Level 5 poison, inhaled; **Save** Fortitude DC 15

EFFECTS

Frequency 1 round (5); **Effect** 2 Wis damage; **Cure** 1 save

KING'S SLEEP

Level 12 poison, ingested; **Save** Fortitude DC 19

EFFECTS

Frequency 1 day; **Effect** 1 Con drain; **Cure** 2 consecutive saves

LARGE SCORPION VENOM

Level 4 poison, injury; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Str damage; **Cure** 1 save

LICH DUST

Level 6 poison, ingested; **Save** Fortitude DC 17

EFFECTS

Frequency 1 round (5); **Effect** 2 Str damage; **Cure** 1 save

MALYASS ROOT PASTE

Level 4 poison, contact; **Save** Fortitude DC 16

EFFECTS

Frequency 1 round (6); **Effect** 1 Dex damage; **Cure** 1 save

MEDIUM SPIDER VENOM

Level 2 poison, injury; **Save** Fortitude DC 14

EFFECTS

Frequency 1 round (3); **Effect** 1 Str damage; **Cure** 1 save

NIGHTMARE VAPOR

Level 11 poison, inhaled; **Save** Fortitude DC 20

EFFECTS

Frequency 1 round (5); **Effect** 1 Wis damage and 1 Wis drain; **Cure** 2 consecutive saves

NITHARIT

Level 6 poison, contact; **Save** Fortitude DC 13

EFFECTS

Frequency 1 round (6); **Effect** 0/2 Con damage; **Cure** 1 save

OIL OF TAGGIT

Level 6 poison, ingested; **Save** Fortitude DC 15

EFFECTS

Frequency 1 minute (1); **Effect** 0/unconsciousness for 1d3 hours; **Cure** 1 save

PURPLE WORM POISON

Level 10 poison, injury; **Save** Fortitude DC 24

EFFECTS

Frequency 1 round (5); **Effect** 2 Str damage; **Cure** 1 save

SASSONE LEAF RESIDUE

Level 4 poison, contact; **Save** Fortitude DC 16

EFFECTS

Frequency 1 round (4); **Effect** 1d6 hit points; **Cure** 1 save

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SHADOW ESSENCE
Level 6 poison, inhaled; **Save** Fortitude DC 17
EFFECTS
Frequency 1 round (7); **Effect** 1 Str drain/1 Str damage; **Cure** 1 save

SMALL CENTIPEDE POISON
Level 1 poison, injury; **Save** Fortitude DC 11
EFFECTS
Frequency 1 round (2); **Effect** 1 Dex damage; **Cure** 1 save

STRIPED TOADSTOOL
Level 4 poison, ingested; **Save** Fortitude DC 11
EFFECTS
Frequency 1 round (5); **Effect** 1 Wis damage/2 Wis damage plus 1 Int damage; **Cure** 1 save

TEARS OF DEATH
Level 17 poison, contact; **Save** Fortitude DC 22
EFFECTS
Frequency 1 minute (5); **Effect** 1d6 Con damage; **Cure** —

TERINAV ROOT
Level 6 poison, contact; **Save** Fortitude DC 16
EFFECTS
Frequency 1 round (5); **Effect** 2 Dex damage; **Cure** 1 save

UNGOL DUST
Level 6 poison, inhaled; **Save** Fortitude DC 15
EFFECTS
Frequency 1 round (3); **Effect** 1 Cha damage/1 Con damage and 1 Cha drain; **Cure** 1 save

WYVERN POISON
Level 9 poison, injury; **Save** Fortitude DC 17
EFFECTS
Frequency 1 round (7); **Effect** 2 Con damage; **Cure** 1 save

Blindsight and Blindsense

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

– Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

– Blindsight does not subject a creature to gaze attacks (even though darkvision does).

– Blinding attacks do not penalize creatures using blindsight.

Designer Notes: Lose a Level

Few things are more disruptive to a game session than losing a level, be it from a monster or being raised from the dead. In the 3.5 rules set, this means "un-building" your character, trying to undo all of the choices you made the last time you gained a level. There is no simple way to do this and you often end up permanently behind the curve of the rest of the party. To address this problem, we have taken the mechanics for a negative level, streamlined them a bit, and made them permanent in some cases. So, when you suffer an effect that would have caused you to lose a level, you instead take a permanent negative level. No more "un-building" your character and losing a bunch of abilities that allow you to keep up with the rest of the group. Now you just take some penalties until you get a *restoration* or similar spell cast on you. While this does take some of the bite out of losing a level, it speeds up play and lets you continue playing your character without a bunch of messy calculations.

– Deafening attacks thwart blindsight if it relies on hearing.

– Blindsight works underwater but not in a vacuum.

– Blindsight negates displacement and blur effects.

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

Charm and Compulsion

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

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

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– A *charmed* creature doesn't gain any magical ability to understand his new friend's language.

– A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.

– A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

– A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed*.

– A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to him.

– If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

– A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

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

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

Damage Reduction

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction (or DR) is the amount of damage the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction (see Overcoming DR). This information is separated from the damage reduction number by a slash.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Overcoming DR: Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash, then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantine weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

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Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the character dies instantly.

– *Raise dead* doesn't work on someone killed by a death attack.

– Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.

– In case it matters, a dead character, no matter how he died, has –10 hit points.

– The spell *death ward* protects a character against these attacks.

Energy Drain and Negative Levels

Some spells and a number of undead creatures have the ability to bestow negative levels. These levels cause a character to take a number of penalties, but they never result in actual level loss.

For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equals or exceeds its total Hit Dice, it dies.

A creature with negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Some abilities and spells (such as *raise dead*) bestow permanent level drain on a creature. These are treated just like negative levels, but they do not allow a new save each day to remove them. Level drain can be removed through spells like *restoration*. These permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equals its Hit Dice cannot be brought back to life through spells like *raise dead* and *resurrection* without also receiving a *restoration* spell, cast the round after it is restored to life.

Energy Immunity

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

Fear

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. If the duration of their fear continues, however, characters can be forced to flee if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Once they are out of sight (or hearing) of any source of danger, they can act as they want. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Invisibility

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Perception check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Perception check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance). There are a number of modifiers that can be applied to this DC if the invisible creature is moving or engaged in a noisy activity.

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Perception DC Modifiers	
Invisible Creature Is...	**DC**
In combat or speaking	–20
Moving at half speed	–5
Moving at full speed	–10
Running or charging	–20
Using Stealth	Stealth check +40
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. If the invisible creature moves, its location, obviously, is once again unknown.

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow invisible creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour falls off or blows away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Perception checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Perception checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart *detect* spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. Paralysis from toxins is discussed in the Afflictions section.

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Resistance to Energy

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

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Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint that source.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Spell Resistance

Spell resistance is the extraordinary ability to avoid being affected by spells. Some spells also grant spell resistance.

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. The defender's spell resistance is like an Armor Class against magical attacks. If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web*.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell

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resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is back up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Spell resistant creatures can be harmed by a spell when they are not being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Turn Resistance

Creatures with turn resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

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Blinded: The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and sight-based Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Broken: Items that have taken damage gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item.

- If the item is a weapon, any attacks made with the item suffer a –2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal ×2 damage.

- If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.

- If the item is a tool needed for a skill, any skill check made with the item takes a –2 penalty.

- If the item is a wand or staff, it uses up twice as many charges when used.

- If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it can only be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item's and then only if the spell eliminates all of the damage the object has taken. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge 1/10 the item's total cost to repair such damage (more if the item is badly damaged or ruined).

Confused: A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all other creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature 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 creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses his Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

Dead: The character's hit points are reduced to negative amount equal to his Constitution score (minimum –10), his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails sound-based Perception checks, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor

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can he take full-round actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, he is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, 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 losing hit points (even if his current hit points are negative).

Dying: A dying creature is unconscious and near death. Creatures that have negative hit points are dying. A dying creature can take no actions. At the end of each round (starting with the round in which the creature dropped below 0 hit points), the creature rolls d% to see whether it becomes stable. The creature has a 10% chance to become stable. If it does not, it loses 1 hit point. If a dying creature has an amount of negative hit points equal to its Constitution score (or –10, whichever is lower), it dies.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

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

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

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

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

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

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

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappled: A grappled creature is being restrained by another creature, trap, or effect. Grappled creatures cannot move and take a –4 penalty to their Dexterity. A grappled creature takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple. In addition, grappled creatures can take no action that requires two hands to perform. A grappled character that attempts to cast a spell must make a Spellcraft check (DC 15 + the spell's level) or lose the spell. Grappled creatures cannot make attacks of opportunity.

Helpless: A helpless character is paralyzed, *held*, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

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Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). See Invisibility, under Special Abilities.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

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

Panicked is a more extreme state of fear than shaken or frightened.

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

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: A pinned creature is tightly bound and can take few actions. A pinned creature cannot move and is flat-footed. A pinned character also takes an additional –4 penalty to his Armor Class. A pinned creature is limited in the actions that it can take. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check. A pinned creature can take verbal and mental actions, but cannot cast any spells that require a somatic or material component. A pinned creature that attempts to cast a spell must make a Spellcraft check (DC 15 + the spell's level) or lose the spell. Pinned is a more severe version of grappled and their effects do not stack.

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

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any).

Unconscious: Knocked out and helpless. Unconsciousness can result from having negative hit points (but not more than the creature's Constitution score), or from nonlethal damage in excess of current hit points.

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Playtesting

We want your feedback. These rules are not yet finalized, and we're turning to you to help us polish them into the game you want to play. To help us accomplish this, we will be holding a number of playtest periods between now and April, 2009. This Beta playtest edition will be supplemented by occassional updates, posted for free as PDFs at **paizo.com**. Be sure to download these updates as you playtest the game. Your playtesting and suggestions will help shape the finished product.

Submitting Feedback

Once you've read through the rules and played a few games with them, go to **paizo.com/pathfinderRPG**. On the messageboards are forums for *Pathfinder RPG* playtesters. These forums are your direct link to the *Pathfinder RPG* design team. Every few weeks, we will be posting up a new forum to discuss another aspect of the rules. Use these forums to post your own feedback, read the feedback of others, and to talk to the *Pathfinder RPG* design team. When starting a thread, please list the rules in question and a page reference in the subject line of the thread. Take a good look through all of the threads first to see if there is already one in progress about the rule in question. As the playtest proceeds, make sure to comment in the most recent forum to be part of the current discussion.

Announcements: This forum is for announcements about updates, opportunities to play the game, and playtest periods.

General Discussion: This forum is for general comments about the *Pathfinder RPG* and discussing the system with other gamers. Rules discussions should be posted to the design forums.

Playtest Reports: This forum is for posting up broad playtest reports and stories from your games. Although these posts can include rules discussions, make sure to stay focused on play experiences and to post applicable observations to the appropriate design forum.

Design Forums: These forums are for discussing the current playtest focus, including specific observations, queries, and concerns about the rules in question in the Beta release of the *Pathfinder RPG*. Feel free to post new rules ideas in these forums, so long as they pertain to the forum's focus.

Finally, the *Pathfinder RPG* design and development staff would like to take a moment to thank all of the playtesters who participated in the Alpha stage of this process. Your dedication helped to shape this book in countless ways. We would also like to thank you for

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participating in the Beta phase of this process. This is a big endeavor, and it would not be possible without your support. Thanks!

Upcoming Releases

Although this is the Beta release of the *Pathfinder RPG*, there are a few rules that are still undergoing significant revision. Here is just a taste of what you can expect to see in the coming months. All of these revisions will be available for free as a PDF at **paizo.com**.

Prestige Classes

A fresh look at these exciting character options, from the arcane trickster to the shadowdancer.

Cursed and Intelligent Items

A complete overhaul of these classic magic items.

Game Master Rules

An expanded selection of curses, diseases, and poisons, as well as additional rules to enhance the environment.

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Pathfinder Roleplaying Game™

Character Name | Alignment | Player

Character Level | Campaign | Homeland

Race | Deity | Size | Gender | Age | Height | Weight | Hair | Eyes

Abilityname	Ability Score	Ability Modifier	Bonus or Penalty	Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points — Total | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier = Total (Dex Modifier + Misc Modifier)

AC Armor Class = Total (10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier)

Touch Armor Class | **Flat-Footed** Armor Class | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)						
Reflex (Dexterity)						
Will (Wisdom)						

Modifiers

Base Attack Bonus | **Spell Resistance**

CMB = Total (Base Attack Bonus + Strength Modifier + Size Modifier)

Modifiers

Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage

Speed Land — Base Speed ___ ft. ___ sq. | With Armor ___ ft. ___ sq.

Fly ___ ft. | Maneuverability | Swim ___ ft. | Climb ___ ft. | Burrow ___ ft.

Temp Modifiers

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☐ Acrobatics		=Dex		+		+	
☐ Appraise		=Int		+		+	
☐ Bluff		=Cha		+		+	
☐ Climb		=Str		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☐ Disable Device		=Dex		+		+	
☐ Disguise		=Cha		+		+	
☐ Escape Artist		=Dex		+		+	
☐ Fly		=Dex		+		+	
☐ Handle Animal		=Cha		+		+	
☐ Heal		=Wis		+		+	
☐ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)		=Int		+		+	
☐ Knowledge (dungeoneering)		=Int		+		+	
☐ Knowledge (engineering)		=Int		+		+	
☐ Knowledge (geography)		=Int		+		+	
☐ Knowledge (history)		=Int		+		+	
☐ Knowledge (local)		=Int		+		+	
☐ Knowledge (nature)		=Int		+		+	
☐ Knowledge (nobility)		=Int		+		+	
☐ Knowledge (planes)		=Int		+		+	
☐ Knowledge (religion)		=Int		+		+	
☐ Linguistics		=Int		+		+	
☐ Perception		=Wis		+		+	
☐ Perform		=Cha		+		+	
☐ Profession		=Wis		+		+	
☐ Profession		=Wis		+		+	
☐ Profession		=Wis		+		+	
☐ Ride		=Dex		+		+	
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand		=Dex		+		+	
☐ Spellcraft		=Int		+		+	
☐ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☐ Swim		=Str		+		+	
☐ Use Magic Device		=Cha		+		+	

Conditional Modifiers:

Languages

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Pathfinder RPG: Character Sheet

Armor Class Gear

	Bonus	Type	Check Penalty	Spell Failure	Weight	Properties
Totals						

Gear

Item	Wt.
Total Weight	

Light Load		Lift Over Head	
Medium Load		Lift off Ground	
Heavy Load		Drag or Push	

Money

CP

SP

GP

PP

Feats

Special Abilities

Experience Points

	Next Level

Spells

Spells Known	Spell Save DC	Level	Spells Per Day	Bonus Spells
		0		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

Conditional Modifiers

Domains/Specialty School

0 ☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐

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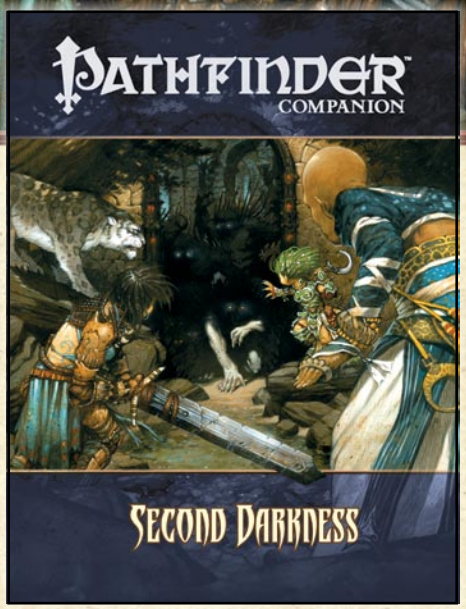

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