



MONTE COOK'S
**ARCANA
UNEARTHED**



A VARIANT PLAYER'S HANDBOOK





MONTE COOK'S ARCANA UNEARTHED

A Variant Player's Handbook

BY MONTE COOK

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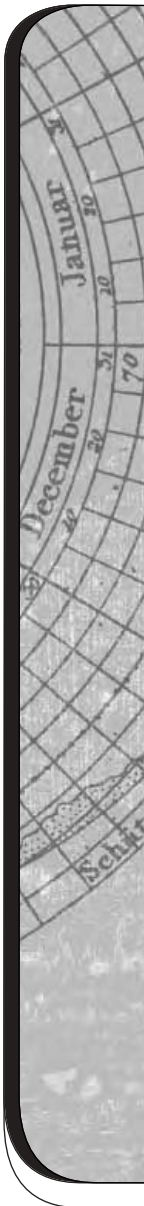
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A World of Possibilities

Take another look at the cover of this book. It shows an orrery: a mechanical three-dimensional depiction of the universe. Or at least, a universe. The whole thing is made up of interconnected spheres rotating around a central core. Within each sphere, we see a unique and independent aspect of the universe—a being or beings. Each sphere helps make up the whole. The whole is defined by the individual pieces: the spheres.

The cover serves as a metaphor for this book. *Monte Cook's Arcana Unearthed* attempts to represent a universe through rules. The rules are broken down into individual pieces—classes, races, feats, skills, spells—all to make characters. The rules that define how characters are created and how they act define the world as a whole.

Just as you can view an orrery from any angle, you can come at this book from many directions. Whether you want a supplement to your existing game, or a whole new game, *Arcana Unearthed* gives you what you need. Most likely you are already familiar with the central core around which the contents of this book revolve, but rest assured that each individual sphere of the orrery—each piece of the game—is new and fresh. All the pieces come together to provide a surprisingly original universe. Keep reading. You'll see what I mean.

WHAT IS THIS BOOK?

Monte Cook's Arcana Unearthed is a handbook for people who want to play a fantasy roleplaying game. It contains all the information you need to create a character, fight foes, cast spells, and play out adventures. Although this book is a stand-alone work, you can use it alongside other player's handbooks, mixing and matching the races, classes, skills, feats, spells, and even some of the rules, if you wish. This book will expand your available roleplaying options dramatically.

It should be noted that this book is intended for those who have already played roleplaying games in the past. Beginners looking for a simplistic, tutorial-style game book should look elsewhere. This is an advanced rulebook.

WHAT'S INSIDE?

Here's what you'll find in each chapter of *Arcana Unearthed*:

- 1. Abilities:** All you need to know about Strength, Intelligence, and a character's other abilities.
- 2. Races:** Nine all-new races, plus humans. Some of the races have special racial level progressions you can take like classes to gain unique racial abilities. Most of them start out as viable 1st-level characters, either with traditional classes or racial levels.
- 3. Classes:** Eleven brand-new core classes. They are balanced to work together and created to be complete in this book, covering all the traditional "roles" you enjoy in a fantasy game, but in a very different way.
- 4. Skills:** This chapter provides some new takes on skills and clears up some problem areas found in other games.
- 5. Feats and Talents:** In addition to traditional types of feats, this chapter offers two new types: the talent, a special ability you can choose only at the start of the game, and the ceremonial feat, which you can choose only after performing certain rituals.

6. Equipment: This chapter gives you new types of armor—including exotic armor—new weapons, new alchemical substances, plus all the basics.

7. Playing the Game: The core structure of the game remains familiar to established roleplayers, with a few variant twists for experienced players, or for those who simply want to take advantage of advanced development of the rules. Of special interest is a hero point system that allows players to accomplish amazing tasks.

8. Magic: Anyone who's a little tired of the traditional "prepare, then cast" method of handling spells will love the ability to alter a spell's power and weave together minor spells into larger ones. Also, spell templates let you customize spells to fit your character.

9. Spells: This book offers hundreds of new spells, each complete with guidelines for heightening and diminishing its effects and for creating a magic item from it.

Bonus source material and ideas to augment the information in *Monte Cook's Arcana Unearthed* appear on my website. Find the links to these free web enhancements at the book's product page online at <www.montecook.com/mpress__MHB1.html>.

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, please turn to page 254. Open content is not otherwise marked in the text of this book.

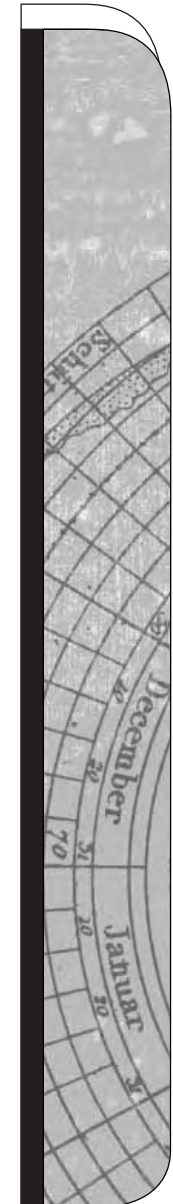
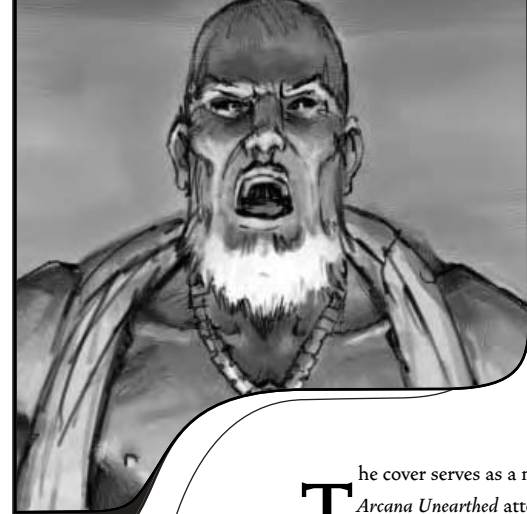
WHAT OTHER BOOKS

DO I NEED?

In theory, you don't need any other books. *Monte Cook's Arcana Unearthed* contains all you need to play the game. However, you will find mentions of some basic game concepts (such as certain conditions or specific magic items) explained more fully in the DMG. You will also read some references to monsters found in the MM.

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called Dor-Erthenos, the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in this book. It also contains more background material regarding the setting where all these giant warmains, sibecai oathsworn, and verrik witches live. Of course, the book is written so that you can design your own campaign world with it, creating your own setting filled with unfettered, akashics, sprytes, litorians, and so on.

The rules in this book are entirely compatible with other fantasy roleplaying supplements you might already own. In fact, *Monte*



Cook's Arcana Unearthed DM's Screen and Player's Guide offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures, but you can also use fantasy adventures meant to go along with the core rules. Monster books like the *Creature Collection* series and *Tome of Horrors* from Sword & Sorcery can add a nice variety, and *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.

THEMES

Those of you familiar with previous Malhavoc Press products know that I like to play around with various ideas and build upon cohesive themes. Here are some of the themes I've grasped onto in this book:

OATHS AND CEREMONIES

Arcana Unearthed suggests a world in which people take rituals very seriously, and ceremonies constitute an important part of every aspect of a person's life. One imagines that characters in this world have short rituals to perform before they eat or sleep. Daily ceremonies cleanse the mind and refresh the soul. In game terms, big important ceremonies provide characters with powerful feats and tie into class and race abilities.

Oaths, similarly, carry much weight and seriousness as well. The folk of the Lands of the Diamond Throne take things like oaths, honor, and duty very seriously, as you can see from such character classes as the oathsworn and the champion.

Through ceremony, people realize the importance of that which lies beyond themselves. By placing importance on oaths, duty, and honor, they recognize the importance of that which lies within themselves.

CHARACTER CHOICE VS. DESTINY

Although chance and fate seem to guide one's life at times, *Arcana Unearthed* assumes a world where freedom of choice is more important than the unknown whims of fortune or the predestined plans of immortal beings. Characters choose to become mojh, sprytes, or runechildren. Oathsworn choose their own oaths, and fulfill them because they want to. Champions pick their causes, totem warriors choose their totem spirits, and witches decide their witchery manifestations for themselves. Characters wishing to become great warriors can select the path of unfettered or the warmain.

In this world, characters make their own decisions—and they must live with the consequences. They have no game system to dictate their actions (and reactions), so they must take responsibility for their own behavior.

CONTRAST AND OPPOSITION

Characters range from the tiny spryte to the massive giants. For every champion of life there is a champion of death. There are more contrasting oppositions in a fantasy milieu than just good versus evil.

COMPLEX RACES AND CLASSES

Do the giants have a right to rule just because they freed the other races from slavery? Can a sibeccai ever be free of her self-imposed feelings of indebtedness to the giants? Why does a mojh choose to give up its humanity? Just what is it that makes the verrik such ciphers? Each race you meet in this book comes with a complex set of inherent questions.

As previously stated, the reliance on ritual suggests that characters are very aware of their place in the world. Many character classes assume such a connection with the setting: Champions represent a cause, oathsworn swear an oath about some specific task, an akashic's abilities come from the memories of others, and greenbonds are tied directly to the land itself. Characters of any class must contend with concerns much larger than themselves.

GIVING POWER BACK TO DMS

The core rules of the 3rd Edition *Player's Handbook* were written to be as simple as possible—with very little need or room for DM adjudication. *Arcana Unearthed* is intended for gamemasters, or DMs, with a little experience, who are fully capable of making judgment calls and sensible rulings. This isn't to say that a careful eye didn't watch over the balance and playability of these rules. But that same careful eye also made sure not to overdefine concepts or regulate them too heavily-handedly. DMs have room to make the game their own.

TAILOR-MADE CHARACTERS

Players can easily adapt many of the classes in this book to make them more like what they envision for their characters. One can quickly create different types of champions, totem warriors, or witches, for example. Multiclassing has no restrictions. Any race is equally suited to any class.

A world of possibilities awaits.

NEW CONCEPTS

Although this book obviously offers new races, classes, spells, and so on, those of you familiar with the existing core rules will notice that in *Arcana Unearthed*, I've introduced a lot of new concepts even among rules that are, in general, already established.

Racial Levels. With the concept of racial levels, a character can focus on advancing within the nature of her race and racial abilities, rather than taking levels in a class.

Talents. Talents are feats that one can take only at 1st level. Some things you are simply born with.

Ceremonial Feats. New ceremony feats grant supernatural abilities bequeathed through the performance of certain rituals. The rituals require expensive components and the help of others.

Spell Flexibility. Spells in *Arcana Unearthed* are not just set, unchangeable programs, but flexible, customizable options for players. Each spell can be diminished or heightened to produce a spectrum of effects. It can be laden to hold more power. It can be woven with other spells to cast a more powerful spell. Adding spell templates can change the nature of a spell and its effects. Casters can add in new material components to change the effects. Magic is fluid and subject to the whims of the individual caster, thus it remains always mysterious and fascinating.

Hero Points. This rules subset allows players to take special, desperate actions not normally possible under the rules. Hero points allow game play to more closely resemble fictional stories in which the main characters perform some amazing feat just at the right moment. They also encourage heroic play.

“Death’s Door” Rules. Although a bit more complicated than the standard rules, the guidelines in *Arcana Unearthed* governing how long an injured character can stand before he drops allow the system to simulate tough characters who are “wounded, but still fighting.”

BEFORE YOU START...

Keep these important rules concepts and assumptions in mind as you read through *Monte Cook’s Arcana Unearthed*:

DICE NOTATION

The rules in this book use the following die notations:

d4 = four-sided die	d10 = ten-sided die
d6 = six-sided die	d12 = twelve-sided die
d8 = eight-sided die	d20 = twenty-sided die
d% = percentile dice	

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6 + 2 means: “Roll three six-sided dice. Add the result of the three dice together. Then add 2.”

ROUNDING FRACTIONS

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

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

MULTIPLYING

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

BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is as follows:

d20 roll + any modifiers vs. a target number

The modifiers and target number are determined by the type of task. If the result of the d20 roll plus the modifiers equals or exceeds the target number, the task is successful. Any other result means a failure. For example, on a saving throw or a skill check, the target number is the Difficulty Class (DC). In an attack roll, the target number is the Armor Class (AC) of the opponent.

A “natural 20” on the die roll is not an automatic success. A “natural 1” on the die roll is not an automatic failure. The exceptions to this are attack rolls and saving throws.

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master’s Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

A graduate of the *Clarion West* writer’s workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Malhavoc Press

Malhavoc Press is Monte’s game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more, and Monte Cook’s *Arcana Unearthed DM’s Screen and Player’s Guide*, which includes a three-panel horizontal screen, character sheets, and rules to convert your 3rd Edition and Revised 3rd Edition material into these rules. Most current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

About the Illustrators

Cover artist **Mark Zug** early discovered the power of pencil and paper to bring to life things not available to the senses—dinosaurs, super heroes, starships, and races of ancient astronauts. After working as a machinist and flirting with a musical career, he put himself through art school. His first big break came illustrating Harlan Ellison’s *1, Robot* screenplay, for which he also did 160 pages of fully painted comics. To date, his work has appeared on the covers of numerous magazines, fantasy novels, and game products. He has been nominated for a Chesley Award and received the Jack Gaughan Award for Best Emerging Artist in 2001. Visit www.markzug.com to see more of his work.

Toren “MacBin” Atkinson is known by night as the lead singer of the Cthulhu rock band, *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You’ve seen his work in the award-winning books *Delta Green* and *Death in Freeport*. His illustrations also appear in *If Thoughts Could Kill*, *Book of Eldritch Might II: Songs and Souls of Power*, *Skreyn’s Register: The Bonds of Magic*, and *Mindscapes*. You can see more of his art as well as his game design in the *Spaceship Zero* roleplaying game.

David Hendee is a California artist with a degree in Architecture from UC Berkeley. He worked as a drafter for a year before branching out as a level designer and modeler for video games. In 1994 he joined some friends in the Web industry and rode the wave of the dot-com boom and bust. Not wanting to sink with the ship, he left the industry in 2000 to pursue a career as a freelance illustrator. You can find his illustrations in products from such publishers as *Natural 20 Press*, *Backara d20*, and *Gilded Moose Games*. See more of his work at his website www.davidhendee.com.

Jennifer Meyer, sometimes considered a wonderer, currently resides in the mountains of Utah. This is her first product with Malhavoc Press. You can also see her work in books from *Green Ronin*, *Sovereign Press*, and *Goodman Games*. Check out her online portfolio <http://home.earthlink.net/~tabykat/main.html>.

Stephen Shepherd is a Florida-based artist who got his start with Malhavoc Press, illustrating *Book of Eldritch Might II: Songs and Souls of Power* and *Demon God’s Fane*. He has worked on a number of books for *Mongoose Publishing* and *Troll Lord Games*, as well as many others. He lives with his supportive wife, Julie, and his inspirational daughter Andi. He is currently plotting world domination. Visit his website at <http://voodoo.home.sapo.pt/>.

Sam Wood first crept out of the mists and rain of southeast Alaska and infiltrated *Wizards of the Coast* back in 1995. Since then he has been a few places, gotten himself educated, and done a number of different jobs for *Wizards*. Sam’s earliest work in the game industry was for the *BattleTech* TCG. He has since gone on to work on games like *Dungeons & Dragons*, *Magic: The Gathering*, *Alternity*, *Doomtown*, *Legend of the Five Rings*, and *Chainmail*. His most recent notable contributions have been collaborating with *Todd Lockwood* on *D&D (spikes and all)* and conceiving the vast majority of the *Chainmail* miniatures. He currently resides in north Seattle with his lovely wife, 3-7 cats, and the family hellhound.

CREATING CHARACTERS

More than anything, this book is a guide to help you create fantasy characters. It also offers the rules you need to have these characters take on challenges, such as casting spells and engaging in combat.

When creating a player character (PC), use a photocopy of the character sheet on page 250 and follow these steps:

1. Come up with a concept. This is the most important step. Don't think in terms of game mechanics or stereotypes. Come up with your own idea for a character. Don't use easy hooks like "good" and "evil," but imagine a realistic personality and outlook. Think in terms of the character's background, his goals, and his likes and dislikes.

2. Roll ability scores. Roll 4d6 six times. Drop the lowest die each time and assign the totals as you wish to your ability scores. (See Chapter One: Abilities.) While you do this, flip ahead to Chapters Two and Three to be aware of how your ability scores will affect your race and class. For example, a witch with a low Wisdom score won't

be as effective as one with a high Wisdom score. It's up to you, however. Use a pencil as you write your ability scores on your character sheet, so you can switch them around later if you need to.

3. Choose a race and a class. This step often takes place after you roll the dice in Step 2 but before you assign the scores to abilities. However, do it the way it feels most natural. Don't forget that many races have classlike racial levels that you can take in lieu of up to three levels of a standard class. Refer to Chapter Two: Races and Chapter Three: Classes. After you choose, fill in the appropriate spaces on your character sheet with special racial and class abilities, your base attack bonus, initiative modifier, and saving throw modifiers. If

you've chosen to play a spellcasting character, jot down the spells you'd like to have ready to cast, as well as your available number of spell slots and the Difficulty Class of each level of spell.

4. Buy skills. Every class has a number of starting skill points you can use to buy skills for your character. Remember that class skills cost 1 point per rank, and all other skills cost 2 points per rank. Select your skills from those described in Chapter Four and note them on your character sheet.

5. Choose feats and talents. Every character starts out with at least two feats; one of them might be a ceremonial feat, and one or both might be a talent. Humans get an additional starting feat (see

"Humans" in Chapter Two). Only starting characters can choose talents, so consider them carefully. You can't go back and get a talent later. You'll find feats and talents described in Chapter Five. Add your selections to your character sheet where indicated.

6. Figure hit points. Each class has an associated Hit Die listed in Chapter Three. Assume that you rolled the highest number on the die, then add your Constitution modifier to the total. The result is your hit point total at 1st level. Note it on your character sheet.

7. Buy equipment. Roll 4d4 and multiply the result by 10. That's your starting amount of gold pieces to buy equipment. You'll probably want to make sure you get a weapon (or perhaps two—one for melee and one for ranged attacks) and maybe some armor, but that depends on your class. See the equipment listed in Chapter Six. Once you've listed your equipment on your character sheet, you can also determine your Armor Class and carrying capacity.

8. Complete your character sheet. Now that you know your character's basic abilities and skills, and you have an idea of what he owns and what he can do, you can fill out the rest of your character sheet. Name your character, and jot down some details about his background, age, appearance, and personal goals.

GAINING LEVELS

You gain new levels by earning experience points (XP), as described at the beginning of Chapter Three. When your character has earned enough experience points to advance a level, follow these steps:

1. Choose class or racial level. When you gain a level, the most common thing to do is to take the next highest level in your current class. However, you are free to take the first level in another class (or sprytes, giants, litorians, mojh, sibeccai, and verrik can choose a racial level instead). Taking levels in two or more classes is called multiclassing. You can advance in as many classes as you wish, but you can only gain a level in one class at a time.

2. Apply changes to base attack bonus, base saving throw modifiers, and spells. Refer to the chart associated with the class for your new base attack bonus, saving throw modifiers, and spell slots and spells readied per day (if any).

3. Record new class abilities (if any). Many classes gain special abilities when they acquire a new level.

4. If the level is 3rd, 6th, 9th, 12th, 15th, or 18th, choose a new feat. All characters get a new feat at these levels. Some characters gain additional bonus feats based on their class. This feat can be a general feat, an item creation feat or a ceremonial feat—but remember that the ceremony requires costly components, time, and often aid from others.

5. If the level is 4th, 8th, 12th, or 16th, add a point to one ability score. At these levels, you can add 1 point to any ability score you choose. If the change alters your modifier, make sure you change all other relevant scores, such as skill bonuses, saving throw bonuses, attack bonuses, and so on.

6. Buy skills. Use your class' skill points to buy new skills. Remember that class skills cost 1 point per rank and all other skills cost 2 points per rank.

7. Roll for hit points. Each class has an associated Hit Die. Roll the die, add your Constitution modifier to the result, and add that result to your current hit point total.

No Alignments

There are no alignments in Arcana Unearthed into which you must shoehorn your character's outlook. This rulebook does not attempt to define good or evil, nor does it address law or chaos. Characters should decide for themselves what is good and what is evil, the way real people do. There are no spells that reveal whether a character is evil or good—his actions and the perspectives of those around him determine that. No (or at least very few) characters think of themselves as evil. The truth is, such concepts are relative.

Yet even without alignments, villains still do terrible things to further their own goals. Heroes still make great sacrifices to stop them. The classic conflicts all remain. But now there are even more. Two noble and altruistic characters might oppose each other. Their personal ideologies might even cause each of them to define the other as "evil."

Characters with a conscience still act responsibly, and those with a code of conduct still adhere to it: having no alignment is not an excuse for all characters to act wantonly. As in the real world, things are much more interesting if there are not nine alignments but, in fact, an infinite number of them—each character becomes his own alignment.

Abilities

Strength. Dexterity. Constitution. Intelligence. Wisdom. Charisma. These are the most essential building blocks of a character. Each of these six abilities measures some fundamental and unique aspect of a character. Not everyone can have a high score in each one—ability scores represent weaknesses as well as strengths. Warriors command great Strength and Constitution, while spellcasters possess a high Intelligence or Wisdom. Occasionally, however, a warrior such as an unfettered has a high Dexterity or Intelligence.

A magister's high Constitution score represents an uncharacteristically high stamina.

Ability scores both define stereotypes and allow characters to deviate from them and become unique individuals. **A** Every character has six basic abilities, each of which has a score, normally ranging from about 3 to 18. The average score for a human is 10 or 11.

Strength (Str) shows how physically strong your character is. Someone with a Strength of 3 is so feeble he can barely carry his own weight. Someone with a Strength of 18 has strength of great renown. The giants have great Strength.

Dexterity (Dex) shows how quick and deft your character is. Someone with a Dexterity of 3 is known for inept clumsiness, while someone with a Dexterity of 18 is incredibly nimble and fast. The races of litorians and quickling faen are known for their Dexterity.

Constitution (Con) shows how healthy and hearty your character is. A character with a Constitution of 3 is sickly and frail. Someone with a Constitution of 18 is fit, never sick, and can take a lot of physical punishment. Sibecai have great Constitution.

Intelligence (Int) shows how smart your character is. Someone with an Intelligence of 3 can barely form a complete sentence, while someone with an Intelligence of 18 is a genius. The races of mojh and loresong faen are very intelligent.

Wisdom (Wis) shows how perceptive, intuitive, and willful your character is. Someone with a Wisdom of 3 is regarded by everyone as a fool, unaware of half the things going on around him. Someone with a Wisdom of 18 is canny and insightful, usually difficult to fool. Verrick are very wise.

Charisma (Cha) shows your character's strength of personality. It also involves both personal magnetism and physical beauty. A character with a Charisma of 3 is horrible and hideous. Someone with a Charisma of 18 is charming, forceful, persuasive, and probably good looking.

DETERMINING ABILITY SCORES

Although the normal human range is 3 to 18, ability scores range from 0 to infinity. Thus, to determine your character's ability scores, roll 4d6, discard the lowest die, and total the remaining three dice. Generate six such scores and then arrange them among the six abilities as you desire.

Different character classes benefit from having high results in certain ability scores, and certain races modify ability scores, so refer to Chapters Two and Three for more information and ideas on how to best arrange your scores.

ABILITY MODIFIERS

Each ability has an accompanying *modifier*. The modifier is the number you add to or subtract from the result of a die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

You can calculate the modifier using this formula:

$$(\text{ability} \div 2) - 5 \text{ [round result down]}$$

This means you could show the range of ability modifiers as a table, like this one:

Ability Score	Modifier
0	0
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc.	

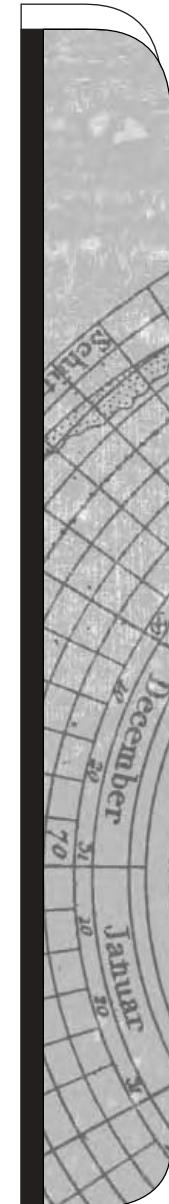
USING ABILITY SCORES

Your characters will use their ability scores all the time to overcome obstacles and resist threats.

STRENGTH

Any creature that can physically manipulate other objects has at least 1 point of Strength.

A character adds his Strength modifier to melee attack and damage rolls, and to damage rolls when using a thrown weapon. Skills requiring physical power, such as Climb or Jump, use Strength modifiers to adjust the skill bonus. Strength is used to determine carrying capacity (see "Using Strength: Carrying Capacity" on page 10).



A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of its Strength modifier.

DEXTERITY

Any creature that can move has at least 1 point of Dexterity.

A character adds her Dexterity modifier to her Armor Class and to attack rolls when using a ranged weapon. Skills requiring agility, such as Open Lock or Balance, use Dexterity modifiers to adjust the skill bonus. A character also adds her Dexterity modifier to her Reflex saving throw bonus.

A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of its Dexterity modifier. Such a creature fails all Reflex saves and Dexterity checks.

CONSTITUTION

Any living creature has at least 1 point of Constitution.

A character adds his Constitution modifier to his Hit Die when he rolls for hit points at each level. Skills requiring stalwart stamina, such as Concentration, use Constitution modifiers to adjust the skill bonus. A character also adds his Constitution modifier to his Fortitude saving throw bonus.

If a character's Constitution changes enough to alter

his Constitution modifier, his hit points also increase or decrease accordingly at the same time.

A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. Such a creature is also immune to ability damage, ability drain, and energy drain, and always fails Constitution checks.

INTELLIGENCE

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A character adds her Intelligence modifier to her skill points when she gains them at each level. Skills requiring acute intellect, such as Knowledge or Appraise, use Intelligence modifiers to adjust the skill bonus. Magisters and runethanes with high Intelligence gain extra spells (see "Abilities and Spellcasters" on page 9), and they must have good Intelligence scores to cast spells at all.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, and morale effects) and automatically fails Intelligence checks.

WISDOM

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Skills requiring insight or perception, such as Spot and Sense Motive, use Wisdom modifiers to adjust the



character's score in the "Bonus Spells" table, and add it to both the spell slots and the number of spells readied for that level. See Chapter Three: Classes and Chapter Eight: Magic for more information.

USING STRENGTH: CARRYING CAPACITY

If you want to determine whether your character's gear is heavy enough to slow her down (more than the armor already does), total the weight of all her armor, weapons, and gear. Compare this total to the character's Strength on the "Carrying Capacity" table. See the "Carrying Loads" table to determine whether the weight is enough to slow your character down.

If your character is wearing armor, use the lower figure—either her speed in armor or her speed from the total load—for each category on the "Carrying Loads" table (maximum Dexterity, check penalty, and speed). Do not stack the penalties.

LIFTING AND DRAGGING

A character can lift up to her maximum load over her head. Maximum load is the upper end of the Heavy Load range on the "Carrying Loads" table.

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

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

BIGGER AND SMALLER

CREATURES

The figures on the "Carrying Capacity" table are for Medium creatures. Larger creatures can carry more weight depending on size category: Large (× 2), Huge (× 4), Gargantuan (× 8), and Colossal (× 16). Smaller creatures can carry less weight depending on size category: Small (× 3/4), Tiny (× 1/2), Diminutive (× 1/4), and Fine (× 1/8). Quadrupeds (or creatures with more than four legs) have the following modifiers to carrying capacity: Fine (× 1/4), Diminutive (× 1/2), Tiny (× 3/4), Small (× 1), Medium (× 1 1/2), Large (× 3), Huge (× 6), Gargantuan (× 12), and Colossal (× 24).

TREMENDOUS STRENGTH

For Strength scores not listed, determine the carrying capacity this way: Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the load figures by four if the creature's Strength is in the 30s, by 16 if it's in the 40s, by 64 if it's in the 50s, and so on.

CARRYING CAPACITY

Strength Score	Light Load	Medium Load	Heavy Load
1	up to 3 lbs.	4–6 lbs.	7–10 lbs.
2	up to 6 lbs.	7–13 lbs.	14–20 lbs.
3	up to 10 lbs.	11–20 lbs.	21–30 lbs.
4	up to 13 lbs.	14–26 lbs.	27–40 lbs.
5	up to 16 lbs.	17–33 lbs.	34–50 lbs.
6	up to 20 lbs.	21–40 lbs.	41–60 lbs.
7	up to 23 lbs.	24–46 lbs.	47–70 lbs.
8	up to 26 lbs.	27–53 lbs.	54–80 lbs.
9	up to 30 lbs.	31–60 lbs.	61–90 lbs.
10	up to 33 lbs.	34–66 lbs.	67–100 lbs.
11	up to 38 lbs.	39–76 lbs.	77–115 lbs.
12	up to 43 lbs.	44–86 lbs.	87–130 lbs.
13	up to 50 lbs.	51–100 lbs.	101–150 lbs.
14	up to 58 lbs.	59–116 lbs.	117–175 lbs.
15	up to 66 lbs.	67–133 lbs.	134–200 lbs.
16	up to 76 lbs.	77–153 lbs.	154–230 lbs.
17	up to 86 lbs.	87–173 lbs.	174–260 lbs.
18	up to 100 lbs.	101–200 lbs.	201–300 lbs.
19	up to 116 lbs.	117–233 lbs.	234–350 lbs.
20	up to 133 lbs.	134–266 lbs.	267–400 lbs.
21	up to 153 lbs.	154–306 lbs.	307–460 lbs.
22	up to 173 lbs.	174–346 lbs.	347–520 lbs.
23	up to 200 lbs.	201–400 lbs.	401–600 lbs.
24	up to 233 lbs.	234–466 lbs.	467–700 lbs.
25	up to 266 lbs.	267–533 lbs.	534–800 lbs.
26	up to 306 lbs.	307–617 lbs.	618–920 lbs.
27	up to 346 lbs.	347–693 lbs.	694–1,040 lbs.
28	up to 400 lbs.	401–800 lbs.	801–1,200 lbs.
29	up to 466 lbs.	467–933 lbs.	934–1,400 lbs.
+ 10	× 4	× 4	× 4

CARRYING LOADS

Load	Maximum Dexterity	Check Penalty	Speed (30 feet)	Speed (20 feet)	Speed (Run)
Medium	+3	-3	20 feet	15 feet	× 4
Heavy	+1	-6	20 feet	15 feet	× 3

INFLUENCING ATTITUDE

INITIAL ATTITUDE	NEW ATTITUDE				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20

USING INTELLIGENCE: REMEMBERING

Whenever a character might remember something that happened to him either in actual play, from his own (pre-game) past, or something that happened “off stage,” he should make a check. In the latter case, it may be remembering someone that the PCs saw while eating dinner the previous night, but the DM did not want to point her out then, because doing so would have aroused suspicions unnaturally.

The check for remembering is a simple Intelligence check. Do not allow retries or taking 20. Use the following as a guideline for setting the Difficulty Class:

DC	Condition
5	Something just about anyone would have noticed and remembered. The general appearance of the man who killed your father, assuming you got a good look at him.
10	Something many people would remember, such as the location of the tavern across town they were at the day before.
15	Something only those with really good memories might recall, like the kind of earrings that a woman was wearing when you spoke to her three days ago.
20	Something only someone with a phenomenal memory might remember, such as the name of a man you met once, when you were only six years old.
25	Something no normal person could remember, such as the 19th six-digit combination code on a list of 80 possible combination codes for a lock, when you only saw the list for a moment or two.

USING CHARISMA: INFLUENCING OTHERS

It is possible to alter another’s attitude with a Charisma check (1d20 + Charisma modifier). This check can be further modified by the Diplomacy skill. Roll the check and consult the appropriate initial attitude line on the “Influencing Attitude” table to determine the result.

In general, a character cannot repeat attempts to influence someone.

CHANGING ABILITY SCORES

For every four levels your character increases, you can raise one ability score by 1. Ability scores can increase with no limit.

Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day.

Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don’t return on their own.

As a character ages, some ability scores go up and others go down. For details, see the “Age” section at the end of Chapter Two: Races.

When an ability score changes, the modifier associated with that score also changes.

Races

The races in this book use the lands of the Diamond Throne as a default setting. This is a place of great magic—mystical mountains, dark and forbidden forests, and otherworldly, sweeping fields of crystal. These lands' turbulent history is filled with great deeds and savage conflicts. From the coming of the giants to the defeat of the diabolical dramojh, epic events have shaped the races of the lands of the Diamond Throne. However, you can transplant these races into any fantasy setting very easily.

The descriptions of the 10 player character races in this chapter include information on background, personality, and outlook. Remember that these notes are generalities, not necessarily true of every specimen of that race living in the lands of the Diamond Throne today. Use them as guidelines, but feel free to depart from them as needed to make your characters unique and interesting.

These races are genetically incompatible with each other. Mating between members of different races will not produce any offspring.

HUMANS

Humans are natives to the lands of the Diamond Throne. For centuries a cruel draconic race called the dramojh enslaved the humans (as well as the diminutive faen). Long ago, the invading giantish army freed them and wiped out the dramojh. However, then humans served the monarch of their giantish liberators, who still sits upon the Diamond Throne today.

Personality: Humans can be self-interested and short-sighted compared to other races, but highly adaptive and inventive. Many humans possess a need to be in control, and sometimes to get involved where they have no business. Industrious, curious, and determined, if left to their own devices humans would explore, conquer, and settle all the lands of the world.

Physical Description: The archetypal humanoid race, humans come in all shapes and sizes. Skin coloration varies considerably. Average males stand just short of 6 feet, and females are usually less muscular and a bit shorter.

Relations: Generally speaking, humans get along with all other races. Most humans have a special affection for both faen and giants, although they can find sphytes unnerving due to their unfamiliar nature. They get along with sibeccai and verrik as well as anyone does, but they find the mojh more unpleasant than other races do, because the mojh were once human—and the connection between the mojh and humanity's dramojh captors doesn't help.

Some humans resent the giants' rulership of their land. This minority seeks to stir dissent and eventually drive the giants back to their homeland across the sea. Most of these humans also do not like the sibeccai, due to their relationship with giantkind.

Outlook: Humans are ambitious, practical, and hardworking. They value duty and honesty. Only the aberrant are particularly cruel or hurtful. Curious and adaptive, they make excellent explorers. However, humans can be selfish, more interested in their own lofty goals than in the welfare of the land or the populace.

Human Lands: Humans are ubiquitous throughout the lands of the Diamond Throne. Well over a thousand years ago, before the dramojh

conquered them, the humans were the most numerous and most prevalent race in the region. They built more cities and roads than any other culture. The Common tongue is, in fact, the ancestral language of the area's humans. Even today, humans are everywhere—throughout the plains, the mountains, the forests, and along the coasts.

Religion: For centuries, most humans believed that their gods either deserted them or were dead while they were in captivity. Only now are some people beginning to return to the old ways of worshipping gods. Many humans do have faith in animism—the belief that spirits are everywhere and influence mortals' lives. This belief includes ancestor reverence, picked up from the giants, and a respect for nature spirits, gained mainly from the litorians.

Language: Humans speak Common.

Names: Most humans use surnames to show family relationships, but some do not choose to. Here are some sample names:

Human Male Names: Lofgar, Nathred, Toman.

Human Female Names: Barvara, Nara, Sadune, Vessi.

Adventurers: Humans make excellent adventurers. Often delightfully courageous and self-involved at the same time, human adventurers crave fortune and glory. Many have a cause to champion—although for some, that cause is simply themselves.

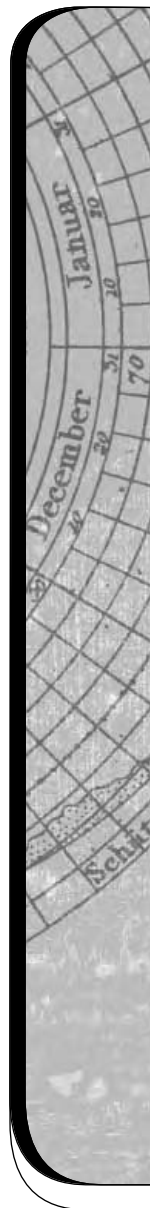
HUMAN RACIAL TRAITS

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- One extra feat at 1st level (cannot be a talent).
- Bonus of 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common.
- **Bonus Languages:** Any.

FAEN

Faen (pronounced FAY-in, singular and plural) is a catch-all term for at least three different kinds of diminutive people. In many ways, it's useful to discuss the three of them together, for they do have a great many similarities—and some marked differences. The three types of faen are the spellcasting *loresongs*, the nimble *quicklings*, and the winged *sphytes*. Characters cannot start the campaign as 1st-level sphytes, only as loresongs or quicklings. See the "Metamorphosis" sections in this entry for more information.

Personality: All faen demonstrate a love for physical pleasure and frivolous fun. They love food, games, puzzles, song, dance, and drink. They don't pay a lot of attention to social standing or popularity, but they do enjoy praise.



Security is of great concern to faen. They want to know that they have someplace to run to if endangered—it's not uncommon for faen to note the exits of a building as soon as they enter.

Physical Description: Faen quickklings stand about 3 feet tall, while loresongs are usually about six inches taller. Loresong faen are usually more massive than their cousins, the quickklings, who are always very thin and lean. Male loresongs often sport beards or thick sideburns, but quickklings grow no facial hair. Both types of faen tend to wear their thick hair long. Their large eyes sparkle with life and a hint of magic. Their ears are pointed.

Sprytes are only between 16 and 18 inches tall. Their gossamer wings resemble those of an insect and beat extremely fast to keep them aloft. Their wingspan is about 20 inches. Their bodies are thin and lithe (all the better for flying). Their faces are long and comely, and they have large but slenderly pointed ears.

Relations: Faen are not quick to judge a creature based on race, so it is safe to say that they get along with all races equally. Despite the staggering difference in size, faen enjoy the company of giants to most others'. This most likely stems from the giants' warm and relaxed demeanor.

The three different kinds of faen get along very well, intermix freely, and live in the same communities. Loresong and quickklings frequently intermarry, though their offspring are always either pure quickling or pure loresong; there are no half-and-half faen. Sprytes cannot reproduce.

Outlook: While few faen are outright sadistic or cruel, an equally small number of them are truly benevolent or altruistic. Most remain fairly self-interested or focused solely on the well-being of a small chosen group of family members and friends. Faen believe that people should be able to do what they want, as long as it does not unduly harm or endanger others—or impinge on their desires.

They're not interested in law or government and resent someone attempting to give them orders.

Loresong faen possess an innate attunement for magic. They prize magic above all else—it is not just a fascination, but an actual compulsion.

Quickklings are best when unencumbered. They seem prone to rash and foolhardy actions. The most frivolous of all faen, they are the bravest and noblest as well.

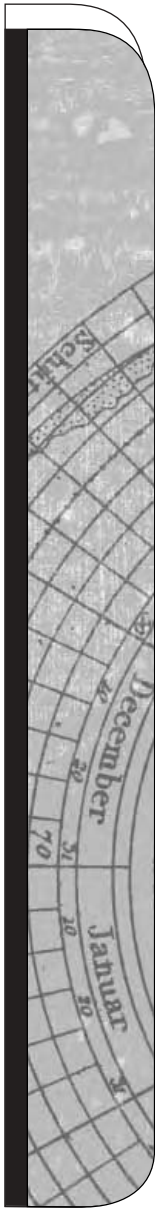
Sprytes are usually quite cautious, due to their very small size. Still, they like to have fun and value kindness and generosity very highly.

Faen Lands: Faen live mainly in mountainous, rugged woodlands. They congregate in secluded villages that often sprout up near natural shelter where they can hide and gain safety (a cave, a valley or ravine, and so on). Many have come to take up residence in the cosmopolitan giantish cities, living alongside humans and others.

Religion: Faen worship all sorts of gods—hundreds, if not thousands of them. In fact, other races accuse faen of just making up new gods whenever they feel like it. That's not entirely true, however—at least not from the point of view of the faen. What is true is that faen are continually “becoming aware” of the presence of new gods. They believe that each faen remains in touch with the spiritual and celestial realms, and experiences revelations about the existence of a new divine being from time to time. Thus, one commonly sees faen suddenly whisper a prayer, an oath, or an invocation to a god no one else has ever heard of. A faen experiencing such an epiphany usually does so at a moment appropriate to the nature of the god. A faen forced to swing on a rope across a chasm might suddenly discover knowledge of Derrah, goddess of rope, or Nevick, god of chasms, or even Juasthon, god of moving through the air without wings.

Since all faen have these divine revelations—or at least in theory they could—the faen have no priesthood. They are all equally close to

RACES (MALE)



RACES (FEMALE)



the divine. Most also feel duty bound to record the name and nature of the new god they have discovered and share it quietly with other faen.

Language: All three types of faen share a language (Faen). They also speak Common.

Names: Faen normally have short first names with longer, descriptive surnames (translated into Common because they are proud of the meanings). Their own language uses very long, complex vowel sounds, so faen names transliterated into Common make heavy use of diphthongs. Here are some sample names:

Faen Male Names: Phain, Soern, Vaeth.

Faen Female Names: Nauva, Raechi.

Faen surnames: Goldenhammer, Lorewriter, Kingmade, Morrowsong, Newtongue.

Adventurers: Faen adventurers hunt for great treasure or seek new types of magic. They also enjoy uncovering secrets and, in general, just learning new things and exploring new places.

FAEN (LORESONG) RACIAL TRAITS

- Loresong faen receive a +2 racial bonus to Intelligence and a -2 racial penalty to Strength.
- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment, and can lift and carry only three-quarters as much as a Medium character.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- Faen base speed is 20 feet.

- Loresong faen have an affinity for magic, which grants them a +2 racial bonus to Spellcraft.
- **Innate Spell-Like Abilities:** 1/day— *detect magic*, *ghost sound*, and *lesser glowglobe*. Use the loresong faen's character level as the caster level.
- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Metamorphosis:** Once a faen has achieved at least 3rd character level (in any class[es]), she may choose to undergo a metamorphosis. This can occur only at a time when she would normally gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen's gear taken into the magical chrysalis emerges sized appropriately for the character's new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.

FAEN (QUICKLING) RACIAL TRAITS

- Quickling faen receive a +2 racial bonus to Dexterity and a -2 racial penalty to Strength.
- Faen base speed is 20 feet.

THE SPRYTE

Spryte Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	+1 Dexterity; innate spell-like abilities: 1/day: <i>charm</i> (heightened), <i>ghost sound</i> , <i>lesser glowglobe</i> ; at will: <i>detect magic</i>
2	+1	+0	+3	+1	+1 Dexterity; innate spell-like abilities: 1/day: <i>invisibility</i> (self only)
3	+2	+1	+3	+1	Innate spell-like abilities: 1/day: <i>dispel magic</i> , <i>greater teleport</i> , <i>suggestion</i> , <i>unknown</i> (self only); flight maneuverability becomes perfect

- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment, and can lift and carry only three-quarters as much as a Medium character.
- **Run:** When a quickling runs, he moves five times his normal speed rather than four times. Quicklings cannot use this racial ability when wearing Heavy armor.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- As quicklings are extremely nimble and react fast, they enjoy a +1 racial bonus to initiative checks.
- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Metamorphosis:** Once a faen has achieved at least 3rd character level (in any class[es]), she may choose to undergo a metamorphosis. This can occur only at a time when she would normally gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen's gear taken into the magical chrysalis emerges sized appropriately for the character's new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.

FAEN (SPRYTE) RACIAL TRAITS

Sprytes, being the result of a transformation from one of the other kinds of faen, lose all quickling and loresong racial abilities not mentioned below, such as the quickling's run ability and the loresong's spell-like abilities.

- Sprytes receive a +2 racial bonus to Dexterity and a -2 racial penalty to Strength (these modifications stack with either loresong or quickling modifiers).
- **Fey:** Sprytes are no longer humanoid in type, but Fey.
- **Tiny:** Because they are Tiny creatures, sprytes gain a +2 size bonus to Armor Class and attack rolls (instead of the +1 bonus they had while Small), and a +8 size bonus to all

Sneak checks (instead of the +4 bonus they had while Small). They must use Tiny-sized weapons and equipment, and can lift and carry only half as much as Medium characters. Despite being Tiny, sprytes still occupy a 5-foot by 5-foot area, threaten the areas around them, and do not need to enter another's area to make a melee attack.

- Spryte base speed is 10 feet.

- **Flight:** Sprytes have thin, transparent wings that allow them to fly with a speed of 30, with average maneuverability. See page 141 for more information on flying maneuverability.

- **Low-Light**

Vision: All faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- **Racial Levels:** Unlike quicklings and loresongs, sprytes can take a few levels in "spryte" as a class to further master the aspects of their new form.

SPRYTE LEVELS

Sprytes can take up to three levels in "spryte" at any time. Each level represents the spryte mastering more facets of the new form. Not all sprytes take racial levels (or all three of them). Spryte levels stack with a spellcasting class level for purposes of determining caster level for spells. If the spryte has two spellcasting classes, the spryte levels add to the higher of the two class levels. Innate spell-like abilities gained through spryte levels use the character level as the caster level. The spryte can use the normal and diminished versions of these spells, but not the heightened versions, except for *charm*.

Hit Die: 1d6

Skill Points at Each Level: 2 + Intelligence bonus

"Class" Skills: Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (magic) (Int), and Sneak (Dex). For more information on these skills, see Chapter Four.

Faen Gods

The idea that faen are having continual revelations about new gods provides players with opportunities for fun—they can create gods as they need them on the fly. The more specific the god and his portfolio, the better. The players probably will want to make note of gods they create, in case they need to call upon Yeochir, god of dancing without shoes, again. It is important to remember, though, that faen really believe in these gods. And who's to say they're not real?

GIANTS

Giants call themselves Hu-Charad, which means “the stewards,” but everyone else calls them giants—and for good reason. Giants are massive creatures, standing up to 12 feet tall. Except for their size, they look like normally proportioned humans; to them, humans appear like children. In fact, young giants are indeed the size of adult humans.

Three hundred years ago, tales say, a dying giant—a prince—crawled into a fabulous giant city in a land far across the sea. Only one word passed his lips before he expired: “West.” No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, many giants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh who had enslaved them. As is the nature of giants, the discovery of a new land invoked in them a powerful sense of responsibility. These giants, in the mindset of what they call Chi-Julud, con-

quered the land and its people so they could oversee and protect it. They built wondrous cities and the Diamond Throne, from which they would rule.

Again, as is their way, the giants used rituals to change their own nature from warlike to the just wardens of their new territory. Some people grew to love the giants and the boons that they brought the otherwise dangerous and unruly land, but others did not.

The life of a giant revolves around ritual and ceremony. Even giants’ growth to their massive size depends on rituals called the Shu-Rin (“attaining the essence”).

There are three stages of Shu-Rin, and at the third giants achieve their full growth potential. Since not every giant goes through all three stages of the ritual, giant heights can vary considerably.

Giants are incredible builders. They construct fantastic structures of stone, glass, and metal. Their cities are wonders, with everything sized to seem grand—even on their own large scale.

Personality: As a race, giants possess two distinct natures. One, when they are under the sway of the ritual known as Chi-Julud (Wardance), makes them warlike, territorial, and deadly. The other nature emerges when they act under the effects of Si-Karan (Caretaker); then they are calm, cautious, and gentle unless driven to anger. The giants of the Diamond Throne all live under the mantle of the Si-Karan. They are wise, warm, good-natured administrators, caretakers, and protectors of all their lands and the people who live

there. Although they would never use such terms, giants see themselves as parents and all other races as children.

While generous and kind, giants are also stewards and guardians—they do not allow themselves or their allies to be taken advantage of or harmed in any way. They are slow to anger, but once incensed can become temporarily engulfed in Chi-Julud, the Wardance. In such a case, they attack without mercy and become difficult to calm. Giants do not like to be taken advantage of, nor do they take it lightly if someone physically threatens them or puts them in physical danger. This sentiment extends to those close to them as well: To wrong the friend of a giant is to wrong the giant. Giants are long-suffering and tolerant regarding insults and harsh words. They rarely use them themselves, however.

Giants love jokes (but not practical jokes), stories, songs, food, and drink. In this way, they get along with faen nicely. They do not dance.

Physical Description: A giant character starting at 1st level stands about 7 feet tall, at the very end of the initial stage of maturity. Only through ritual can a giant achieve his full height, which can reach 10 to 12 feet. Males often wear beards. Both males and females keep their hair short.

Giants are long-lived but slow to reach maturity by human standards.

Relations: Giants look upon themselves as the stewards of all the lands. They rule, to be sure, but in their view they protect rather than exploit. They give more than they take. They see themselves as patrons and guardians, guiding others to do the right thing and protecting them from danger. Of course, not all members of the other races appreciate this sentiment—it garners resentment from some humans, verrik, and quite a few mojhs.

Outlook: Giants value order, safety, and peace. They are not power hungry, but they do have a deeply ingrained feeling of responsibility. So deep does this sense run that they take it upon themselves to protect everyone and everything.

Giant Lands: Quite literally, giants rule over all the lands of the Diamond Throne. In many places in this realm, however, giants are found only in small numbers. They dwell in greater numbers along bodies of water—rivers and seas—and in the mountains.

Religion: The giants worship no gods. They do believe, however, that the dead go to Houses of the Eternal and watch over the living, influencing actions. Those who were evil in life continue to work woe after death, and those who were noble and true attempt to aid and protect those still living. Thus, giants pay homage to the dead, particularly those worth honoring.

Mostly, however, giants believe in the literal power of ritual and ceremony. They believe that through rituals, one can attain a higher level at which great blessings can be gained and great deeds accomplished. Their entire culture, even their physical maturation process, revolves around ritual. In the past, the giants have changed their entire racial outlook (from Chi-Julud to Si-Karan) through ritual.

Giant rituals are solemn, quiet, and introspective. They do not involve chanting or dancing like sibeccai rituals, but they do occasionally incorporate beautiful, meaningful songs.

Giants in the Campaign

It is all too easy to make giants the overbearing, law-enforcing “heavies.” If at all possible, resist this urge. Allow players to decide for themselves whether they will appreciate the giants’ self-imposed role or resent it. Despite the fact that giants rule the lands, an average giant has no special “authority” over a nongiant. This is almost certainly true of giant and nongiant PCs.

It’s fine to use standard-scale floorplans for giant-built castles and other structures in your campaigns. The standard scale used in most roleplaying castle floorplans is actually much larger than the real human scale found in historical castles. So, giantish construction actually justifies the wide corridors and huge rooms we’ve been playing with for so long.



Languages: Giants speak Giant and Common, although they also often know many other languages.

Names: Unlike in some cultures, giants are not given names—they choose them for themselves when they are old enough (giantish children have only nicknames until then). Giantish names are always compound structures. The first part of the name shows a special link to an ancestor or chosen hero who has passed on. The second part involves a personal identifier. Normally, female giants take linking names to their female forebears (these contain only vowels), and males link to male forebears. Here are some sample names:

Giant Male Names: Li-Coraon, Na-Filaris, Ro-Paterik.

Giant Female Names: Aoe-Derrel, Iu-Medora.

Adventurers: Giants usually go on adventures out of a need to protect others from some menace or to prove themselves as good giants (often as a part of Shu-Rin). Proving oneself as a giant means not only strength of back and bravery in battle, but strength of will as well. It also means collecting and relating great tales and forging bonds of friendship.

GIANT RACIAL TRAITS

- The giants' massive physique grants them prodigious strength, but makes them less nimble than other creatures, so they enjoy a +2 racial bonus to Strength but suffer a –2 racial penalty to Dexterity.
- **Giants.** Unlike most other races, giants are not humanoid in type, but Giant.
- **Medium:** As Medium creatures, giants have no special bonuses or penalties due to their size. Giants can grow to be very large, however.
- Giant base speed is 30 feet.
- Giants are wise in the ways of dealing with others, earning them a +2 racial bonus to Diplomacy and Sense Motive skill checks.
- Giants enjoy a +2 racial bonus to all Craft skill checks.
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans and some other races, giants can take a few levels in “giant” as a class to become more giantish.

GIANT LEVELS

Giants can take up to three levels in “giant” at any time. Each level represents the character showing her worth and undertaking one of the Shu-Rin ceremonies that triggers giant growth and maturation. Not all giants, by any means, take racial levels (or all three of them).

As giants gain racial levels, they grow a few inches, and become stronger, tougher, and wiser. At the third level of giant, they attain size Large and grow to around 10 feet tall. When a giant becomes Large, she gains a 10-foot reach but suffers a –1 size penalty to Armor Class and attack rolls. When giants grow to this greater size, because the change is magical, their gear also changes to an appropriate size.

Hit Die: 1d10

Skill Points at 1st Character Level: (2+ Intelligence bonus) × 4

Skill Points at Higher Levels: 2+ Intelligence bonus

“Class” Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ceremony) (Int), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see Chapter Four.

THE GIANT

Giant Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	+1 Strength, +1 Wisdom
2	+1	+3	+0	+1	+1 Wisdom, +1 Constitution
3	+2	+3	+1	+1	+1 Strength, +1 Constitution, increase to Large size

Weapon and Armor Proficiency: Giants with levels only in giant (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

LITORIANS

Litorians are bestial, honor-bound hunters. Usually found roaming open grasslands far from civilization, litorians only rarely separate from their tribe. Unlike members of other races, only the unique individual litorian interacts with other species.

Personality: Litorians are thoughtful and quiet until provoked past their limit. Once angered, they become savage and brutal, almost incapable of showing mercy.

Litorians love the outdoors, good food, and long, well-considered stories (not boastful or exaggerated ones). They have a deep sense of personal honor—personal in that it's not about “saving face” but being true to oneself. A litorian will not compromise her morals for fear of losing her own self-value, even if this makes her appear strange or foolish to others, and even if it means making a choice others might not consider the best one. All litorians develop their own set of morals and ethics, although some principles remain true across most members of the race. Because they highly value both honor and life, for example, their need to repay those who save their lives—a lifedebt—is very strong.

Physical Description: Litorians are taller and more muscular than humans. A litorian's body is covered in light brown hair, and their faces are clearly feline in appearance with a pronounced snout, a flat, catlike nose, and sharp teeth. They have dark eyes with narrow pupils. Manes of brown hair surround the heads of males. Most people notice a thick, almost musky scent around litorians, but few think it unpleasant.

Litorians mature much faster than humans, but they have a life span of similar length.

Relations: Litorians have little history with most other races, except giants, whom they respect but do not understand. Though they have shared the same lands with humans for centuries, the two races usually keep their distance. Litorians and faen only rarely meet, but litorians are often affectionately entertained by faen ways.

Outlook: Litorians hold concepts of personal freedom quite dear. They believe in only a very loose organizational structure from their tribal upbringing. Strength and respect govern their tribes, not law. Litorians find the concept of preconceived, delineated parameters of right and wrong difficult to understand; they are much more likely to judge situations on a case-by-case basis. Their choices stem from their sense of honor and respect for others. They are very rarely selfish or cruel.

Litorian Lands: Litorians are nomads, but to call their wandering random shows a profound misunderstanding of their culture. They subtly control the open grasslands upon which they wander: Their power and cunning makes them clear masters of the region that they inhabit. No one passes through the plains or savannah where they live without their knowledge—and, therefore, their leave.

Religion: Litorians have no concept of worship and see little need for ritual. They simply do not understand or crave the need to trust in a higher power. When confronted with proof of a powerful being's might, a litorian grants respect, but not reverence.

Language: The complex litorian language proves difficult for humans and many others to speak, although giants find it easier. It is a tongue full of deceptive subtlety, and few nonlitorians attempt to master it. Litorian has an alphabet of its own, but by the standards of other races its written form is fairly crude and basic. Some litorian tribes have taken up Giant script to write their own language, but few consider it worth the effort.

Names: The tribe gives all litorians names that carry a special meaning in their own tongue. These names are then transliterated into Common for use by others who have difficulty with Litorian speech. Here are some sample names:

Litorian Male Names: Charnaset, Chron, Malethar, Rastor.

Litorian Female Names: Marel, Rann, Sorret, Yintra.

Adventurers: Litorians away from their tribe are usually hunters, mercenaries, or members of another profession that allows them to use both their outdoor instincts and their natural strength and agility. Sometimes intimidating to members of other races, litorians often find acceptance and friendship among adventurers—many of whom are loners or wanderers themselves.

LITORIAN RACIAL TRAITS

- Litorians are strong, fast, and tough, enjoying a +2 racial bonus to Dexterity but a –2 racial penalty to Wisdom.
- Litorian base speed is 30 feet.
- **Medium:** As Medium creatures, litorians have no special bonuses or penalties due to their size.
- **Low-Light Vision:** Litorians can see twice as far as humans in starlight, moonlight, torchlight, etc. They also retain the ability to distinguish color and detail under these conditions.
- **Automatic Languages:** Common and Litorian.
- **Bonus Languages:** Giant. Smart litorians may know the languages of their allies.
- +2 racial bonus on Intimidate, Search, Spot, Listen, and Wilderness Survival checks.

THE LITORIAN

Litorian Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+2	+0	+1 Strength, +1 Dexterity
2	+2	+3	+3	+0	Scent (see page 233), +10 feet in ground speed
3	+3	+3	+3	+1	+1 Constitution, +1 Dexterity, Bite feat for free

- **Racial Levels:** Unlike humans and some other races, litorians can take a few levels in “litorian” as a class to develop their racial qualities more fully.

LITORIAN LEVELS

Litorians can take up to three levels in “litorian” at any time. Not all litorians, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2+ Intelligence bonus) × 4

Skill Points at Higher Levels: 2+ Intelligence bonus

“Class” Skills: Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Search (Int), Sneak (Dex), and Wilderness Survival (Wis).

For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Litorians with levels only in litorian (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

MOJH

The results of magical modifications, *mojh* (pronounced MOEZH, both singular and plural) appear to be as much dragon as the humans they once were. They pattern themselves after the creatures known as the dramojh, or “dragon scions” that held mastery over the realm long ago.

In the lands now ruled by the Diamond Throne, the dramojh once enslaved humanity and the faen, having conquered them with magical might and brute force. These ancient, winged quadrupeds, whom some say were equal parts demon and dragon, fielded vast armies of powerful spellcasting warriors. Only the power of the giantish armies of old, in full Chi-Julud mode, could overcome them—and they did. The giants hunted the despicably evil dramojh to extinction.

Thus, centuries later, the giants are none too happy at the appearance of the mojh.

By some definitions, it is a mistake to call the mojh a race. All mojh were once humans who chose to transform themselves using a magical process that alters a fully developed human into a draconic mojh. Magical transformation is the only way to create a mojh: The process makes the creatures genderless. They gain a tough, scaly hide and a predilection for magic and other intellectual pursuits. As a result of the transformation, the mojh also become extraordinarily long lived. Only humans can become mojh.

While mojh cannot reproduce in any conventional way, any single mojh, two or three times during its long life, can “give birth” in an asexual budding process to a small reptilian creature called a kobold, or “mojh-born.” The mojh-born normally become the slaves and servants of their progenitors. Mojh-born cannot reproduce at all.

Personality: Mojh intentionally give up being human to transform themselves, physically and mentally, into all-new creatures. Clearly, they are fanatic, driven individuals. However, they do not all wish to see a return to the ways of the evil dramojh and do not necessarily want to see the other races enslaved again.

Mojh adore magic, craving and hoarding its power. They have a particular affinity for writing, including runes, symbols, and similar pictographs. Mojh can always automatically identify familiar handwriting, and they pride themselves on developing their own distinctive and artistic script. They would rather communicate through writing than speech if given the choice.

Physical Description:

Most mojh are tall and thin, with a long and narrow head like that of a reptile. Small greenish-brown scales cover mojh flesh.

Their fingers grow long, and their limbs tend toward the spindly. They have a snakelike tail that serves only as an aid to balance

Relations: Separatists to the core, mojh wish to live alone or in small mojh groups. Many races, particularly humans, have a natural aversion to the mojh.

However, those able to look beyond that can find treasured companions. Mojh look upon other races fairly equally, referring to all of them simply as “nonmojh.”

Outlook: Despite their sinister reputation, not all mojh are selfish, cruel, or inherently dangerous. In their own view, they have ascended to a new form and a new level of being. Their concerns deal mostly with finding their place in this new state.

Mojh Lands: The mojh normally separate themselves from normal society to undergo their transformation, and they remain separate afterward. They gather in small, isolated clutches and keep to themselves.

Religion: Mojh revere dragons as sacred beings worthy of admiration and veneration, but only a very few worship any gods.

Language: Mojh speak Draconic and Common.

Names: Humans adopt a new name when they become mojh. Here are some sample names:

Mojh Names: Daragoth, Scinathar, Yetheran.

Mojh Transformation

The process of transformation from human to mojh requires a monthlong set of rituals and applications of magical and alchemical mixtures worth about 500 gp. If a character begins play as a mojh, this cost does not affect its starting gold. The transformation is irreversible.

It is possible for a human character to become a mojh even after a campaign has begun. Humans that make this choice must take a level in mojh immediately following the transformation. The transformation is not complete until the character gains that level. The character gains all mojh racial abilities and keeps the human racial abilities already he already has (the bonus feat and the skills bought with the bonus skill points), although he does not continue to receive the additional skill point each level.

Adventurers: Mojh adventurers search for wealth and power. Many also seek to better understand their place in the scheme of things, now that they have a new form. Mojh may go on adventures simply because they want to take and retain control of their own lives, go where they please, and do as they like.

MOJH RACIAL TRAITS

- Mojh are very intelligent—their intellect is, in fact, magically enhanced during their transformation, giving them a +2 racial bonus to Intelligence. However, they are thinner and less sturdy than the humans they once were, imposing a –2 racial penalty to Constitution.
- **Medium:** As Medium creatures, mojh have no special bonuses or penalties due to their size.
- Mojh base speed is 30 feet.
- Because they use their tails to help them keep their balance, mojh enjoy a +2 racial bonus to Balance checks.
- Mojh have a natural affinity for runes, symbols, and so on, granting them a +2 to Knowledge (runes) and Forgery checks.
- **Darkvision:** Mojh can see in the dark up to 60 feet. Darkvision is black and white only, but otherwise resembles normal sight. Mojh can function just fine with no light at all.
- **Natural Armor:** Their scaly hides provide mojh with a +1 natural armor bonus to Armor Class.
- **Automatic Languages:** Common and Draconic.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans, mojh can take a few levels in “mojh” as a class to develop their racial qualities more fully.

MOJH LEVELS

Mojh can take up to three levels in “mojh” at any time. Not all mojh, by any means, take racial levels (or all three of them). Mojh levels stack with a spellcasting class level for purposes of determining caster level for spells. If the mojh has two spellcasting classes, add the racial levels to the higher of the two. Innate magical abilities gained through mojh levels use the character’s total level as the caster level. The mojh can use the diminished versions of these spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

“Class” Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (magic) (Int), Knowledge (runes) (Int), Search (Int), Spellcraft (Int). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Mojh with levels only in mojh (no actual class levels) are proficient in the use of simple weapons but no armors or shields.

RUNECHILDREN

If anyone ever needed proof that some sort of intelligent force created the world with deliberate purpose, one need look no further than the *runechildren*. A runechild is a creature granted supernatural powers in order to act in the best interests of the world.

Someone who looks beyond himself and sacrifices some aspect of himself for others, for the world, or for the general cause of altruism might become a runechild. (The name has nothing to do with age, but instead refers to being a “child” of the world, powered by the inherent magic within all things.)

Like mojh, runechildren are not so much a race as the result of a magical transformation. Unlike mojh, runechildren may come from any race. One can usually spot runechildren by the magical rune on their hand or face. Normally, greatness (in this case) is not thrust upon an unwilling character. Characters who qualify choose to become runechildren. And once the choice is made, nothing save death can revoke the power (although DMs can do so if they feel the character no longer deserves it).

“Runechild,” then, is a template that you can add to any living creature with a minimum Intelligence of 11 and a total of at least 5 HD. Although some people are convinced to the contrary, you are not born a runechild—it is a position you earn. Thus, no character ever begins as a runechild. One adds the template only in lieu of a level: Effectively, a character chooses to take a “level” in runechild. It also means that qualifying to be a runechild is entirely at the discretion of the DM. DMs should determine whether the character truly looks beyond himself and acts for the good of the world more than for his own good. The DM also should determine when the ability to become a runechild is available, based on the power it grants the character versus what she must give up—the price for becoming a runechild is small at low levels and much higher at high levels.

The “level” the character gains to become a runechild is lost. Thus, an 11th-level unfettered who chooses to become a runechild as he gains 12th level becomes an 11th-level unfettered runechild.

THE MOJH

Mojh Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Innate magical ability: at will— <i>detect magic</i> , Sense the Unseen feat for free
2	+1	+0	+1	+3	Breath weapon: cone of fire 30 feet long that inflicts 1d6 points of damage/character level (maximum 2d6/mojh racial level). Reflex save (DC 10 + mojh racial levels + Con modifier) halves. Usable 1/day per mojh racial level.
3	+2	+1	+1	+3	+2 natural armor bonus to AC (stacks with previous bonus)



He does not gain a new feat, he does not gain an ability score bonus, and he does not gain any level-based abilities. He has effectively “spent” the level to get runechild status. The next level he gains can be 12th in unfettered or 1st in another class; players must adjust the experience advancement chart at the beginning of Chapter Three accordingly. The number of experience points needed to gain the next level matches the requirement for progressing from 11th to 12th level.

RUNECHILD POWERS

A runechild gains a +1 inherent bonus to his highest ability score (if two scores are tied for highest, the player may choose) and a permanent +1 luck bonus to all checks and saves. Runechildren with an Intelligence or Wisdom of 11 or higher possess spell-like abilities, using their character level as the caster level, chosen from the chart below. Powers are cumulative, so a 9th-level runechild picks a power from the Level 5–6 list, the Level 7–8 list, and the Level 9–12 list; when he gains 13th level, he selects a new power. Once chosen, powers cannot be changed. Unless otherwise indicated, a runechild can use each ability once per day.

Level	Choose One of These Abilities
5–6	<i>Darkvision</i> (always active), <i>levitate</i> , or <i>object loresight</i> (usable three times per day)
7–8	<i>Dimensional door</i> , <i>energy bolt</i> (type of energy must be chosen when power is gained), or <i>heal wounds</i> *
9–12	Enchantment resistance**, <i>elemental resistance</i> †, or <i>energy sheath</i> (choose type of energy upon gaining the power)
13–16	<i>Finger of destruction</i> , <i>incorporeal form</i> , or <i>teleport</i>
17–18	<i>Mind stab</i> , <i>phase door</i> , or <i>wave of life</i>
19–20	<i>Damage reduction</i> ‡, <i>immortality</i> (self only), or <i>shapechange</i>

* *Heal Wounds*: The runechild can heal as a champion of life; see “Champion” in Chapter Three.

** *Enchantment Resistance*: The runechild makes two saving throws against all enchantments. If either succeeds, the runechild succeeds in the save.

† *Elemental Resistance*: 20 points of continual resistance. The runechild must choose the element upon gaining the power.

‡ *Damage Reduction*: 15/+1, operates continually.

SIBECCAI

Strong and hardy, *sibeccai* (pronounced SIB-ba-kai, singular and plural) are excellent warriors and fierce opponents. The sibeccai were once simple beasts, native to a hot, dry desert realm far across the sea. The giants used magic to uplift these beasts, granting them the intellect and body shape to make and use tools and eventually develop a society and culture of their own. The sibeccai felt indebted to their patrons and served them as soldiers and helpers for centuries. Although the giants no longer require their help, the sibeccai remain an indebted client people.

Personality: Sibeccai can be haughty and arrogant at times, believing themselves a “chosen” race—chosen by the giants. They do not act superior toward giants, however; they consider themselves inferior to their patrons. Once in a while, a sibeccai reverts to her natural, more bestial nature. This occurs mainly in two situations: when she is very hurt or angry, or when she is among only those of her own kind.

The short-lived sibeccai mature quickly. They have little sense of fun or frivolity, nor do they value lore and knowledge much, unless it can directly benefit them at the time. They are more interested in rumor and current events than in history or ancient truths.

Physical Description: Sibeccai are humanoids covered in short hair, ranging in color from red to brown and gray to black. Their bodies are muscular and lean, and they have long, narrow snouts like those of a hound. Their ears grow large and pointed,

THE SIBECCAI

Sibeccai Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+2	+0	+1 Constitution, Bite feat for free
2	+2	+3	+3	+0	+1 Dexterity, Scent (see page 233)
3	+3	+3	+3	+1	+1 Strength, +1 Dexterity

and the shock of hair on their heads appears a shade darker than the rest of their hide. Some have compared their appearance to that of jackals.

Relations: Sibeccai feel a genuine respect and admiration for giants, an emotion most giants are too magnanimous to exploit. They dislike litorians, whom they look upon as savages, and feel marginally superior to humans, verrik, faen, and most others. Many humans look upon sibeccai with an ancient distrust for their predatory past.

Among their own, sibeccai put little value in familial life, focusing instead on the race as a whole. Thus, to a sibeccai, the identity of one's father or mother does not matter, and relationships are often short and fairly casual. Young are reared by wet nurses and young males (professional caregivers), then left to fend for themselves as soon as they seem fit.

Outlook: By some standards, sibeccai are still "new to the world," and thus look at their position with optimism. This fresh view of what one can accomplish in life, however, can skew more toward thoughts of what one can *get* for oneself in life. Thus sibeccai sometimes develop a selfish outlook on life. Coupled with their feelings of superiority, such sibeccai can become cruel and vicious.

Sibeccai respect a strong leader and recognize a need for rules to keep order. Most sibeccai groups have a clear set of laws that all must follow. They always have a clearly defined leader as well as a pecking order, with individuals of different stations enjoying different rights. All sibeccai believe in doing their best to rise in this order and ultimately attain a higher station.

Sibeccai are devoted and fanatic about things they really believe in.

Sibeccai Lands: The sibeccai meld into cosmopolitan society far better than the litorians do, perhaps because they do not have their own lands. Rather, they dwell wherever giants do, often making a living serving giants in various capacities. For the most part, they are urban creatures, preferring to live in settled communities rather than in the wild. Thus, they are adept at gathering rumors and picking up on the subtleties of interaction among intelligent creatures.

Religion: Extremely spiritual, sibeccai society (not unlike that of the giants) involves a great many rituals and ceremonies. However, where the giants' rituals are calm, quiet, and introspective, those of the sibeccai seem more savage and less sophisticated—they are overt, loud, and showy. Sibeccai also place a great deal of stock in dreams and their interpretation.

Language: Sibeccai have no language of their own, but most of them speak simple Giant as well as Common.

Names: Sibeccai names, though long and formal, are always just a single word (no surnames). The names themselves carry no special meaning, but sibeccai frequently give themselves or each other descriptive titles like "Vidirdon the Dreamer" or "Palathan the Speaker." Here are some more sample names:

Sibeccai Male Names: Kaganis the Hunter, Tigarithon the Wanderer.

Sibeccai Female Names: Mirapolay the Skywatcher, Sissathas the Keeper.

Adventurers: Sibeccai adventurers are fairly common. They see gaining new wealth, new skills, and new victories as a way of advancing their station in life.

SIBECCAI RACIAL TRAITS

- Sibeccai gain a +2 racial bonus to Constitution and a –2 racial penalty to Intelligence.
- **Medium:** As Medium creatures, sibeccai have no special bonuses or penalties due to their size.
- Sibeccai base speed is 30 feet.
- **Low-Light Vision.** Sibeccai can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Gather Information, Handle Animal, Innuendo, and Sneak checks.
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans and some other races, sibeccai can take a few levels in "sibeccai" as a class to develop their racial qualities more fully.

SIBECCAI LEVELS

Sibeccai can take up to three levels in "sibeccai" at any time. Not all sibeccai, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

"Class" Skills: Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intuit Direction (Wis), Listen (Wis), Sneak (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Sibeccai with levels only in sibeccai (no actual class levels) are proficient in the use of all simple weapons and Light armors and shields.

VERRIK

Verrick (singular and plural) are incredibly wise and intelligent beings with special innate mental abilities.

At first blush, verrik appear human. The only physical difference is that verrik have wine-red skin and either white or blue-black hair. Verrick are not human, however. They neither think nor feel as humans. In fact, members of the two races often have difficulty relating to one another.

Verrick pride themselves on “contextual thinking.” They believe they see the world from a large perspective, which leads them to make decisions based on ramifications that others may not see. They value intelligence and wisdom and despise rash or impulsive actions.

All verrik possess innate mental abilities that allow them rudimentary telepathy and telekinesis. Some verrik can learn more powerful psionic abilities.

Verrick invented witchcraft and discovered the akashic memory. (See “Akashic” and “Witch” in Chapter Three: Classes.)

Personality: Verrick seem aloof to most people. In truth, they are merely introspective and contemplative. They have little need for frivolous pursuits like music or humor, and partake in rituals and ceremonies only when it seems practical to do so.

Physical Description: Verrick have a similar height and build to humans, which means their size can vary considerably. All verrik have vinaceous skin and dark eyes. Their straight hair is either white or dark black (almost dark blue). They often wear their hair long, but they never have facial hair.

Relations: Something about verrik makes them difficult to like—humans, faen, and even giants have described a certain quality about them that is unnerving or “not quite right.” Verrick consider all other races more or less the same, although the loresong faen and mojh affinity with magic garners them a bit more respect. Deep down, most verrik enjoy their enigmatic reputation among other races.

Outlook: Pragmatic even in their approach to the esoteric, verrik see themselves as sensible and practical, even when those of other races cannot truly understand their motivations. They appreciate innovation and respect genius and talent. They have little patience for stupidity or foolishness.

Verrick Lands: The verrik dwell in hot, dry areas that were never entirely conquered by the dramojh so long ago. They build large cities, favoring long, flat buildings. Verrick spellcasters isolate themselves in monasterylike communes for study in the fields of witchery, akashic memory, and magic in general. Verrick warriors gain satisfaction from training and sparring, and they also build secluded compounds of their own.

Religion: Verrick do not worship gods, although they recognize that they exist. When introduced to the giantish concept of ancestor worship, the verrik could relate, for they saw their own immortal souls going on to continue achieving greater knowledge and power even after death. Recognizing these ancestor spirit-gods and the possibility that they may still influence events in the world of the living is the closest thing the verrik have to religion.

Language: Verrick speak Common. Verrick also have their own language, but they keep it secret from other races as best they can, and almost never use it around nonverrik.

Names: Verrick names often sound strange to human ears. There are no linguistic rules for determining whether a name is male or female. Here are some sample names:

Verrick Male Names: Dajsan, Qjiddedr, Xerzed.

Verrick Female Names: Ayanc, Nlaada, Sfiri.

Adventurers: Verrick adventurers seek power and treasure because it makes sense. They appreciate discovering new things and, thus, like to explore. They do not believe in “forbidden knowledge” and would not hesitate to explore even the dreaded ruins of a dramojh citadel.

VERRIK RACIAL TRAITS

- Verrick gain a +2 racial bonus to Wisdom and a –2 racial penalty to Charisma.
- **Medium:** As Medium creatures, verrik have no special bonuses or penalties due to their size.
- Verrick base speed is 30 feet.
- **Sensory Control:** Verrick can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects. They can shut off their sense of touch and become immune to pain effects but suffer a –2 circumstance penalty to attack rolls, Open Lock or Disable Device attempts, or any other action the DM rules to be touch-dependent. Shutting off or reactivating a sense is a standard action.
- **Innate Spell-Like Abilities:** 1/day—*contact, sense thoughts, lesser telekinesis*. Use the verrik’s character level as the caster level. The verrik cannot use the heightened versions of these spells.
- **Spell Access:** Verrick spellcasters always have access to complex psionic spells, even when they normally would have access only to simple spells.
- **Automatic Languages:** Common and Verrick.
- **Bonus Languages:** Any.

THE VERRIK

Verrick Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Innate spell-like abilities: 1/day— <i>compelling command, detect magic, disorient</i> , 3/day— <i>object loresight</i>
2	+1	+0	+0	+3	Innate spell-like abilities: 1/day— <i>levitate, mind stab, read mind</i>
3	+2	+1	+1	+3	Innate spell-like ability: 2/day— <i>telepathy</i> ; +2 Intelligence or +2 Wisdom (player’s choice)

- **Racial Levels:** Unlike humans and some other races, verrik can take a few levels in “verrik” as a class to develop their racial qualities more fully.

VERRIK LEVELS

Verrik can take up to three levels in “verrik” at any time. Not all verrik, by any means, take racial levels (or all three of them). These levels represent the verrik focusing on mental disciplines and introspection. Verrik levels stack with a spellcasting class level for purposes of determining caster level for spells. If the verrik has two spellcasting classes, he adds the racial levels to the higher of the two. Innate spell-like abilities gained through verrik levels use the character’s total level as the caster level. The verrik can use the diminished versions of these spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

“Class” Skills: Concentration (Con), Craft (Int), Knowledge (magic) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Verrik with levels only in verrik (no actual class levels) are proficient in the use of all simple weapons and no armors or shields.

AGE

Characters age, and with age comes change. Characters become more feeble and yet grow wise from their experiences. Refer to the “Aging Effects” table below to get an idea of average ages for the various races. A player can choose any starting age she wishes for her character but, when in doubt, assume a character starts adventuring at 1st level about halfway to middle age.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

HEIGHT AND WEIGHT

Each player should choose an appropriate height and weight for his character and record it. To determine height and weight randomly, use the “Random Height and Weight” table below.

Roll the height modifier and add that many inches to the base height to get the character’s height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character’s weight.

AGING EFFECTS

Race	Middle Age*	Old**	Venerable†	Maximum Age
Faen	100 years	140 years	180 years	+2d% years
Giant	125 years	205 years	260 years	+1d% years
Human	35 years	53 years	70 years	+2d20 years
Litorian	50 years	75 years	100 years	+4d20 years
Mojh	175 years	257 years	340 years	+3d% years
Sibeccai	30 years	47 years	70 years	+2d10 years
Verrik	40 years	70 years	100 years	+2d20 years

* –1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

** –2 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma


† –3 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Faen, loresong, man	3' 2"	+2d4	40 lbs.	× (2d6) lbs.
Faen, loresong, woman	3' 4"	+2d4	45 lbs.	× (2d6) lbs.
Faen, quickling, man	2' 10"	+2d4	35 lbs.	× 1 lb.
Faen, quickling, woman	3'	+2d4	40 lbs.	× 1 lb.
Faen, spryte, man	12"	+1d3	10 lbs.	× 1 lb.
Faen, spryte, woman	12"	+1d3	10 lbs.	× 1 lb.
Giant, man	6' 3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, woman	6' 3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, man (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Giant, woman (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Human, man	4' 10"	+2d10	120 lbs.	× (2d4) lbs.
Human, woman	4' 5"	+2d10	85 lbs.	× (2d4) lbs.
Litorian, man	6'	+2d4	140 lbs.	× (2d4) lbs.
Litorian, woman	5' 11"	+2d4	135 lbs.	× (2d4) lbs.
Mojh	5' 8"	+2d8	100 lbs.	× (2d4) lbs.
Sibeccai, man	4' 10"	+2d10	130 lbs.	× (2d4) lbs.
Sibeccai, woman	4' 4"	+2d10	90 lbs.	× (2d4) lbs.
Verrik, man	4' 10"	+2d10	120 lbs.	× (2d4) lbs.
Verrik, woman	4' 5"	+2d10	85 lbs.	× (2d4) lbs.

Classes

Character class represents a character's main focus in life. It is a general description of what characters can do. It can help define their vocation, their talents, their training, and their predilections.



However, character class is only a framework. Not all magisters, for example, are the same. Race, skills, feats, spells, and equipment, not to mention background, outlook, personality, allies, and enemies all serve to distinguish two different magisters from each other. And some characters have more than one class. Those characters are generally more flexible and self-sufficient, but less focused.

CLASSES AND LEVELS

Monte Cook's Arcana Unearthed offers 11 different character classes:

Akashic: Masters of memory, these expert, skill-focused characters can draw upon the collective knowledge of all beings to gain information, improve their skills, or perform tasks for which they were never actually trained.

Champion: Seizing upon a cause they feel called to defend, champions are driven warriors who do whatever they must to further or defend their cause.

Greenbond: Masters of animism, greenbonds are spellcasters that can call upon the power of life itself. As such, they have an affinity for nature and nature spirits.

Mage Blade: While some follow the path of the sword and others the way of the staff and spell, the mage blade walks the thin line between. Mage blades not only dabble in spellcasting, but use rituals to enhance their weapons, which they wield with skill.

Magister: Consummate spellcasters, magisters focus their power through their magical staves. No one has mastery over more spells than the magister.

Oathsworn: These warriors are fidelity and devotion given life. When an oathsworn commits to a goal, this dedication grants the character unbelievable power to accomplish it.

Runethane: Although runethanes cast spells, their real focus lies in the study and creation of magical runes. Their runes store magical effects, create potent wards, and grant powerful abilities to items and people.

Totem Warrior: Often more at home in the wilderness than in a city, totem warriors bond themselves to an animal spirit that grants them amazing abilities, physical qualities and even companions.

Unfettered: Wild yet skillful, the unfettered are masters of derring-do and a blur of precision in combat. Their allies are speed and prowess rather than heavy armor and brute force.

Warmain: The unfettered's equal but opposite force, warmains gird themselves in the heaviest armor and wield massive weapons with a combination of strength and skill. Their might knows no bounds.

Witch: As casters who focus on the magical nature within themselves as well as in spells, witches possess power that manifests itself in varied ways, making every individual unique and mysterious.

GAINING LEVELS

The measure of every character comes in the form of *levels*. A character who has gained more experience with danger and challenge is higher level than other characters. Higher-level characters have more skills, abilities, and spells, and are better prepared for dealing with and avoiding wounds, enchantments, poisons, and other hazards.

Progress through levels is measured by *experience points* (XP). DMs award these points for overcoming challenges (defeating a foe in combat, solving a puzzle, negotiating past a guard), for good roleplaying, or for anything else DMs wish to reward their players or the characters for doing. The experience points needed to reach each new level appear in the following chart:

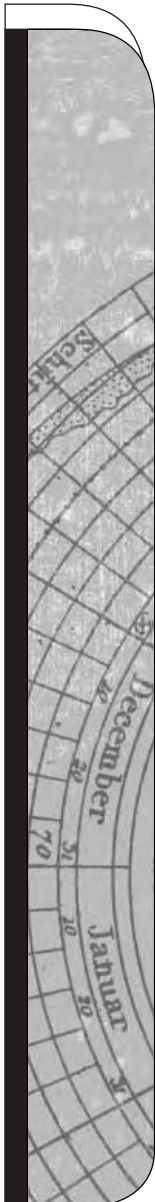
Level	XP Needed
1	0
2	1,101
3	3,301
4	6,601
5	11,001
6	16,501
7	23,101
8	30,801
9	39,601
10	49,501
11	60,501
12	72,601
13	85,801
14	100,101
15	115,501
16	132,001
17	149,601
18	168,301
19	188,101
20	209,001

LEVEL BENEFITS

Characters gain a new feat every three levels and a +1 bonus to a single ability score every four levels. They also gain additional hit points, skill points, and abilities, depending on their class.

CHARACTER LEVEL VS. CLASS LEVEL

“Class level” refers to the number of levels a character has in a single class. For single-classed characters, class level is the same as character level. For multiclassed characters, character level is the total of all the levels the character has in various classes. For example, a 7th-level greenbond has seven class levels of greenbond and a



character level of 7th. A 5th-level akashic/3rd-level oathsworn has five class levels in akashic and three in oathsworn, but has a character level of 8th. A litorian with three levels in warmain, one level in champion, and two racial levels has a character level of 6th.

In the class descriptions in this chapter, “level” refers to class level (that is, the number of levels a character has in that specific class) unless it specifically says character level, in which case it means total levels in all classes.

CLASS DESCRIPTIONS

As you review the classes that follow, you may have to consult other chapters for details concerning each one’s special abilities—a quick glance through Chapter Four: Skills, Chapter Five: Feats and Talents, Chapter Seven: Playing the Game, and Chapter Nine: Spells might be called for.

The descriptions of the classes here include the following sections:

Adventurers: Why do members of this class seek out quests?

Background: How does one become a member of this class?

Races: Which races are most appropriate for the class?

View of Magic: If the class confers spellcasting powers, this section describes how characters would describe their magical abilities to others.

Other Classes: How do members of this class relate to others?

NPCs: What examples of this class might you see as nonplayer characters (NPCs) in the campaign?

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level. Upon gaining each new level, roll this die and add the number (along with any Constitution modifier) to the character’s hit point total.

Class Table: This table details how a character improves while gaining experience levels. Class tables typically include the following:

- *Level:* The character’s level in that class.
- *Base Attack Bonus:* The character’s base attack bonus and number of attacks.
- *Fortitude Save:* The base save bonus on Fortitude saving throws. The character’s Constitution modifier also applies.
- *Reflex Save:* The base save bonus on Reflex saving throws. The character’s Dexterity modifier also applies.
- *Will Save:* The base save bonus on Will saving throws. The character’s Wisdom modifier also applies.
- *Special:* Level-dependent class abilities, each explained in the “Class Features” sections that follow the table.

Skill Points at 1st Level: The number of skill points the character starts with to buy skills if this class is the character’s first level.

Skill Points at Higher Levels: The number of skill points gained each level after the first.

Class Skills: The list of skills considered class skills for the class (see Chapter Four for more on skills).

Class Features: Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following items:

- *Weapon and Armor Proficiency:* Which weapons and armor types is the character proficient with?
- *Other Features:* What unique capabilities does the class enjoy?
- *Spells per Day:* How many spells of each spell level can the character cast each day? If the entry is “—” for a given level of spells, the character may not cast any spells of that level. If the entry is “o,” the character may cast spells of that level only if he or she has bonus spells due to high ability scores. If the entry is a number, the character may cast that many spells plus any bonus spells. This bonus applies to both readied spells and spell slots. Bonus spells for magisters and runethanes are based on Intelligence. Bonus spells for greenbonds and witches are based on Wisdom. Bonus spells for mage blades are based on Charisma.

AKASHIC

“The memory of all our forebears flows through me.”

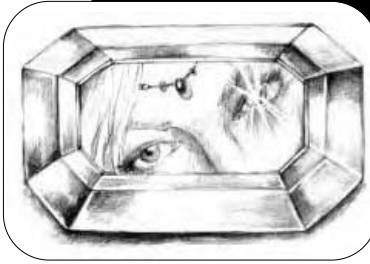
The akashic memory is a collective mental storehouse of all thoughts, feelings, and experiences ever held by a living being. Akashics can tap into this collective memory to gain knowledge, skills, or information. They are not spellcasters, nor are they warriors. Nevertheless, they prove themselves very capable, with unique gifts and abilities. Their powers are mystical—more mental than magical—and come from intense training and discipline. Despite their regimen, however, akashics can seem quite free spirited and even roguish.

Adventurers: Akashics explore and adventure to practice their abilities and to discover new aspects to the akashic memory. They seek akashic nodes (see page 27) and bits of lost knowledge or lore to enhance their abilities and skills. Akashics also gain insight into both collective and personal memories by spending time with people in stressful and dangerous situations (adventurers). As important as the akashic memory is, each individual akashic knows that his own personal memory is just as important. They don’t want to sit back and learn about things passively—they want to be there when important things happen.

Background: While some claim to be natural akashics, even they require special training. Akashics usually learn their special skills as apprentices to more accomplished akashics, or in institutions developed for the unique training they require.

Akashics often belong to guilds, usually tied to the organizations that trained them. These guilds hire out their members as experts in any needed area. Need a master smith? An expert on ancient geography? A thief able to infiltrate an enemy stronghold and memorize battle plans? A messenger who can carry the words of a 10-page missive memorized in his brain? An expert impersonator to work as a spy or as a stand-in for an endangered noble? The guild can provide you what you need.

Those who do not belong to guilds often wander about, seeking new experiences and earning their fortune by practicing their skills. They often have interestingly contradictory personalities, being both focused on their mental disciplines and yet free-wheeling and highly adaptive. Because of their powers and ability to master



THE AKASHIC

Level	Base	Fortitude	Reflex	Will	Special
	Attack Bonus	Save	Save	Save	
1	+0	+0	+0	+2	Skill memory (+2)
2	+1	+0	+0	+3	Perfect recall
3	+2	+1	+1	+3	Delve into collective memory
4	+3	+1	+1	+4	Minor akashic ability
5	+3	+1	+1	+4	Minor akashic ability
6	+4	+2	+2	+5	Minor akashic ability
7	+5	+2	+2	+5	Minor akashic ability
8	+6/+1	+2	+2	+6	Lesser akashic ability
9	+6/+1	+3	+3	+6	Skill memory (+4)
10	+7/+2	+3	+3	+7	Lesser akashic ability
11	+8/+3	+3	+3	+7	Lesser akashic ability
12	+9/+4	+4	+4	+8	Feat memory
13	+9/+4	+4	+4	+8	Lesser akashic ability
14	+10/+5	+4	+4	+9	Lesser akashic ability
15	+11/+6/+1	+5	+5	+9	Greater akashic ability
16	+12/+7/+2	+5	+5	+10	Greater akashic ability
17	+12/+7/+2	+5	+5	+10	Skill memory (+6)
18	+13/+8/+3	+6	+6	+11	Greater akashic ability
19	+14/+9/+4	+6	+6	+11	Greater akashic ability
20	+15/+10/+5	+6	+6	+12	Spell memory

so many skills, an akashic can work as a shipwright in one city, move on and get work as a physician in the next, and an animal trainer in the next.

Races: Akashics are so flexible that they fill many roles. In human societies they work as rogues, agents, and spies or as advisors and sages. Verrick akashics consider themselves artists who work in the medium of memory. Giant akashics are often called singers of songs, for they access their abilities through softly singing simple ancient giantish tunes. Faen believe akashics have the ability to speak with the gods on some level and thus usually give them great respect. Mojh akashics strive to learn more about dragons and the ancient mysteries of the world. Litorian akashics are rare, and those who do exist consider their abilities and knowledge gifts from their ancestors. Sibeccai akashics, also rare, usually use their abilities to work as artisans.

Other Classes: Akashics work well with anyone. Their powers make them extremely adaptable and always useful. Likewise, they usually respect the skills of others, and feel as at home telling war stories and discussing swordfighting techniques with a warmain as they do debating esoterica with a magister.

NPCs: The jewel thief skilled at impersonation and infiltration might be an akashic. The duchess' mysterious advisor, who looks at you knowingly, could be an akashic. The prodigy with the wisdom and knowledge of a wizened sage is an akashic.

Hit Die: d6

Skill Points at 1st Level: (8 + Intelligence bonus) × 4

Skill Points at Higher Levels: 8 + Intelligence bonus

Class Skills: All skills are class skills for the akashic. For a list of skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The akashic is proficient in the use of all simple and martial weapons and Heavy, Medium, and Light armors and shields.

Skill Memory (Su):

Akashics can reach into the collective memory and gain insight into a needed skill—even one in which the character has no ranks and cannot use untrained (but not a language). After a full round of concentration, the akashic gains a +2 bonus to a single skill check attempt made the next round. The akashic can use skill memory once per day per two akashic levels (once per day at 1st through 3rd levels, twice per day at 4th and 5th levels, three times per day at 6th and 7th levels, and so on).

At 9th level, this bonus becomes +4. At 17th level, it is +6.

Perfect Recall (Ex): By 2nd level, akashics have honed their own memory. To any Knowledge skill check that they make without using skill memory (thus relying on their own memory), they add

Akashic Nodes

Imbued with the psychic resonance of days long past, some sites become focal points of the akashic memory. Akashics call these places "nodes." A node is where a large number of intelligent beings lived over a long period of time—and usually where no one currently lives (the hustle and bustle of a living city often counteracts the power of the node). These former residents, both individually and as a group, left a sort of "psychic imprint" on the area that an akashic can tap into. Thus, nodes usually occur where a city, a citadel, or some other type of community or large structure once stood, or in the ruins of the community or structure.

Akashics within a node gain an additional +1 bonus when they use their skill memory and battle memory abilities, and a +2 bonus on checks to use their delve into collective memory ability.

Sometimes, a group of akashics build a monastic guildhall at the site of a node.

their Intelligence bonus, if any, to the skill bonus again. Thus, an akashic with 5 ranks of Knowledge (history) and a +2 Intelligence bonus has a skill bonus of +9 (5 + 2 + 2) using perfect recall. Akashics without an Intelligence bonus gain nothing from this ability. The akashic also can add double his Intelligence bonus if the DM calls for an Intelligence check to remember something. Intelligent akashics can use this ability to memorize vast amounts of information, which they can recall at a moment's notice.

Akashic Memory Stones

By tapping into the memories of others and using special materials and training, akashics of 6th level and higher can create magic items called akashic memory stones. These devices—usually crystals or gems, but sometimes plain stones—store specific memories that anyone can access simply by concentrating on them. These stones do not convey any bonuses, spells, or abilities, but they can store valuable, interesting, or emotional information. Commonly, these stones sell for 500 gp. They are magical and typically have a caster level of 10th.

reason, akashics have trouble obtaining information about runechildren. No one knows why.) This check will not reveal the powers of a magic item but may give a hint as to its general function. The akashic may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge/Other Modifiers
10	Common, known by at least a substantial minority of people.
20	Uncommon but available, known by a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
+1	Based on knowledge possessed more than 100 years ago.
+5	Based on knowledge possessed more than 500 years ago.
+10	Based on knowledge possessed more than 1,000 years ago.
+10	Knowledge directly involves a runechild or the actions of a runechild.

Minor Akashic Ability: At 4th, 5th, 6th, and 7th level, the akashic can choose one of the following abilities. No minor ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremony feats this way. However, one must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Creature Loresight (Sp): An akashic can use the spell *creature loresight* a number of times per day equal to his Intelligence bonus as a spell-like ability. If he does not have an Intelligence bonus, he can use this ability once per week.

Delve Into Collective

Memory (Su): An akashic may make a special check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about notable people, legendary items, or noteworthy places. This takes 10 minutes and can be attempted once per day per class level. (For some

Kinesthetic Memory (Su): An akashic's sensory memory is so precise that he can easily get around with no penalty when he has a single damaged or deprived sense and is in familiar surroundings. For example, a blind akashic can operate in his home, a clothing shop he frequents, or inside a castle he has viewed extensively with magic, operating with no penalties.

Learn Secret (Sp): An akashic can use this spell once per day.

Minor Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +3 competence bonus to attack and damage rolls, as well as a +3 dodge bonus to Armor Class. An akashic can use minor battle memory once per day.

Object Loresight (Sp): An akashic can use this spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Tongues (Sp): An akashic can use this spell once per day.

Lesser Akashic Ability: At 8th, 10th, 11th, 13th, and 14th level, the akashic can choose one of the following abilities. No lesser ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremony feats this way. However, one must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Defensive Focus (Ex): The akashic trains, using his knowledge of famous battles and the memories of expert fighters, to defend himself well. He gains a permanent +1 dodge bonus to Armor Class and +1 competence bonus to all saving throws.

Lesser Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Impersonate (Su): Using his ability to delve into the memories of others, the akashic can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, adding a +5 bonus to Disguise checks. The akashic can use this ability at

will, although he must have been within 25 feet of the creature to be impersonated at some point before he can use the ability. The creature gains no sense that the akashic is impersonating him.

Learn Secret (Sp): An akashic can use this spell once per day.

Lesser Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +4 competence bonus to attack and damage rolls, as well as a +4 dodge bonus to Armor Class. An akashic can use lesser battle memory twice per day.

Location Loresight (Sp): The akashic can use this spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Modify Memory (Sp): An akashic can use this spell once per day.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

If the akashic took sneak attack as a minor akashic ability, or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Feat Memory (Su): At 12th level and beyond, an akashic can reach into the collective memory and produce an ability normally gained as a general feat. The akashic must meet the

prerequisites of the feat. After a full round of concentration, the akashic can use the feat ability as though he possessed it for 1 round per class level. The akashic can use this ability once per day.

Greater Akashic Ability: At 15th, 16th, 18th, and 19th level, the akashic can choose one of the following abilities. No greater ability may be chosen more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremonial feats in this way. However, he must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Greater Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +5 competence bonus to attack and damage rolls, as well as a +5 dodge bonus to Armor Class. An akashic can use greater battle memory three times per day.

Greater Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with up to one word per akashic level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Memory Possession (Su): The akashic can absorb the memories of any intelligent creature who is alive or who has ever lived for 1 round per level. During this time, the creature's personality takes control of the akashic's body. Akashics use this ability to allow their allies to speak with and ask questions of the possessing memory (often that of an ancestor, absent friend, or other well-known figure). If the possessing memory seeks to say or do something against the akashic's will, the akashic may attempt a Will saving throw (DC 20) to prevent it. This ability can be used once per day.

Skill Focus

(Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in it.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.



The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

If the akashic took sneak attack as a minor and/or lesser akashic ability, or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Steal Identity (Su): The akashic can impersonate any intelligent creature who is alive or has ever lived without ever having been near that creature. Steal identity functions like the impersonate ability, except with a +10 bonus to Disguise checks. It can be used once per day.

Spell Memory (Su): Starting at 20th level, an akashic can delve into the collective memory once per day to learn how to cast one simple spell of 7th level or lower once. He must have an Intelligence score equal to 10 + the spell's level in order to cast it. The akashic uses his class level as the caster level and Intelligence as the key ability. This ability can be used once per day.

CHAMPION

"The cause is bigger than I am. Its needs are bigger than my needs. I would gladly lay down my life to defend it."

Champions both embody and defend a chosen cause. They normally wear heavy armor and wield weapons with skill and power, but their might is enhanced by the supernatural abilities gained through their fanatic devotion. The abilities they gain depend on their cause. The number of causes that a champion can choose from is infinite, but some of the most basic include:

- **Light:** These champions uphold altruism, righteousness, and justice. The light is both their foundation and their weapon. They struggle against the forces of darkness.

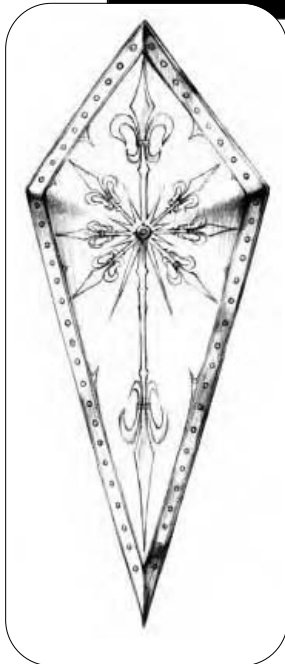
- **Darkness:** A champion of darkness somehow attains the position of being the chosen representative of evil. While normally free-willed people never think of themselves as evil, the champion of darkness embraces the malevolent, destructive, cruel, and compassionless nature of darkness.
- **Life:** This champion holds life above all else, and those who destroy it are her foes. While a champion of life is not beyond killing, she does so with only careful consideration and with the greatest good (for life) in mind.
- **Death:** Feared and reviled, a champion of death represents the cold end of life and the proper cycle of things. She knows that all things must come to an end and acts to make sure that such is the case.
- **Magic:** The touch of magic is everywhere in the world, and this champion seeks to promote it and maintain it. While magic is powerful, the champion of magic knows it is also fragile. The loss of magic is the worst thing that could happen, in her estimation.
- **Freedom:** These champions fight against oppression, tyranny, and unjust imprisonment of free-willed creatures.

A champion can change her cause, but doing so requires a weeklong reflective ritual that involves ingredients costing 100 gp per class level.

High-level champions can focus their devotion on a race, a location, or even a single individual. Thus, one might find the champion of the mojh, the champion of the city of Thayn, or the queen's champion.

Adventurers: Champions have their adventuring career laid out before them. Their chosen cause provides obvious tasks that need doing, people and places that need protecting, secrets that need

THE CHAMPION



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Champion ability
2	+2	+3	+1	+3	Call shield
3	+3	+3	+1	+3	—
4	+4	+4	+2	+4	Call upon the power
5	+5	+4	+2	+4	Champion ability
6	+6/+1	+5	+3	+5	—
7	+7/+2	+5	+3	+5	Call weapon
8	+8/+3	+6	+3	+6	—
9	+9/+4	+6	+4	+6	Heartening cry
10	+10/+5	+7	+4	+7	Focused devotion, champion ability
11	+11/+6/+1	+7	+5	+7	Call shield (negates criticals)
12	+12/+7/+2	+8	+5	+8	Take on the mantle
13	+13/+8/+3	+8	+6	+8	Call weapon (defender)
14	+14/+9/+4	+9	+6	+9	—
15	+15/+10/+5	+9	+6	+9	Champion ability
16	+16/+11/+6/+1	+10	+7	+10	—
17	+17/+12/+7/+2	+10	+7	+10	Unassailable soul
18	+18/+13/+8/+3	+11	+8	+11	Call shield (negates criticals for allies)
19	+19/+14/+9/+4	+11	+8	+11	Avatar
20	+20/+15/+10/+5	+12	+9	+12	Champion ability



discovery, and foes that need to be stopped. Ultimately, champions are more interested in furthering their cause than in gaining power or wealth, although power and wealth will enable them to better promote the cause. Many characters appreciate the fame and glory that comes from being a champion, while others focus on converting people to their cause.

Background: Some champions are chosen, while others take up the mantle on their own. If a cause needs a champion, forces can find one and grant her gifts to persuade her to join them. This can be a literal process—a guild of magisters recruiting a champion of magic from a number of talented and capable young people—or a figurative one—events transpire to reward a character for making choices for evil, thus tempting her to champion the darkness. Perhaps the recruitment comes as a repayment or simply out of gratitude: A champion could take up the banner of light in return for the recovery of her dying brother.

Other times, a champion may just feel compelled to support a cause. With no outside intervention, a champion might deeply recognize the importance of freedom, or—conversely—might realize that no greater evil exists than an enslaving tyrant. Such a character becomes a champion to fight against the menace. Some champions might even be born into the position, as a matter of destiny.

Champions usually work apart from other champions, but occasionally a group of champions of the same cause might band together. Even then, the association most likely remains tenuous and temporary.

Races: Humans frequently embrace abstract causes, thus human champions are common. Faen champions choose causes like magic and freedom, both important concepts to them, while litorians choose freedom and life. Sibeccai champions are rare, and take up the mantles of

light or darkness, often becoming a racial champion as soon as possible.

Mojh champions also seem uncommon, except as champions of magic. Verrick champions of magic and death, who focus themselves toward specific individuals and locations, are common.

Other Classes: Champions appreciate whatever help they can get. Being defensively minded, they may feel leery of spellcasters—their varied spells make them unpredictable and hard to measure as foes or allies. Champions and oathsworn are either close companions or hated enemies, depending on how their oaths and causes align.

NPCs: The dark warrior known as the “Chosen of the Wicked” is a champion. The driven knight on a quest to prevent the evil mage from unleashing the invoked apocalypse is a champion. The bitter freedom fighter leading careful strikes against the tyrant is a champion.

Hit Die: d10

SKILLS

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$

Class Skills: The champion’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Ride (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The champion is proficient in the use of all simple and martial weapons and Heavy, Medium, and Light armors and shields.

Champion Ability: All champions choose a cause to defend and uphold. The champion’s adopted cause dictates the abilities granted her in defending that cause. See “Causes to Champion” on page 32.

Call Shield (Sp): A 2nd-level or higher champion can summon a shield of her size and emblazoned with a symbol related to her cause. No one can take this shield from her against her will, although it can be dispelled. The shield has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

Starting at 11th level, the shield negates 50 percent of the criticals the champion might suffer. From 18th level on, this critical negation power extends to all the champion’s allies within 10 feet.

Call Upon the Power (Su): The 4th-level and higher champion calls to her chosen cause or devotion, drawing power from its

name: "I call upon the power of light!" "By the might of Fortress Erdolon!" or "In the name of the Diamond Throne!" The champion gains a +2 enhancement bonus to Strength and Constitution for up to 1 round per class level. The champion can do this a number of times per day equal to her (newly modified) Constitution bonus. Calling on this power is a free action.

Call Weapon (Sp): A 7th-level and higher champion can summon a weapon she is proficient with, filled with the power of her chosen cause. No one can take the weapon from her against her will, although it can be dispelled. The weapon has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

Starting at 13th level, the weapon has the *defending* weapon special ability. (See the DMG for more on weapon abilities.)

Heartening Cry (Su): As a free action, a champion of at least 9th level gives a battle cry that rallies and inspires her allies. All allies within 30 feet of her gain a +1 morale bonus to attack rolls, saving throws, and checks for 1 round per champion level. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off. Effects without saving throws cannot be thrown off in this way. The champion can use this ability once per day.

Focused Devotion: At 10th level, if the champion desires, she can take on a focused devotion—in other words, become the champion of something far more specific than the general concept embodied by her cause. The player should choose either a race, a place, or a person to champion, and this new devotion must not contradict or oppose the principles of her previous cause. A champion can choose to focus her devotion at any time after this level as well.

At this point, the champion takes on the abilities gained through her focused devotion rather than from her normal cause. Thus, a champion of life who becomes a champion of giants gains blessing of the race rather than sign of life.

It is worth noting that in the context of the campaign, a champion rarely chooses her focused devotion—usually, rather, she is chosen by someone else. For example, a sibecai mystic might choose a champion to become a champion of the sibecai "in their hour of need," or a noble lord might choose an individual to become his personal champion, acting as both a guard in times of danger and a representative when he is not present.

Sometimes, though, a champion merely receives a vision or an inspired idea to become a champion with a focused devotion. A champion might choose a noble comrade with what appears to be an important destiny and become her champion—through no choice of the comrade (in fact, she might not even know).

See "Focused Devotions" on page 34 for special abilities.

Take on the Mantle (Su): Similar to when the champion uses her ability to call upon the power of her cause, but far greater in might, the 12th-level and higher champion can infuse herself with the power of her cause and take on a whole new form. This new form resembles her normal physical form, but everyone around her intuitively knows she has become transformed. The champion speaks with a new voice

of great resonance and authority and stands with greater stature and power. The new form adds a +4 enhancement bonus to Strength, Constitution, and Charisma, and the champion gains DR 10/+1 and SR 11 plus her champion level. These powers last for 2 rounds per champion level, and she can use this ability once per day (in addition to her uses of the call upon the power ability). Taking on the mantle is a free action. Most champions give a name to the new form (or their reputation earns them one), such as "The Lion of Righteousness" or "The Hound of Darkness." Others then speak of the new form as a different being: "He has become the Lion of Righteousness."

Unassailable Soul (Su): Beginning at 17th level, the champion becomes so focused toward her cause or devotion that even magic cannot stand in her way. She gains spell resistance equal to 11 + her champion level all the time.

Avatar (Su): At 19th level and higher, when the champion takes on the mantle of her cause or devotion, the ability score enhancement bonus becomes +8, and the DR is 20/+3.

CAUSES TO CHAMPION

Each section below briefly describes a cause and offers suggested champion abilities for each appropriate level.

LIGHT

The champion has bound herself to forces of peace, compassion, and truth. Light banishes secrets, it gives life and promotes harmony. Champions of light are representatives of righteousness. They strive to uphold goodness and keep to its principles—they are generous, kind, forgiving, and honorable. When faced with real evil, though, they do whatever they can to quench it, protecting innocents as they do.

The champion of light often wears a sunburst symbol and is rarely without some sort of light source.

- *Special:* The champion of light has Gather Information, Search, and Sense Motive as class skills
- *1st Level—Shining Light (Sp):* The champion can cast *lesser globe* once per day per class level as a caster of her class level.
- *5th Level—Aura of Light (Sp):* The champion can cast *blinding light* once per day per two class levels as a caster of her class level using Charisma as her spellcasting ability score. The 5th-level champion's aura of truth and benevolence has become a palpable thing, so from this point on she adds a +2 competence bonus to Diplomacy and Gather Information checks among those who would respect such a thing (DM's discretion).
- *10th Level—Embrace the Light (Su):* While in an area of bright light (outside during the day, inside within the radius of a magical light), the champion of light gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- *15th Level—Enter the Light (Su)* The champion of light gains a +4 competence bonus to all Spot, Search, and Sense Motive checks. Nothing hides from the light.
- *20th Level—Servant of Light (Sp):* The champion of light can cast *call outsider* once per day as a caster of her class level. Celestials and angels are predisposed to help her in a single task, and have a friendly attitude.

DARKNESS

The champion serves a diabolical, sinister power. She harbors dark secrets and willingly serves malevolence for her own ends. The champion of darkness does not hesitate to use words like “evil” to describe herself. She revels in the vile baseness of it all. Often a loner, the champion of darkness commits atrocities for their own sake and foul acts for sheer enjoyment. She is usually snide, corrupt, and perverse.

The champion of darkness is rarely subtle. She wears a black cloak over baroque armor covered in leering demon faces and symbols of evil.

- *Special:* The champion of darkness can use any spell-completion or spell-trigger magic item (see craft item feats in Chapter Five) involving a spell with the tainted descriptor, and she has Intimidate as a class skill.
- *1st Level—Deep Darkness (Sp):* The champion of darkness can cast *cloak of darkness* once per day as a caster of her class level.
- *5th Level—Aura of Darkness (Su):* The champion of darkness gains darkvision with a 60-foot range, and can see even in magical darkness. This is a supernatural ability. The 5th-level champion exudes an aura of evil so menacing that she gains a +2 competence bonus to Intimidate checks.
- *10th Level—Embrace the Darkness (Su):* While in an area of dim light (outside at night, inside at the edge of a torch’s radius, and so on) or complete darkness, the champion of darkness gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- *15th Level—Enter the Darkness (Su):* As they deal in lies and duplicity, champions of darkness gain a +4 competence bonus to all Bluff, Disguise, and Forgery checks.
- *20th Level—Servant of Darkness (Sp):* The champion of darkness can cast *call outsider* once per day as a caster of her class level. Fiends are predisposed to help her in a single task and have a friendly attitude—if she offers them something in return, like a soul.

LIFE

The champion of life serves the power of positive energy and the forces that bind together all living things. She is the champion of nature and all things natural—plants, animals, and other living things. She is the champion of growth, healing, and health. She opposes death and destruction in all its forms, except as a necessary evil—just as a forest fire burns away the undergrowth to encourage the longevity of the forest as a whole, so too must the champion of life slay those who spread death.

The champion of life often adopts a symbol of life, such as a growing vine, a flower, or the life-giving sun.

- *Special:* The champion of life can use any spell-completion or spell-trigger magic item (see craft item feats in Chapter Five) involving a spell with the positive energy descriptor.
- *1st Level—Life’s Healing (Sp):* With a touch, the champion of life can heal someone who is wounded. Each day she can cure a total number of hit points equal to her Constitution bonus (if any) times her level. The champion can cure herself. She may choose to divide this curing among multiple recipients and doesn’t have to use it all at once. Using this ability is a

standard action. Since it involves positive energy, the champion can use this ability to damage undead for as many points as she would normally heal a living creature.

- *5th Level—Life’s Wrath (Su):* The champion gains a +2 luck bonus to attack and damage rolls against undead or when in a fight against creatures intending destruction against nature, the spread of disease, or mass slaughter. The DM should be very strict in determining when a combat situation directly relates to those attempting to destroy nature or spread a blight. For example, the champion gains the bonus in all fights against ratmen in the sewer seeking to spread a plague on the city above or against the warlike chorram intending to burn down a forest to root out the faen within, but not against the chorram in general or ratmen far out in the wilderness with no interest in plague bearing.
- *10th Level—Sign of Life (Sp):* The champion of life can sense living creatures at will, as the spell *detect creature* (but the champion detects all living things) as a caster of her class level using Charisma as her spellcasting key ability.
- *15th Level—Back to Life (Sp):* The champion of life can cast *revivification* once per week as a caster of her class level.
- *20th Level—Lifeshield (Su):* The champion cannot be affected by a spell with the negative energy descriptor.

Creating New Causes to Champion

If you wish to create a new cause to champion, such as an element, the moon, an order, a religion, or virtually anything else, develop the specific champion abilities with appropriate, related benefits using the following broad guidelines:

When an ability score modifier is needed, use Constitution. Use Charisma as a spellcasting key ability.

Special: Either two additional class skills or a specific type of magic item that they can use.

1st Level: A minor spell-like ability (usually a 0- or 1st-level spell) usable once per day, or a small ongoing bonus (such as to saves or a limited attack bonus).

5th Level: An ongoing ability and perhaps a once-per-day minor spell-like ability (usually no higher than 2nd level).

10th Level: A more powerful spell-like ability (usually no higher than 4th level) or a useful immunity.

15th Level: A spell-like ability (usually around 5th or 6th level) usable one per day, or a lower-level ability usable more often.

20th Level: A powerful immunity or a spell-like ability (usually no higher than 7th level).

If one power is exceptionally potent, decrease another. Use the existing champion causes as examples.

DEATH

The champion of death serves the forces of the final end—the hereafter, the long night. While most are sinister or cruel in their administration of death, a few look upon death as a natural process. Such benevolent champions of death are not quick to deal death, but instead help those whose time has come naturally. Some champions of death consort with undead as allies (and representatives of that which they serve), while others despise the undead as abominations, neither living nor dead.

The champion of death revels in the signs and symbols of death—she wears black clothing and adorns herself with skulls and bones.

- *Special:* The champion of death can use any spell-completion or spell-trigger magic item involving the necromancy school.
- *1st Level—Death's Blessing (Ex):* The champion of death gains a +1 luck bonus to damage rolls against living creatures.
- *5th Level—Death's Wrath (Sp):* Once per day, the champion of death can summon forth a blast of dark gray negative energy that inflicts 1d8 points of damage per class level (maximum 10d8) to a single living creature within 100 feet. The champion must make a successful ranged touch attack to inflict damage.
- *10th Level—Deathshield (Su):* The champion of death is immune to spells with the negative energy descriptor.
- *15th Level—Finger of Destruction (Sp):* The champion of death can cast *finger of destruction* once per day as a caster of her class level using Charisma as her spellcasting key ability.
- *20th Level—Wave of Death (Sp):* The champion of death can cast *wave of death* once per day as a caster of her class level using Charisma as her spellcasting key ability.

MAGIC

A champion of magic serves the supernatural powers that guide the world with an unseen hand. A friend to spellcasters, a guardian (and sometimes leader) of mage guilds, and a defender of magical places and creatures, a champion of magic walks in two worlds. They are as interested in lore and knowledge as combat techniques and strategy, as at home in a library as on a battlefield.

The champion of magic sometimes looks more like an armored mage than a simple warrior. They always wear or carry some kind of signifier of their devotion—some even use a staff as a weapon.

- *Special:* The champion of magic has Spellcraft and Use Magic Device as class skills.
- *1st Level—Lesser Magic Touch (Sp):* Once per day the champion of magic can cast any 0-level or 1st-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- *5th Level—Familiarity With Magic (Su):* The champion of magic enjoys a special familiarity with magic. She gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a special +2 competence bonus to Armor Class against spells with attack rolls.
- *10th Level—Greater Magic Touch (Sp):* Once per day the champion of magic can cast any 2nd- or 3rd-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- *15th Level—Dispel Magic (Sp):* The champion can automatically dispel one non-instantaneous magical effect by touch as if she had cast *dispel magic* and succeeded at the caster power check. This ability is usable once per day per point of Constitution bonus (if positive).

- *20th Level—True Magic Touch (Sp):* Once per day the champion of magic can cast any 4th- or 5th-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.

FREEDOM

A champion of freedom despises tyranny, oppression, and injustice. Normally found in places where they are needed most, a champion of freedom seeks to overthrow or defeat some kind of despot or a group that subjugates another group. They use hit-and-run tactics and try never to endanger innocents. A champion of freedom must sometimes content herself with minor victories—a slogan of freedom scrawled on the wall of the tyrant's palace, a single prisoner freed from the dungeons, and so on.

Sometimes a champion of freedom chooses to wear lighter armor to keep mobile.

- *Special:* The champion of freedom has Open Lock and Disable Device as class skills.
- *1st Level—Freedom's Will (Su):* The champion of freedom gains a +2 resistance bonus to spells of the enchantment school.
- *5th Level—Freedom's Strength (Ex):* The champion enjoys a +1 luck bonus to attack and damage rolls when in a fight to free someone or something from captivity, or against an oppressive force or figure (The DM should be very strict in determining when a combat situation directly relates to freeing a captive or fighting an oppressor. For example, the champion gains the bonus in all fights against an oppressive overlord's troops or against the dragon guarding the kidnapped townsfolk, but not against the overlord's brother who has nothing to do with the regime or during random encounters on the way to the cave where the townsfolk are imprisoned.)
- *10th Level—Freedom's Movement (Su):* The champion is immune to any spell that would bind, constrict, or immobilize her, such as *bind with plants*, *chains of vengeance*, and even *drain away speed*.
- *15th Level—Freedom's Passage (Sp):* The champion of freedom can cast *open lock* up to once per class level per day and *bypass ward* once per day, using her champion level as the caster level and Charisma as her spellcasting key ability.
- *20th Level—Freedom's Shield (Su):* The champion of freedom is immune to unwanted enchantment spells of 5th level or lower.

FOCUSED DEVOTIONS

Here are some examples of potential focused devotions for high-level champions, including their champion abilities.

A RACE

The champion of a race defends that people's interests and rights in all situations. The champion is usually—but not always—a member of the race in question. She dresses in traditional garb for that race and enjoys the company of members of that race over all others. (Usually, "race" means a race found in Chapter Two. However, any type of creature, such as dragons or shadow trolls, could have a champion.)

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the race she champions.

- *10th Level—Blessing of the Race (Ex):* The champion of a given race enjoys the racial ability score bonuses unique to that race—only the bonuses, not the penalties and not bonuses gained through racial levels or faen metamorphosis. For example, a giant champion gains a +2 bonus to Strength, while a loresong faen champion gains a +2 bonus to Intelligence. If you are already a member of this race, you receive the bonus again; this bonus stacks with previous racial bonuses. Races without ability score modifiers grant a bonus feat (any general, item creation, or ceremonial feat that the character qualifies for).
- *15th Level—Smite Racial Foes (Su):* If a recognized leader of the champion's chosen race declares an individual or group to be enemies of the race, the champion gains the ability to smite racial foes, inflicting additional damage on a single attack per day equal to her level + her Constitution bonus.
- *20th Level—Battle Cry (Ex):* The champion of a race can rally members of that race through a battle cry or stirring speech. All allied members of the race within 100 feet of the champion gain a +2 morale bonus to attack rolls, saving throws, and checks for 20 rounds. The champion can use this ability once per day, in addition to the heartening cry ability (although they do not stack).

A PLACE

The champion sometimes chooses a place of great significance, either real or symbolic in its importance: an ancient castle with its own magical legacy, the throne of a line of emperors, or a great and noble city. One can even choose an entire nation or region, but often this breadth lessens the intensity of the resulting powers.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the place she champions.

- *10th Level—Strength of Place (Su):* The champion gains a +4 circumstance bonus to attack and damage rolls while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- *15th Level—Blessing of Place (Su):* The champion gains a +4 circumstance bonus to saving throws and skill checks while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- *20th Level—Born of Place (Sp):* While within the place she champions, once per day, the champion can cause others within 100 feet who are not native to the place to be affected as by a *slow* spell cast at 20th level. All targets must be within the place she champions. Treat this as if the champion cast *slow* as a spell-like ability, using her champion level as the caster level and Charisma as her spellcasting key ability.

A PERSON

The champion chooses a single person to champion, called her charge. This individual usually—but not always—holds a position of power or respect, like a king, a priestess, or other person of note. Other times, a champion might choose as her charge a friend or companion she respects or trusts, one she sees as needing her support for a worthy end.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the person she champions.

- *10th Level—Guard the Body (Ex):* If the champion is within 5 feet of the person she champions, she can choose to take any damage (magical or otherwise) intended for the person. This results in the champion “acting” not on her turn. The champion makes this decision after attack rolls, but not damage rolls, are made. If the champion chooses to take the damage, apply the damage—even if a hit seems unlikely or even impossible. For example, if archers fire arrows at the champion's charge and the champion decides to take the damage, the arrows all hit her, even if her Armor Class is so high that actual strikes are unlikely (no attack rolls are made).
- *15th Level—Invoke the Name (Su):* The champion can invoke her charge's name (not truename) to draw on the power of their bond. A character must first name the charge and then—very specifically—a task she will accomplish in no more than one year's time in that person's name. If the task is not completed in that time, the invoked charge suffers great shame and a –1 morale penalty to attacks, saves, and checks for one month.

During this year, the champion gains an additional attack at her highest bonus every time she makes an attack. For example, if she makes three attacks in a full-attack action, she makes four after having invoked the name of her charge. If she takes only a standard attack action (making one attack), she makes two attacks. The extra attacks are available only in combats pertaining to the task specified while invoking the name. (The DM should be very strict in determining when a combat situation directly pertains to performing the task. For example, after invoking the name of her charge to destroy an oppressive overlord, the champion gains the bonus attack in all fights against the overlord's guards or the overlord himself, but not during random encounters on the way to the overlord's fortress.)

The task must be appropriate to the principles embodied by the champion's charge, or the benefits do not apply. The champion cannot invoke the name of her charge more than once at a time, and never more than once a month.

- *20th Level—Share the Bond (Su):* The champion becomes so linked to her charge that she knows the person's status (doing well, wounded, dead) and general location (direction and distance away) at all times, unless some divination magic, such as *unknown*, impedes her. Lastly, by touching her charge she can transfer hit points freely to the person. The transfer works only one way, and charges cannot be raised above their maximum hit points.

GREENBOND

"I sing through the land, and the land sings through me."

The greenbond is a mage who deals with nature. He speaks the language of the leaves, of a babbling brook, or the stony heartrock of a mountain. He remains in tune with the health of the land around him. The greenbond is an animist who deals with the spirits animate within all things—trees, rocks, rivers, ponds, and even the air around him.

To understand the greenbond, one must first understand the Green. The Green is the source of life, of fertility, and of health. Those learned in the ways of magic often refer to its power as "positive energy," but greenbonds know it as much more. The Green infuses the world, connecting all living things. It ebbs and flows with the coming and going of life. Terrible plagues, fires, or sorcery can destroy a place's link with the Green. No plants can grow in such a barren wasteland, and most living things know not to linger there.

Although greenbonds rarely speak of it, the Green has an opposite called the Dark. The Dark is not death, for death is a part of the natural cycle of things. Creatures and plants die so that others can live. No, the Dark is the force of anti-life that some call negative energy. This force does not pervade the world the way the Green does. It lingers in shadow, growing in places of pain and slaughter, or where the harbingers of the Dark roam: the undead.

Adventurers: Greenbonds go on adventures to help friends, to learn more about nature and the spirits that inhabit it, and to gain power to help defend and promote the Green. If possible, they attempt to teach others the truth and importance of the Green, and demonstrate its power.

Background: Greenbonds normally apprentice with other greenbonds to acquire their training. Sometimes, however, nature spirits guide and train an individual to take the path of the greenbond.

Races: Human greenbonds find the ability to interact with the spirit world empowering and enlightening. Faen as a race embrace the importance of the Green, and refer to "the calling of the Green" as something that beckons an individual to become a greenbond. Giant greenbonds likewise are common, using their power to protect the land and its inhabitants. Litorians, conversely, see the path of the greenbond as one to personal power, not necessarily a mantle of responsibility. Sibeccai and verrik greenbonds are rare, as they usually do not like the idea of working with a power so far outside of—and so much larger than—themselves.

View of Magic: The greenbond sees all the magic he has access to, whether it be spells or special abilities, as extensions of the living Green into this world. They see these extensions hanging about them like tangible leaves and vines. Their gestures make the leaves and vines swirl about them and form the effect they wish. The verbal components of their spells are invocations to spirits to aid them: "Spirits of fire, I call upon your dangerous breath to smite my foe."

Other Classes: Greenbonds call totem warriors their brothers, for both see the truth in animism. Despite their spellcasting ability, greenbonds are more comfortable around nonspellcasters. Magisters, runethanes, and other spellcasters who look upon magic as a more scientific pursuit often find the greenbond's relationship with spirits difficult to understand or explain and often feel unsure of the actual nature of the Green.

NPCs: The terrifying and vengeful defender of the forest is a greenbond. The spiritual advisor to the lord mayor may be a greenbond. The village healer who protects the local crops from blight and the people from illness is a greenbond. The wild and dangerous shaman of the tribe is a greenbond.

Hit Die: d6

THE GREENBOND



Level	Base	Fortitude	Reflex	Will	Special
	Attack Bonus	Save	Save	Save	
1	0	+0	+0	+2	Nature sense, infuse with life (1d8+level)
2	+1	+1	+0	+3	Nature's gift (lesser)
3	+1	+1	+1	+3	Trackless step
4	+2	+2	+1	+4	Infuse with life (2d8+level)
5	+2	+2	+1	+4	Bond with the Green
6	+3	+3	+2	+5	Percipience
7	+3	+3	+2	+5	Infuse with life (3d8+level)
8	+4	+3	+2	+6	Speak with spirits (lesser)
9	+4	+4	+3	+6	—
10	+5	+4	+3	+7	Infuse with life (4d8+level)
11	+5	+5	+3	+7	—
12	+6/+1	+5	+4	+8	Nature's gift (greater)
13	+6/+1	+6	+4	+8	Infuse with life (6d8+level)
14	+7/+2	+6	+4	+9	Speak with spirits (greater)
15	+7/+2	+6	+5	+9	Bond with the Green
16	+8/+3	+7	+5	+10	Infuse with life (8d8+level)
17	+8/+3	+7	+5	+10	Spiritform
18	+9/+4	+8	+6	+11	—
19	+9/+4	+8	+6	+11	Infuse with life (10d8+level)
20	+10/+5	+9	+6	+12	Bond with the Green

SKILLS

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$

Class Skills: The greenbond's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (ceremony) (Int), Knowledge (geography) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Listen (Wis), Speak Language (none), Spellcraft (Int), Swim (Str), and Wilderness Survival (Wis). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Greenbonds are proficient with all simple weapons and light armor.

Spells: Greenbonds have access to simple spells and all spells with the plant or positive energy descriptors. A greenbond may choose to ready any simple spell provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a greenbond must have a Wisdom score of at least $10 + \text{the spell's level}$. The Difficulty Class for a saving throw against a greenbond's spell is $10 + \text{the spell's level} + \text{the greenbond's Wisdom modifier}$. A greenbond's spells have only verbal and mental components, which imposes no spell failure chance due to armor. Bonus spells for greenbonds are based on Wisdom.

Nature Sense (Ex): A greenbond can identify plants and animals (their species and special traits) with perfect accuracy. The greenbond can determine whether water is safe to drink or dangerous.

Infuse With Life (Sp): A greenbond can call upon the positive energy of life and bestow that energy upon himself or another creature. With a touch, he can heal $1d8 \text{ hit points} + \text{his level}$ a number of times per day equal to his Wisdom bonus; greenbonds with no bonus can use this ability once per week.

At 4th level, the amount of healing increases to $2d8 \text{ points} + \text{the greenbond's level}$ and continues to increase every three levels thereafter: 7th level: $3d8 + \text{level}$, 10th level: $4d8 + \text{level}$, 13th level: $6d8 + \text{level}$, 16th level: $8d8 + \text{level}$, 19th level: $10d8 + \text{level}$. These changes increase the amount of healing, not the number of times used. For example, if a greenbond has a Wisdom bonus of +3, when he is 1st level, he can infuse someone with life three times per day, each time healing $1d8+1$ points. At 4th level, he can still heal only three times per day, but each time now heals $2d8+4$ points of damage.

Nature's Gift (Su): Once per day, a 2nd-level or higher greenbond can use his connection with the Green to draw on the power of nature and infuse it within himself. He must be touching something solid and natural (the ground, a bit of unworked stone, a plant, an animal, or a beast) to activate this ability. He gains a divine bonus equal to half his level. The greenbond can add this bonus to any $d20$ roll he makes in the following round. He can impart this gift to an ally he touches during the following round (the ally must use the bonus in that round). He can even divide the bonus among up to five allies that he can reach in the round, each

SPELL SLOTS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	2	—	—	—	—	—	—	—	—
3	3	2	1	—	—	—	—	—	—	—
4	3	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	5	4	4	3	2	1	—	—	—	—
10	5	4	4	3	3	2	—	—	—	—
11	5	5	4	4	3	2	1	—	—	—
12	5	5	4	4	3	3	2	—	—	—
13	5	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	6	5	5	4	4	3	3	2	—
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	6	6	6	6	5	5	4	4	4	3

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—
12	9	8	7	6	5	4	3	—	—	—
13	9	9	7	6	5	4	3	2	—	—
14	9	9	8	7	6	5	4	3	—	—
15	9	9	8	7	6	5	4	3	2	—
16	9	9	9	8	7	6	5	4	3	—
17	9	9	9	8	7	6	5	4	3	2
18	9	9	9	9	8	7	6	5	4	3
19	9	9	9	9	8	7	6	5	4	3
20	9	9	9	9	9	8	7	6	5	4

getting a portion of the bonus as the greenbond decides. Thus, a 10th-level greenbond could grant a +2 bonus to two allies and a +1 bonus to another.

Starting at 12th level, the gift's divine bonus lasts 1 round per four greenbond levels (maximum 5 rounds). Thus, an 18th-level



greenbond could grant a 4-round divine bonus of +9 to one ally (or himself), or +3 to three allies, or +5 to one ally and +1 to four others. Each round, those granted the gift can use the bonus on any one d20 roll of their choosing.

Trackless Step (Ex): Starting at 3rd level, a greenbond leaves no trail in natural surroundings and cannot be tracked.

Bond With the Green (Su): At 5th level the greenbond gains the ability that gives his class its name. In a four-hour ritual that he conducts in private, the greenbond gains an intuitive sense of the condition of the land—a literal bond with the Green. This means that if the land is harmed in any way (a forest fire, a famine, a disease) within one mile per greenbond level, he becomes aware of it and gains a general understanding of what is happening. If he makes a caster power check (DC 25), he gains more details, such as distance and direction.

For example, say a bestial cyclops band is hacking down trees to burn in a huge pyre. A 7th-level greenbond four miles away becomes alerted once they chop down about 25 trees. All the greenbond knows is that numerous trees are dying rapidly. If he makes his caster power check, he knows that it occurs four miles away and the direction. He still does not know specifically that cyclopes are the culprits.

In order for an event to trigger the bond, it must affect an area at least 100 yards across or involving at least 25 creatures or large plants (such as trees). Natural, daily events, such as predators hunting, do not alert the greenbond.

At 15th level, the greenbond undergoes a three-day solitary trek into the wilderness, eating and drinking nothing other than special herbs and water. This experience increases his bond with the Green so that plants surrounding him infuse into his body. From that point on, he is no longer considered a humanoid (or whatever type he is), but a plant. Anything that specifically does not harm plants will not harm the greenbond. However, he remains a living, thinking creature, so mind-affecting spells affect him, and he still has a discernable anatomy, so sneak attacks and critical hits affect him.

At 20th level, the greenbond undertakes a spiritwalk, communing with nature spirits for nine days, during which he is simply absent from the world. After this period of communion, he no longer need make Diplomacy checks when speaking with nature spirits—they will always speak with him willingly (see below).

Percipience (Su): Starting at 6th level, greenbonds can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time—although only rarely do they pay attention to the actions of mortals. Greenbonds sometimes become alerted to danger when the nature spirits of an area are upset or absent.

Speak With Spirits (Su): The 8th-level and higher greenbond can speak with the spirit of a tree, a brook, the air, or any other part

of nature that he touches. Once per day he can ask a spirit a question with a one-word answer. Generally, only natural things have spirits—wood made into a door or water in a fountain usually has lost its spirit. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. For example, if a greenbond asked the spirit of a river if any people on horseback had crossed it in the last three days, it would be able to answer the question. A spirit's surroundings are never more than a 100-yard radius, however—a river miles long has many spirits. A spirit has a 75 percent chance, plus 1 percent per level of the greenbond, to know the answer to a question about things farther afield, such as, "Is the dragon still over the next hill?" It never knows the answer to a question pertaining to the future or to the thoughts of another: "Can I defeat the dragon in battle?" or "Does the dragon know I'm here?"

To convince the spirit to give an answer, the greenbond must make a Diplomacy check. A failed check might result in no answer, or it might result in a lie (DM's discretion). The check's Difficulty Class depends on the type of spirit:

Spirit	DC
Water spirit	10
Wood spirit	15
Air spirit	18
Animal spirit	20
Stone spirit	30

At 14th level, a greenbond can ask a question that requires an answer of up to one word per greenbond level or a series of yes/no questions—one per greenbond level.

Spiritform (Sp): At 17th level, the greenbond can make his body into a spiritform for up to one minute per level. Spiritform allows the greenbond to become incorporeal for the ability's duration.

MAGE BLADE

"The power flows through me and into this blade. Watch yourself, or the blade will flow into you."

Born with the will of a warrior but the talents of a spellcaster, the mage blade combines these divergent pursuits into a very specialized set of abilities. The mage blade's focus is her *key weapon*, or "athame." She not only uses it in combat, but as a focus for casting spells, as a magister uses his staff. She imbues this weapon with mystical powers and uses spells to augment it further, as well as to enhance and protect herself in battle.

A mage blade prides herself on being self-reliant. Her abilities are broad, and few challenges arise that catch her unprepared.

Adventurers: Mage blades seek fame and fortune just like anyone else. They usually have a distinct sense of panache—their combat style has a flair as they use spells to complement their skills. Mage blades love the company of other adventurers, knowing that they can learn from both spellcasters and martial types, and yet can offer something unique to either group.

Background: Mage blades can study while apprenticed to a single devoted master, or in an academy where they spend half the day in martial training and the other half studying eldritch lore. Some mage blades originally trained to be nonspellcasting warriors but could not resist the pull of their inherent magical talents. Others could not quite cut it as magisters (through lack of talent or interest) but more than made up for this shortcoming with their physical abilities.

Races: Humans embrace the mage blade's versatility. Faen find the way of the mage blade to be a pursuit that loresongs and quicklings can both enjoy. Giantish mage blades like to sing battle ballads while they fight and call themselves bladesongs. Litorian mage blades use both magic and skill to act as expert stalkers, while verrik like the focus of mystical energies through a single source—the key weapon. Sibeccai mage blades operate as units, employing both spells and weapons in organized formations. Mojh mage blades employ weapons that look like dragon claws and like to call themselves things like "the fist of the dragon."

View of Magic: Magic is a tool. It can be used toward an end. Mage blades see their spells as motions and positions, in the same way a swordfighter sees a thrust, a parry, a feint, or a riposte. Every motion has its countermotion. Raise your blade just so when you form the magic in your mind (and speak it with your mouth), and you create an illusion. Twirl the blade clockwise and hold it perpendicular to your chest with the appropriate thought and word, and you call forth a burst of flame. Each motion, thought, and word combination constitutes a well-practiced spellstroke.

Other Classes: Mage blades excel at "switching gears" to allow them to spend time among magisters, witches, runethanes, and others interested solely in magic, as well as with warmains, unfettered, and other warriors with little interest in such things.

NPCs: The capable warrior who knows a spell or two to get herself out of danger is a mage blade. The dreaded slayer that

Spirits

When a greenbond uses his speak with spirits ability, it generally takes him at least a minute to coax a spirit to appear. These spirits usually take on a translucent humanoid form, although sometimes they simply make a face appear in the water, wood, or other substance they inhabit. Spirits do not like to speak with mortals, but a greenbond is special and thus more tolerable.

The nature of a spirit sometimes dictates its answer, particularly when a longer answer is requested. Water spirits are quick witted but easily distracted. Wood spirits are quiet and demure. Air spirits are impatient and easily flustered. Creature spirits vary considerably—these are the totem spirits that totem warriors bond with. Stone spirits are the least friendly, the slowest to respond, and the hardest to fathom—yet, as some of the oldest and most stable, they may have the best and most reliable information.

Spirits have no standard stats—hit points, Armor Class, etc. They are beyond mortal interactions. However, diverting a river spirit's flow (or a severe drought) can destroy that spirit, as can cutting apart or breaking the stone of a stone spirit. A wood spirit chopped down is destroyed, and, while air spirits are difficult to destroy, they rarely spend much time in one place—wind and weather may send them far away at a moment's notice.

cannot be stopped by man or magic is a mage blade. The ancient undead warrior priest out to avenge his fallen civilization is a mage blade.

Hit Die: d8

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The mage blade's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Mage blades are proficient with all simple and martial weapons and light armor and shields.

Spells: Mage blades have access to simple spells. A mage blade may choose to ready any simple spell provided she can cast spells of that level. She readies spells ahead of time, any of which she can cast up to the maximum number of spell slots available to her for each given level. To ready or cast a spell, a mage blade must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a mage blade's spell is 10 + the spell's level + the mage blade's Charisma modifier. Bonus spells for mage blades rely on Charisma.

Mage blades never gain access to 8th- or 9th-level spells.

Mage blade spells always have both somatic and verbal components. Thus, they face spell failure chances when wearing armor. An exception to this requirement applies if the mage blade holds her key weapon in her hand(s). In such a case, her spells have only ver-

bal components, so she suffers no spell failure chances when wearing armor. (Technically, the mage blade usually motions with her sword when casting spells, but this is not considered actual somatic components for purposes of spell failure in armor, casting spells while grappled, and so on.)

Athame (Su): The mage blade selects a bladed weapon that she is proficient with and performs a daylong ceremony to make it her key weapon, also called an "athame." A mage blade can have only one athame, and the athame must be a physical weapon (not the creation of a spell), although it can be enhanced with magic. The athame gains a +1 enhancement bonus, which functions only in the mage blade's hands. At 4th level, and every four mage blade levels afterward, this bonus increases by +1 (maximum +5). The weapon does not have to be masterwork to use it as an athame, but if the mage blade ever wants to enhance it with weapon special abilities, such as keen or dancing, it must be masterwork. This ability provides enough of an enhancement bonus to give the blade special abilities without first giving it at least a +1 enhancement bonus using the normal item creation rules.

The athame gains a small modicum of sentience in the ceremony. It has a very basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). The athame serves as a special focus for all the mage blade's spells. As long as it remains in her hands, her spells have no somatic components.

A mage blade can create a new athame by performing the ceremony again, but this results in the destruction of the previous athame, if it still exists.

THE MAGE BLADE



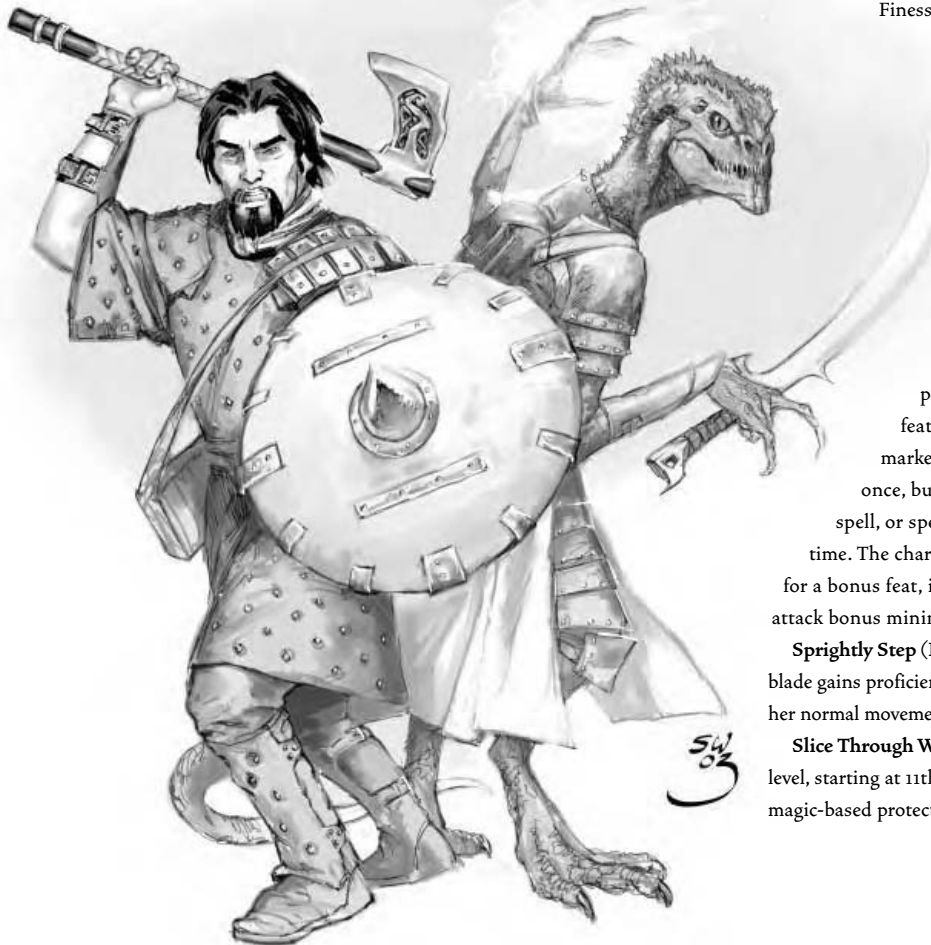
Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spell Slots per Day							
						0	1	2	3	4	5	6	7
1	+0	+0	+0	+0	Athame	2	0	—	—	—	—	—	—
2	+1	+1	+1	+1	—	2	1	—	—	—	—	—	—
3	+2	+1	+1	+1	—	2	2	—	—	—	—	—	—
4	+3	+2	+2	+2	Shimmering shield	3	2	0	—	—	—	—	—
5	+3	+2	+2	+2	Bonus feat	3	2	1	—	—	—	—	—
6	+4	+3	+3	+3	Athame defense	3	2	2	—	—	—	—	—
7	+5	+3	+3	+3	Sprightly step	3	3	2	0	—	—	—	—
8	+6/+1	+3	+3	+3	—	4	3	2	1	—	—	—	—
9	+6/+1	+4	+4	+4	Summon athame (standard action)	4	3	2	2	—	—	—	—
10	+7/+2	+4	+4	+4	Bonus feat	4	3	3	2	0	—	—	—
11	+8/+3	+5	+5	+5	Slice through wardings	4	4	3	2	1	—	—	—
12	+9/+4	+5	+5	+5	Familiarity with magic	4	4	3	2	2	—	—	—
13	+9/+4	+6	+6	+6	—	4	4	3	3	2	0	—	—
14	+10/+5	+6	+6	+6	Summon athame (free action)	4	4	4	3	2	1	—	—
15	+11/+6/+1	+6	+6	+6	Bonus feat	4	4	4	3	2	2	—	—
16	+12/+7/+2	+7	+7	+7	Spell parry	4	4	4	3	3	2	0	—
17	+12/+7/+2	+7	+7	+7	—	4	4	4	4	3	2	1	—
18	+13/+8/+3	+8	+8	+8	Slice through spells	4	4	4	4	3	2	2	—
19	+14/+9/+4	+8	+8	+8	—	4	4	4	4	3	3	2	0
20	+15/+10/+5	+9	+9	+9	Bonus feat	4	4	4	4	4	3	2	1

Starting at 6th level, the athame, unless specifically commanded not to (mentally by the mage blade), strikes at anyone other than the mage blade who picks it up or attempts to use it. The weapon strikes once per round until dropped, using the mage blade's attack bonuses. Resolve the attack as if the mage blade were wielding the weapon.

Beginning at 9th level, the mage blade can summon her athame to appear immediately in her hand as a standard action. The weapon can be up to 10 miles per class level away, although if it is in someone else's possession or in a locked room, the mage blade must make a caster power check (DC 25) to summon it. Starting at 14th level, this summons becomes a free action, usable once per round.

Shimmering Shield (Sp): The 4th-level and higher mage blade can call a magical shield to surround her like a shimmering aura. This shield provides a +2 deflection bonus to Armor Class per four class levels and does not require the mage blade to wield it as a shield (she keeps both hands free). The shimmering shield can be called upon, as a standard action, once per day for 1 round per level.

Bonus Feats: At 5th level, the mage blade gets a bonus feat. The mage blade gains an additional bonus feat at 10th level, and another at 15th and 20th. Draw these bonus feats from the following list: Armor Proficiency (Medium), Armor Proficiency (Heavy), Bloody Strike, Bonded Item, Combat Reflexes, Complex Spell*, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise (Improved Disarm, Improved Trip), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Exotic Spell*, Hunter



SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

Mage, Improved Critical*, Improved Initiative, Modify Spell, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Psion, Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A mage blade cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. A mage blade can select feats marked with an asterisk (*) more than once, but it must be for a different weapon, spell, or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Sprightly Step (Ex): The 7th-level and higher mage blade gains proficiency with Medium armor but retains her normal movement rate while wearing it.

Slice Through Wardings (Su): Once per day per class level, starting at 11th level, the mage blade can ignore all magic-based protections (Armor Class bonuses, *defensive*

field, and so on) on a foe in a single attack made with her athame. The mage blade cannot use this ability to ignore spells or effects that take effect when a foe is attacked, like *feedback strike*. The character must declare her use of this ability before making the attack.

Familiarity With Magic (Ex): The 12th-level and higher mage blade gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Spell Parry (Su): A 16th-level and higher mage blade gains the ability to parry spells. The mage blade must have her athame in hand to parry a spell. Only spells targeting the mage blade alone can be parried—not area spells or spells targeted elsewhere. The mage blade makes an attack roll opposed by the caster's caster power check. If the mage blade's roll is higher, the spell fails to affect her at all. The mage blade can parry only spells she is aware of; spells from invisible casters or those casting mental-action only spells cannot be parried. No more than one spell can be parried in a round.

Slice Through Spells (Su): Once per day, beginning at 18th level, the mage blade can strike a non-instantaneous spell effect or creation (a summoned monster, an *eldritch wall*, an illusion, an area of *obscuring mist*, and so on) with her athame and dispel it as if she had cast *dispel magic* using her class level as the caster level. A mage blade cannot dispel effects on a creature (like *dominate* or *sorcerous guise*), only "stand-alone" effects. Even spells not normally subject to *dispel magic* can be affected.

MAGISTER

"Magic is my meat and drink. I travel through higher, more esoteric realms than you can imagine."

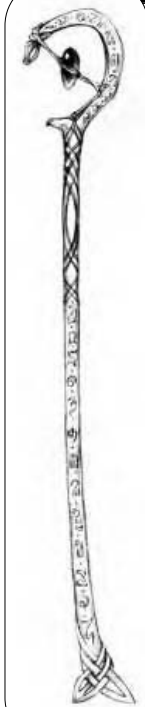
The magister is a spellcaster who devotes all his time and attention to the study of magic and spells. Magisters have greater access to spells than any other type of mage. Their powers are diverse, and there is little that a high-level magister cannot accomplish. All magisters begin the game with a staff, through which they focus their impressive might.

Magisters approach magic from a logical and technical standpoint. Magic is a part of the way the world works, and they are its self-styled masters. To maintain their understanding—through which comes their power—they not only study ancient lore but also continually experiment with new techniques of spellcasting and unique applications of spells.

Adventurers: Magisters seek lore and power. Magic can be addictive, and most magisters crave more and more. They undertake adventures to find magical treasure, monetary treasure (funds to put toward magic items or their studies), or magical knowledge. Many seek to show that magic is a tool capable of anything.

Background: Magisters train almost exclusively in schools, where students all learn rote methods of mastering the basics of magic. Only later does each individual break off to pursue his own specialization or unique talents and methods. Magisters come from all walks of life, from the wealthiest noble to the lowliest of the poor (schoolmasters admit worthy underprivileged students on scholarships). Once one masters the art of magic, social class becomes meaningless—for, in fact, one joins an all-new class.

THE MAGISTER



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	The magister's staff
2	+1	+0	+0	+3	—
3	+1	+1	+1	+3	—
4	+2	+1	+1	+4	—
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	Familiarity with magic
7	+3	+2	+2	+5	—
8	+4	+2	+2	+6	—
9	+4	+3	+3	+6	—
10	+5	+3	+3	+7	Bonus feat
11	+5	+3	+3	+7	—
12	+6/+1	+4	+4	+8	Aspect of power (lesser)
13	+6/+1	+4	+4	+8	—
14	+7/+2	+4	+4	+9	Mind over matter
15	+7/+2	+5	+5	+9	Bonus feat
16	+8/+3	+5	+5	+10	—
17	+8/+3	+5	+5	+10	—
18	+9/+4	+6	+6	+11	Aspect of power (greater)
19	+9/+4	+6	+6	+11	—
20	+10/+5	+6	+6	+12	Bonus feat

Races: Human magisters are often elemental mages, while faen (particularly loresong faen and sphytes) enjoy all types of magic. Litorian magisters are less common, and verrik magisters employ either psionic or energy-related spells. Giant magisters like to use magic to create things, while mojh enjoy summoning and enchantments. Sibeccai magisters enjoy the power of their role and use it to improve their station.

View of Magic: Magisters mentally store their readied spells in their staves, relying on those key items as a focus and a tool for shaping magic. Magisters see magic as a seething tide of unformed energy and indistinct shapes. Their spells give this energy definition and purpose. Magic is not an art to them, but a science. It is measurable and quantifiable. Just because others have no concept of its parameters does not deny its logic.

Other Classes: Magisters follow the “way of the staff” rather than the “way of the sword,” and thus often keep warmains, totem warriors, unfettered, champions, and even mage blades at arm’s length—although they are well aware of the value a warrior ally provides. They get along with runethanes well, and marvel at the abilities of the akashic, the witch, and the greenbond. Many magisters would sacrifice much to get an oathsworn bodyguard/companion.

NPCs: The foul necromancer raising a legion of undead is a magister, as are the crazed cultists wielding strange powers and planning to sacrifice the duke’s kidnapped son. The wise council of elderly sages leaning heavily on their staves are magisters. The trickster performing feats of illusion and wonder in the city theatre also just might be a magister.

Hit Die: d6

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) ×4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The magister’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), and Spellcraft (Int). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Magisters are skilled with no weapons except staves; at 5th level, magisters acquire proficiency in sword staves as well. Magisters are not proficient with any type of armor, nor with shields.

Spells: A magister’s primary focus is casting spells. They have access to simple and complex spells. A magister is limited to a certain number of spells of each spell level per day, according to his class level. A magister may choose to ready any simple or complex spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a magister must have a Intelligence score of at least 10 + the spell’s level. The Difficulty Class for a

SPELL SLOTS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	5	3	2	1	—	—	—	—	—	—
6	5	3	3	2	—	—	—	—	—	—
7	5	4	3	2	1	—	—	—	—	—
8	6	4	3	3	2	—	—	—	—	—
9	6	4	4	3	2	1	—	—	—	—
10	6	5	4	3	3	2	—	—	—	—
11	6	5	4	4	3	2	1	—	—	—
12	6	5	5	4	3	3	2	—	—	—
13	6	6	5	4	4	3	2	1	—	—
14	6	6	5	5	4	3	3	2	—	—
15	6	6	6	5	4	4	3	2	1	—
16	6	6	6	5	5	4	3	3	2	—
17	6	6	6	6	5	4	4	3	2	1
18	6	6	6	6	5	5	4	3	3	2
19	6	6	6	6	6	5	4	4	3	2
20	6	6	6	6	6	5	5	4	4	3

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—
12	9	8	7	6	5	4	3	—	—	—
13	9	9	7	6	5	4	3	2	—	—
14	9	9	8	7	6	5	4	3	—	—
15	9	9	8	7	6	5	4	3	2	—
16	9	9	9	8	7	6	5	4	3	—
17	9	9	9	8	7	6	5	4	3	2
18	9	9	9	9	8	7	6	5	4	3
19	9	9	9	9	8	7	6	5	4	3
20	9	9	9	9	9	8	7	6	5	4

saving throw against a magister’s spell is 10 + the spell’s level + the magister’s Intelligence modifier. Bonus spells for magisters rely on Intelligence.

Magister spells always have both somatic and verbal components. Thus, magisters face spell failure chances when wearing armor.

A magister needs his staff (see below) as a focus to cast spells. Without it, treat his caster level as one level lower and double casting times for all spells (standard-action spells become full-round spells, full-round spells take 2 rounds to cast, and so on).

The Magister's Staff: The magister crafts a staff specifically attuned to him. Regardless of its construction or composition, it has a hardness of 12, 50 hit points, and a break DC of 30. The staff's hit points increase at a rate of 2 per magister level, and the hardness and break Difficulty Class increase at a rate of 1 point per three magister levels.

If a magister's staff breaks, he is stunned for 1d4 rounds. It takes a month and 1,000 gp in materials to create a new one. A magister can only have one staff attuned to him at a time. If the magister finds a new staff he would rather become attuned to, switching requires no money, just a week of meditation.

Should the magister die or take on a new staff, the old staff becomes normal (unless it had been given other magical properties, in which case they remain). A slain magister who comes back from the dead can immediately and automatically re-attune to his old staff as a free action.

Bonus Feats: Every five levels, a magister gains a bonus feat. This feat must be one of the following: Aid Spellcasting, Attune to Magic Item, Battle Mage, Blessed Mage, Blood as Power, Brandish Magical Might, Conjure Mastery, Corrupt Mage, Craft Charged Item, Craft Constant Item, Craft Magic Arms and Armor, Craft Single-Use Item, Craft Spell-Completion Item, Creator Mage, Eldritch Training, Elemental Mage*, Energy Mage*, Exotic Spell*, Hunter Mage, Infuse Weapon, Iron Will, Modify Spell, Peaceful Mage, Psion, Quicken Spell, Resistant Spell, Sanctum, Tattooed Spell, Unraveling Mage, and Wild Mage.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A magister can select feats marked with an asterisk (*) more than once, but it must be for a different spell descriptor or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and prerequisite feats (but not truenames).

Familiarity With Magic (Ex): The 6th-level and higher magister gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.



Lesser Aspect of Power (Su): Beginning at 12th level, the magister becomes so steeped in magic that it comes through as an everpresent side-effect. The magister can choose one of the following abilities to call upon at will, as a free action (once he makes his selection, he cannot choose another):

Distinct Voice (Su): If he wishes, anyone within 100 feet can hear the magister, regardless of noise around him, even when whispering.

Glowing Footsteps (Su): When he wishes, a magister can make his footsteps glow with a magical aura for 1 round, wherever he goes.

Innate Spell (Su): The magister chooses a 0-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Sparkles (Su): The magister creates a flash of sparkles at any time.

Special Eyes (Su): The magister can make his eyes glow a chosen color whenever he wishes. Alternatively, his eyes might have tiny symbols (skulls, crosses, etc.) in the pupils all the time. Or they might permanently be an unnatural color.

Mind Over Matter (Ex): At 14th level and beyond, a magister can use his uncanny intellect, coupled with secrets learned while studying magic, to gain an advantage in situations that usually demand brute force. In situations requiring a Strength check, he can make an Intelligence check instead. For example, when he must force open a stuck door, the magister can make an Intelligence check to best position himself for leverage and recall some secret knowledge about the magic stored within the wood of the door to get it open. This ability never affects attack or damage rolls, except that, when making an opposed grapple check to avoid being grappled, the magister can use his Intelligence modifier rather than his Strength modifier.

Greater Aspect of Power (Su): At 18th level, the magister becomes further steeped in magic that comes through as an everpresent side-effect. The magister can choose another ability defined under lesser aspect of power, or one of the following abilities that he can call upon at will, as a free action:

Discard Staff (Su): The magister no longer needs his staff as a focus to cast spells.

Disdain Need (Su): The magister no longer needs to eat or drink. He gets all his nourishment from magic.

Display Power (Su): The magister can cause himself to grow more powerful and impressive at will, gaining a +4 circumstance bonus to Intimidate checks.

Innate Spell (Su): The magister can choose one 0- or 1st-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Magic Touch (Su): The magister can sense if an object touched has a magical aura (but he gains no further information).

Name of Power (Su): The magister becomes aware when anyone speaks his name (referring specifically to him). He knows when it happens, and learns the name of the speaker.

Touch Not the Earth (Su): The magister's feet no longer touch the ground. Instead, when he walks he floats 2 inches above any surface. While he cannot use this ability to float higher, and it does not save him from falls, it does allow him to leave no tracks and avoid traps triggered by weight placed upon a floor. This spell does not affect the magister's weight.

OATHSWORN

"I will do whatever is needed to fulfill my oath—even that which you believe impossible."

Perhaps the most dedicated and steadfast individuals in all the land, oathsworn (singular and plural) pick a task and then set out to accomplish it—no matter what stands in their way. Oathsworn are skilled martial artists and unarmed combatants, and their supernatural devotion to their oath allows them to forgo food, sleep, and even air.

Oathsworn place a number of harsh restrictions on themselves. They do not, however, judge non-oathsworn for not abiding by their restrictions—their morality and sense of honor extend only to themselves.

To begin with, oathsworn do not use weapons or armor. Only in the case of being unable to fulfill their oath will they ignore this restriction. For example, if an oathsworn encounters a creature with damage reduction standing in her way, she may deign to pick up a magical weapon (if somehow available) and use it to fight. Likewise, if presented with a flying foe, the oathsworn may find need of a ranged weapon. Because of this need, oathsworn eventually learn to make any handy object into a ranged weapon they can throw.

In any event, oathsworn will never carry a weapon or wear armor. They only use tools when absolutely necessary—they see it as a sign of weakness to need things beyond their own bodies. They would never, for example, use a tool to attempt to batter down a wall when they could do the same with their fists or feet. They would never use a rope to climb a slope they could ascend with their own hands.

Oathsworn do not ride animals or allow themselves to be borne by another (such as in a cart pulled by horses or on a sedan chair carried by slaves). The only exception is if a comrade carries a wounded oathsworn out of harm's way—and even then the oathsworn feels shame.

Oathsworn and Tools

Oathsworn prefer not to use tools, but they're not crazy. They're just extremely self-sufficient. If wanton destruction factors into the choice of whether to use a tool—i.e., using a key to open a locked door versus battering it down with their fists—the oathsworn would take the more reasonable approach and simply use the key. If circumstances require them to use a tool, they always use the most reasonable and expedient one available (a tindertwig rather than flint and steel to start a fire, for example). Official rulings as to what constitutes a "tool" are up to the DM, although clothing (including magical rings, cloaks, boots, and so on), backpacks, pens and paper, potions or medicines, magical tattoos, spell effects (like eldritch armor), and other things that allow the oathsworn to do things she could not otherwise do without them (no matter how skilled) are not forbidden to them.

However, oathsworn do prefer to live spartan lives. They sleep on the ground rather than in a bed, they tell time by the sun, they run rather than ride, and prefer simple food like fruit to elaborate cooked meals. An oathsworn with a broken arm might insist on simply holding her arm very still rather than wearing a cast (and would have the wherewithal to do so).

And in some cases, it just depends on the situation. An oathsworn would prefer not to use a rope to climb if she doesn't have to, but to tie up a captured foe, rope is obviously needed. She wouldn't fight with a knife, but if she had to skin a deer, she would use one. An oathsworn would never allow her disdain for tools to anger her comrades—the oath is not about hindering others and does not apply to non-oathsworn.

Adventurers: Oathsworn do not go on “adventures.” They do what needs to be done to fulfill their oaths. If that means exploring ancient ruins or rooting out a tribe of goblins from their lair, so be it. In all that oathsworn do, they show their devotion to their oaths.

Background: Oathsworn trace their legacy back to a time more than 1,000 years ago, when a group of humans swore allegiance to a semi-divine being worthy of their supreme devotion. They learned to channel all their personal needs and desires into their work defending him and doing as he asked—or as he needed without even having to ask. This legacy has continued ever since.

Oathsworn begin their careers alone. They gain their training and insight not through interaction with others but through meditation. They feel a psychic call to the role and, if they prove themselves worthy, they accept the sacred call and seek enlightenment to find oaths worthy of taking.

Races: Human oathsworn act as bodyguards, while giantish oathsworn are usually guardians of places. Faen oathsworn are rare, and usually lone wanderers. Mojh oathsworn swear complex and mysterious oaths, usually having to do with discovering ancient secrets. Litorian oathsworn, sometimes called avengers, often deal with righting perceived wrongs. Sibecai oathsworn are some of the harshest and most severe of this class, forsaking all else to do as they must. Verrik oathsworn act in groups as elite warriors.

Other Classes: Oathsworn do not judge, nor are they choosy about their companions, except as to how each ally might help or hinder them in fulfilling their oaths.

NPC: Oathsworn swear to guard the life of a noble. Other oathsworn might seek to end the life of that same noble, for motivations of their own. The vengeful villain who will stop at nothing to achieve his terrible and bloody goal is an oathsworn.

Hit Die: d10

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The oathsworn’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Sense Motive (Wis), Sneak (Dex), Spot (Wis), Swim (Str), and Tumble (Dex). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Oathsworn are proficient with no weapons and no armor. They disdain both, for they see *themselves* as weapons. If need be, they can make use of objects as weapons with surprising skill (see the object as weapon and throw object abilities)

THE OATHSWORN



Level	Base				Special	Unarmed Damage*	AC Bonus	Unarmored Speed**
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	0	+2	+2	+2	Unarmed strike, flurry of blows swear an oath	1d6	+1	30 feet
2	+1	+3	+3	+3	Eschew food, shattering blow	1d6	+1	30 feet
3	+2	+3	+3	+3	Evasion	1d6	+2	30 feet
4	+3	+4	+4	+4	Fast movement†, throw object, adaptation (lesser)	1d8	+2	40 feet
5	+3	+4	+4	+4	Refuse fatigue, refuse fear	1d8	+3	40 feet
6	+4/+1	+5	+5	+5	Objects as weapons	1d8	+3	40 feet
7	+5/+2	+5	+5	+5	Shattering strike (lesser)	1d8	+4	50 feet
8	+6/+3	+6	+6	+6	Eschew water	1d10	+4	50 feet
9	+6/+3	+6	+6	+6	Refuse wounds	1d10	+5	50 feet
10	+7/+4/+1	+7	+7	+7	Oathpower	1d10	+5	60 feet
11	+8/+5/+2	+7	+7	+7	Refuse poison or disease	1d10	+6	60 feet
12	+9/+6/+3	+8	+8	+8	Eschew air	1d12	+6	60 feet
13	+9/+6/+3	+8	+8	+8	Adaptation (greater)	1d12	+7	70 feet
14	+10/+7/+4/+1	+9	+9	+9	Eschew sleep, refuse hindrances	1d12	+7	70 feet
15	+11/+8/+5/+2	+9	+9	+9	Refuse spells	1d12	+8	70 feet
16	+12/+9/+6/+3	+10	+10	+10	Shattering strike (greater)	1d20	+8	80 feet
17	+12/+9/+6/+3	+10	+10	+10	Eschew aging, refuse debilitation	1d20	+9	80 feet
18	+13/+10/+7/+4/+1	+11	+11	+11	Oathstrike	1d20	+9	80 feet
19	+14/+11/+8/+5/+2	+11	+11	+11	Adaptation (true)	1d20	+10	90 feet
20	+15/+12/+9/+6/+3	+12	+12	+12	Refuse mortality	1d20	+10	90 feet

* Small and Tiny oathsworn deal less damage; Large oathsworn deal more damage. See size-based table on the next page.

** Small and Tiny oathsworn are slower; Large oathsworn move the same amount (despite their greater stride, their bulk slows them down). See size-based table.

† Small and Tiny oathsworn gain fast movement at 3rd level.

SIZE-BASED OATHSWORN CHANGES

Level	Tiny Damage	Tiny Speed	Small Damage	Small Speed	Large Damage
1–2	1d3	10 feet	1d4	20 feet	1d8
3	1d3	15 feet	1d4	25 feet	1d8
4–5	1d4	15 feet	1d6	25 feet	1d10
6–7	1d4	20 feet	1d6	35 feet	1d10
8	1d6	20 feet	1d8	35 feet	1d12
9–11	1d6	25 feet	1d8	40 feet	1d12
12–14	1d8	30 feet	1d10	45 feet	1d20
15	1d8	35 feet	1d10	55 feet	1d20
16–17	1d10	40 feet	2d6	55 feet	4d6
18–20	1d10	45 feet	2d6	60 feet	4d6

As she gains levels, an oathsworn's Armor Class improves with an insight bonus. This Armor Class bonus represents a preternatural awareness of danger, and an oathsworn does not lose it even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Oathsworn do lose this Armor Class bonus when immobilized.)

When wearing armor, an oathsworn loses her insight Armor Class bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the spell failure chance that the armor type normally imposes.

Unarmed Strike: An oathsworn fighting unarmed does not provoke attacks of opportunity from armed opponents that she attacks.

When an oathsworn is using unarmed strike, she doesn't have the option of making an off-hand attack, as she uses her whole body in every attack (see *flurry of blows*, below). On the rare occasion that the character might be fighting with a one-handed weapon, she can make an unarmed strike as an off-hand attack but suffers the standard penalties for two-weapon fighting.

Usually, an oathsworn's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage without penalty.

An oathsworn with natural weapons uses her unarmed strike attack bonus and damage with those natural weapons, or the normal natural weapon attack bonus and damage, whichever is greater.

Flurry of Blows: The oathsworn may make one extra attack in a round at her highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the character might make before her next action. The oathsworn must use the full-attack action to strike with a flurry of blows. Do not reduce her damage bonus on the additional attack.

Swear an Oath (Ex): An oathsworn must always work toward fulfilling an oath. To swear an oath, she names—very specifically—a task she will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, the oathsworn loses all class abilities for one month. After that month, the oathsworn must swear an oath again (it can be the same oath). An oathsworn who loses her class abilities three times loses them forever.

An oathsworn cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force her to stop attempting to fulfill it. An oathsworn gains a +4 luck bonus to Spot or Sense Motive checks against any attempt to fool her about part of an oath (giving her an imposter to protect when she has sworn to guard a person, for example).

An oathsworn who successfully fulfills her oath must immediately swear a new one. If she does not, she loses all class abilities until she does—which means an oathsworn could “retire” after fulfilling an oath, then suddenly regain her powers, years later, when she swears a new oath.

Oaths can be singular tasks (destroy Tower Nestran) or ongoing (keep Daerial Daymaker alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled. If Tower Nestran still stands after one year, or if Daerial Daymaker dies, the oathsworn who made those oaths clearly failed. If the tower lies in ruins or if Daerial remains alive at the end of the year (never having died at any point during the year), the oaths were fulfilled and the oathsworn successful.

It is crucial that the player of an oathsworn character work out the details of her oath with the DM. The DM should make sure that the oath does not run counter to the direction of the campaign or prevent the character from taking part in planned adventures.

Eschew Food (Ex): At 2nd level and higher, an oathsworn no longer needs to eat to survive. She simply refuses to let her body be bound to such requirements. To survive she needs only water (and air to breathe, of course).

Shattering Blow (Su): At 2nd level and higher, the oathsworn can take a full-round action to make a single powerful strike with the full force of her oath behind it. The unarmed strike ignores 1 point of a creature's damage reduction for each oathsworn class level. So a 3rd-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Evasion (Ex): If a 3rd-level or higher oathsworn makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion applies only if the oathsworn wears Light armor or no armor.

Fast Movement (Ex/Su): At 4th level and higher (3rd level for Tiny and Small characters), an oathsworn moves faster than normal.

More Sample Oaths

Put Duke Farrow back in power over the lands his family traditionally ruled.

Kill the necromancer or necromancers responsible for creating the undead that destroyed the Shrine of Loron.

Rejoin the pieces of the shattered Staff of Ulsafane.

Find the Seventh Scroll of the Muses.

Learn the truenname of the dragon Thistletounge.

Bring the murderer of Vi-Reddin to justice.

Drive the goblins from the Forest of Naar.

Keep the flame burning in the Northern Fane of Torrel.

Allow no mojh to enter Castle Winterhome.

An oathsworn in armor (even Light armor) or carrying a Medium or Heavy load loses this extra speed. A Small or Tiny oathsworn moves more slowly than a Medium oathsworn, while a Large oathsworn moves even faster. (See the size-based table, page 47.)

From 10th level on, the oathsworn's fast movement ability actually becomes a supernatural ability.

Throw Object (Ex): Starting at 4th level, an oathsworn can use any object she can lift above her head as a ranged (thrown) weapon she is proficient with. The object must weigh at least 1 lb. to use it as a ranged weapon. She uses her normal attack bonus and unarmed damage, and the weapon has a range increment of 10 feet. She uses this only against foes she cannot reach or otherwise harm with her unarmed strikes. Assume that, unless the object is particularly sturdy, it breaks when thrown.

Lesser Adaptation (Ex): At 4th level and above, the oathsworn can ignore ongoing damaging environmental effects of up to 1 point of damage per round. This includes damage from exposure in the hot desert, but not damage from directed attacks, like a *fireburst* spell.

Refuse Fatigue (Ex): At 5th level and beyond, the oathsworn does not tire. As long as she gets a good night's rest (eight hours), she never feels the effects of fatigue. She could run at her top speed all day and not tire.

Refuse Fear (Ex): Starting at 5th level, the oathsworn is immune to fear and fear effects.

Objects as Weapons (Ex): Rarely, an oathsworn faces a foe her fists cannot overcome or one that is foolish

to touch (a caustic ooze, or a fire elemental). In such cases, a 6th-level and higher oathsworn can use any object she can lift over her head as a weapon she is proficient with. The object must weigh at least 1 lb. to use it as a weapon. She uses her normal attack bonus and unarmed damage. The DM should pay close attention to the sturdiness of the object. Although the oathsworn can inflict surprising damage with harmless-looking objects, this ability does not grant the object any special strength. Many objects will break when used as weapons. Some objects, at the DM's discretion, might grant special abilities. For example, a character might wield a rope as a whip, and use it to make trip attacks.

Lesser Shattering Strike (Su): Beginning at 7th level, an oathsworn empowers every unarmed attack she makes with the full strength of her oath. The unarmed strike ignores 1 point of a creature's damage reduction for every two oathsworn class levels. So a 7th-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Eschew Water (Ex): At 8th level and beyond, an oathsworn no longer needs even water to survive. Other than air to breathe, the oathsworn requires nothing—such things only distract from the oath.

Refuse Wounds (Su): Starting at 9th level, an oathsworn can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.



Oathpower (Su): Starting at 10th level, the oathsworn gains further ability to fulfill her oath through her own incredible dedication. She gains a +2 competency bonus on all Balance, Climb, Concentration, Escape Artist, Jump, Sneak, Swim, and Tumble checks.

Refuse Poison or Disease (Su): Beginning at 11th level, an oathsworn gains immunity to poison and diseases of all kinds.

Eschew Air (Ex): At 12th-level or higher oathsworn no longer even needs to breathe.

Greater Adaptation (Ex): At 13th level and beyond, after studying a given situation, environment, or area for 1 round, the oathsworn can ignore any circumstance penalties placed on attack and damage rolls, checks, and saves due to the conditions of that area for the next 10 rounds. For example, after contemplating for a round, an oathsworn can make attacks underwater at no penalty. She can walk across a slick, slippery ledge with no circumstance penalties placed upon her Balance checks.

Further, for that time, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from running through a burning building, but not damage from directed attacks, like a dragon's breath weapon.

Eschew Sleep (Ex): At 14th level and higher, an oathsworn does not need sleep. She can stay awake at all times and suffers no fatigue from doing so.

Refuse Hindrances (Su): At 14th level and higher, an oathsworn is immune to blinding attacks, deafening attacks, paralysis, stunning, nausea, and daze effects.

Refuse Spells (Su): At 15th level and higher, an oathsworn gains spell resistance equal to her level + 10.

Greater Shattering Strike (Su): At 16th level and beyond, an oathsworn's ability to empower her unarmed attacks increases. Each unarmed strike she makes ignores 1 point of a creature's damage reduction for every oathsworn class level. So a 16th-level oathsworn ignores 16 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Eschew Aging (Ex): After achieving 17th level, an oathsworn no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses for aging still accrue.

Refuse Debilitation (Ex): At 17th level and beyond, the oathsworn is not subject to ability score damage or energy drain.

Oathstrike (Su): Once per week, in a fight that directly pertains to the fulfillment of the oath (DM's discretion), the 18th-level or higher oathsworn can make a mighty unarmed blow that acts as a *coup de grace* against an opponent, even one who is not helpless. This is a full-round action. Creatures with no discernable anatomy (those normally immune to critical strikes or sneak attacks) are immune to oathstrike.

True Adaptation (Ex): A 19th-level or higher oathsworn reduces all circumstance penalties to attack and damage rolls, checks, and saves by 4.

Further, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from

crossing a frozen tundra without winter gear, but not damage from directed attacks, like a dragon's breath weapon.

Refuse Mortality (Su): From 20th level on, an oathsworn is forevermore treated as an outsider rather than as a humanoid. Additionally, the oathsworn gains damage reduction 20/+1.

RUNETHANE

"All the secrets of the world begin and end as intelligent words—words that can be stored as symbols I create."

Runethanes are masters of magic, but unlike magisters they do not focus solely on spells. While they do cast spells, they also learn to create runes, which are visual symbols that represent—and thus hold—magical might. Runethanes inscribe runes on their equipment, on themselves and their allies, or in the air. Each one has a different effect. They spend their private time researching new runes and studying their applications.

Runethanes frequently put nonmagical runes on their gear and on themselves (as tattoos) because even without direct magical power, the runes carry meaning important to them. They also, in their minds, make them appear more powerful.

As they train to create physical manifestations of magic, runethanes gain an affinity for mechanical devices of all sorts—traps, locks, wheels, clocks, and so on.

Adventurers: Runethanes often travel about, brandishing their usually very visual power to impress others. They always seek new runes and ways to better themselves. They are not afraid of risks, knowing their knowledge and magic can protect them, but they are still cautious and quick to create a protective or warding rune to keep themselves safe. Runethanes like to be prepared.

Background: Unlike magisters, there are few academies for runethanes. Instead, each student is taught by a single individual. The runethane's art is very personalized, with each character learning and mastering different runes. Runethanes are typically bookish and extremely intelligent. When recognized as such, a young child might be brought in to work with a tutor to learn runes and their applications. The close bond between the runethane and his tutor often remains throughout their lives—usually, a given runethane only ever tutors one child.

Races: Human runethanes normally come from rural backgrounds. Faen runethanes are usually loresongs and sprytes. Sibeccai and litorian runethanes enjoy covering themselves with tattoos and body art, and are often artists themselves. Giant runethanes are rare, as giants seem more prone to verbal rather than written language. Mojh are perfectly suited to be runethanes, with their talents for writing and symbology. Verrick runethanes, less showy than those of other races, also exist.

View of Magic: A runethane sees his readied spells as magical symbols that float intangibly around him, visible only to his trained sight. With a thought, he concentrates on seeing the rune in his mind's eye, mentally tracing each line. Then, he reaches out to quickly trace the floating rune around him that matches what he sees in his mind. To a runethane, all magic breaks down into symbols (both pictures and words), the way a grammarian might



THE RUNETHANE

Level	Base				Special	Spell Slots per Day							
	Attack Bonus	Fortitude Save	Reflex Save	Will Save		0	1	2	3	4	5	6	7
1	+0	+0	+0	+2	Two lesser runes, erase rune	2	0	—	—	—	—	—	—
2	+1	+0	+0	+3	Lesser rune	2	1	—	—	—	—	—	—
3	+1	+1	+1	+3	Lesser rune, sense rune	2	2	—	—	—	—	—	—
4	+2	+1	+1	+4	Lesser rune	3	2	0	—	—	—	—	—
5	+2	+1	+1	+4	Lesser rune, invested rune	3	2	1	—	—	—	—	—
6	+3	+2	+2	+5	Advanced rune	3	2	2	—	—	—	—	—
7	+3	+2	+2	+5	Advanced rune	3	3	2	0	—	—	—	—
8	+4	+2	+2	+6	Advanced rune	4	3	2	1	—	—	—	—
9	+4	+3	+3	+6	Advanced rune	4	3	2	2	—	—	—	—
10	+5	+3	+3	+7	Advanced rune, password	4	3	3	2	0	—	—	—
11	+5	+3	+3	+7	Greater rune	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8	Greater rune, familiarity with magic	4	4	3	2	2	—	—	—
13	+6/+1	+4	+4	+8	Greater rune	4	4	3	3	2	0	—	—
14	+7/+2	+4	+4	+9	Greater rune	4	4	4	3	2	1	—	—
15	+7/+2	+5	+5	+9	Greater rune, inscribe rune	4	4	4	3	2	2	—	—
16	+8/+3	+5	+5	+10	Rune of power	4	4	4	3	3	2	0	—
17	+8/+3	+5	+5	+10	Rune of power	4	4	4	4	3	2	1	—
18	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	2	2	—
19	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	3	2	0
20	+10/+5	+6	+6	+12	Ultimate rune	4	4	4	4	4	3	2	1

diagram a sentence or a poet might craft a sonnet. The fact that a symbol simultaneously encodes a verbal sound, a visual image, and a mental concept is how runethanes attempt to explain their power to others.

Other Classes: Runethanes prefer the company of magisters, witches, akashics, and greenbonds, as they enjoy long conversations regarding magical theory and lore. They recognize that more physical characters—warmains, unfettered, oathsworn, mage blades, and totem warriors—have abilities that make up for their own shortcomings, however. And warrior types do appreciate having useful runes placed on their weapons and armor by a generous runethane.

NPCs: The wandering mage with strange tattoos and a mysterious agenda might be a runethane. The young prodigy taught by the old woman in his village who only knew a few simple runes is a runethane. The evil master of magic seeking the formula for creating an evil artifact is a runethane.

Hit Die: d6

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The runethane's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Speak Language (none), Spellcraft (Int), and Spot (Wis). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Runethanes are proficient with all simple weapons but no armor.

Runes (Sp): Runes resemble arcane symbols. They are usually meaningless to anyone without the Knowledge (runes) skill. Runethanes apply a rune by magically drawing a symbol on an object, surface, or creature. It is a full-round action to create a rune, and no rune can be used more than once per hour.

A runethane can have a total value of runes in existence at any given time equal to his level. Lesser runes each have a value of 1, which counts against this total. Advanced runes each have a value of 2, greater runes a value of 3, and runes of power a value of 4.

There are three kinds of runes: touch-trigger runes, applied runes, and enchanted object runes.

A *touch-trigger rune* is placed upon an object or a surface, but not a creature. Basically, the rune can cover a surface as small as 1 inch square and as large as 10 feet square; multiple runes can cover a much larger area. The first creature that touches the object or surface bearing the rune triggers the effect immediately. Touch-trigger runes last until triggered, dispelled, or erased by the runethane. If circumstances result in a creature triggering more than one touch-trigger rune at once, only the most powerful one takes effect. The others are triggered but have no effect. A runethane can choose to create a touch-trigger rune as a visible rune or as invisible.

An *applied rune* requires the runethane to apply it to activate its effects immediately—usually related to the object, surface, or creature it is placed upon. Applied runes last only as long as their effects. They are always visible.

Enchanted object runes require the runethane to apply the rune to an object no larger than himself. These imbue the item bearing the rune with a magical ability. Enchanted object runes last for one day per runethane level. They are visible except where stated otherwise.

Anyone looking upon a visible rune can determine what it does by making a Knowledge (runes) check. The DC is 15 for lesser runes, 18 for advanced runes, 21 for greater runes, 25 for runes of power, and 30 to identify the ultimate rune and what it does.

No more than one of a specific type of rune can affect an area, person, or object. Thus, a door cannot be given two runes of blasting.

If a spell level requirement is ever needed, treat lesser runes as 2nd-level spells, advanced as 4th-level, greater as 8th, and the ultimate rune as 9th level. Use the runethane's class level as his caster level.

Spells: Runethanes have access to simple spells. A runethane may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a runethane must have an Intelligence score of at least 10 plus the spell's level. The Difficulty Class for a saving throw against a runethane's spell is 10 plus the spell's level, plus the runethane's Intelligence modifier. Bonus spells for runethanes rely on Intelligence.

Runethanes never gain access to 8th- or 9th-level spells.

Runethane spells always have both somatic and verbal components. Thus, they face spell failure chances when wearing armor.

Lesser Runes: Each time the runethane gains this ability (at 1st through 5th levels), he learns a new lesser rune from the list below. At 1st level, the runethane starts with two runes. Each lesser rune he creates counts as one rune toward his total (which is equal to his level). It is a full-round action to create a lesser rune.

- *Rune of Affliction:* This touch-trigger rune blasts the target for 1d6 points + 1 point per runethane level of elemental damage (type chosen by the runethane at creation). A Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- *Rune of Armor:* This is an applied rune. Anyone affected by it gains a +4 armor bonus to Armor Class. This effect lasts for one hour per runethane level.
- *Rune of Conjuring:* When touched, this touch-trigger rune summons a monster from the *conjure energy creature II* list (see Chapter Nine: Spells), chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability (page 52), he can choose the monster from the *conjure energy creature III* list instead of doubling the duration.
- *Rune of Knowledge:* This is an applied rune. The runethane places this rune on an object or creature and learns something about it. This rune works exactly like *object foresight*. It can be used a number of times per day equal to the runethane's level.

- *Rune of Rest:* This is an applied rune. Anyone affected by it heals at double the rate he normally would. This effect lasts for 24 hours while the subject rests.
- *Rune of Sleep:* This touch-trigger rune causes a target that touches it to make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or fall asleep for 1d4 rounds. The victim must have equal or fewer Hit Dice than the runethane, otherwise the victim merely becomes dazed for 1d4 rounds. This is an enchantment (compulsion) effect.
- *Rune of Warding:* This touch-trigger rune has two different powers. If placed upon an object, it is a trap that forces the victim to drop the object and not touch it again for one day per runethane level, unless the victim succeeds at a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). If the rune is placed upon a surface, the victim instead refuses to cross over or come within 10 feet of the surface for one day per runethane level, unless successful in the saving throw. This is an enchantment (compulsion) effect as well as a fear effect.

Erase Rune (Sp): Runethanes can attempt to erase runes they encounter. They can always erase their own runes without fail. If the rune was created by another runethane, the character can make a caster power check (DC 10 + creator's level) to erase it. An advanced rune adds +4 to the Difficulty Class, a greater rune adds +6, a rune of power adds +8, and the ultimate rune adds +10. A runethane must know a rune's location to erase it. Erasing a rune you created is a standard action; otherwise, it takes a full minute.

Sense Rune (Su): A 3rd-level and higher runethane can use a caster power check (d20 + level + Intelligence modifier) to sense whether an invisible or otherwise hidden rune lies within 10 feet

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

of him. The Difficulty Class for the check is 11 + the creator's level. It takes a standard action to sense a rune. After a round of sensing, the runethane can tell the direction of the closest unknown rune.

Creating New Runes

If a DM or player wishes to create a new rune for runethanes, the first step is to decide its type: touch-trigger, applied, or enchanted object. Touch-trigger runes are meant to be set up for use later—a trap or a resource. Applied runes take effect right away, and can affect creatures as well as objects. These are pretty much never offensive, because it takes so long to create a rune it wouldn't be practical, except perhaps against a helpless foe. Applied runes need a set duration, almost always based on the runethane's level. Enchanted object runes give an item an extra power and have a duration of one day per runethane level. All saving throw Difficulty Classes to avoid the effects of a rune are 10 + half the runethane's level + the runethane's Intelligence modifier.

The next step is to decide the rune's level: lesser, advanced, greater, or rune of power. Use the following broad guidelines:

Lesser Runes: Inflict 1d6+1 points of damage per level or duplicate spell effects of 1st or 2nd level. No healing runes.

Advanced Runes: Inflict 1d6 points of damage per level (max. 10d6) or duplicate spell effects of 3rd or 4th level.

Greater Runes: Inflict 1d6 points of damage per level (max. 15d6) or duplicate spell effects of 4th or 5th level.

Runes of Power: Inflict 1d6 points of damage per level (max. 20d6) or duplicate spell effects of 6th or 7th level.

runethane can summon an object from any distance as a standard action. The object teleports to the runethane. The object must weigh no more than the runethane can lift over his head. This is a teleportation effect.

- **Rune of Advanced Conjuring:** When touched, this touch-trigger rune summons a monster from the *conjure energy creature IV* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability, he can choose the monster from the *conjure energy creature V* list instead of doubling the duration.
- **Rune of Augmentation:** This applied rune grants a creature a +2 enhancement bonus on an ability score of the runethane's choosing. The bonus lasts for 10 minutes per runethane level.
- **Rune of Blasting:** If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the elemental type when placing the rune), inflicting 1d6 points

Invested Rune (Su):

The 5th-level and higher runethane can create a rune that doubles the duration, damage, or healing of a rune he already knows.

Some runes, such as a *rune of communication* or a *rune of knowledge*, gain no benefit from being invested. An invested rune counts double toward the runethane's total number of runes allowable.

Advanced Runes: Each time the runethane gains this ability (at 6th through 10th level), he learns a new advanced rune from the list below. Each advanced rune he creates counts as two runes toward his total (which is equal to his level). It is a full-round action to create an advanced rune.

- **Hand Rune:** This is an enchanted object rune.

With this rune the

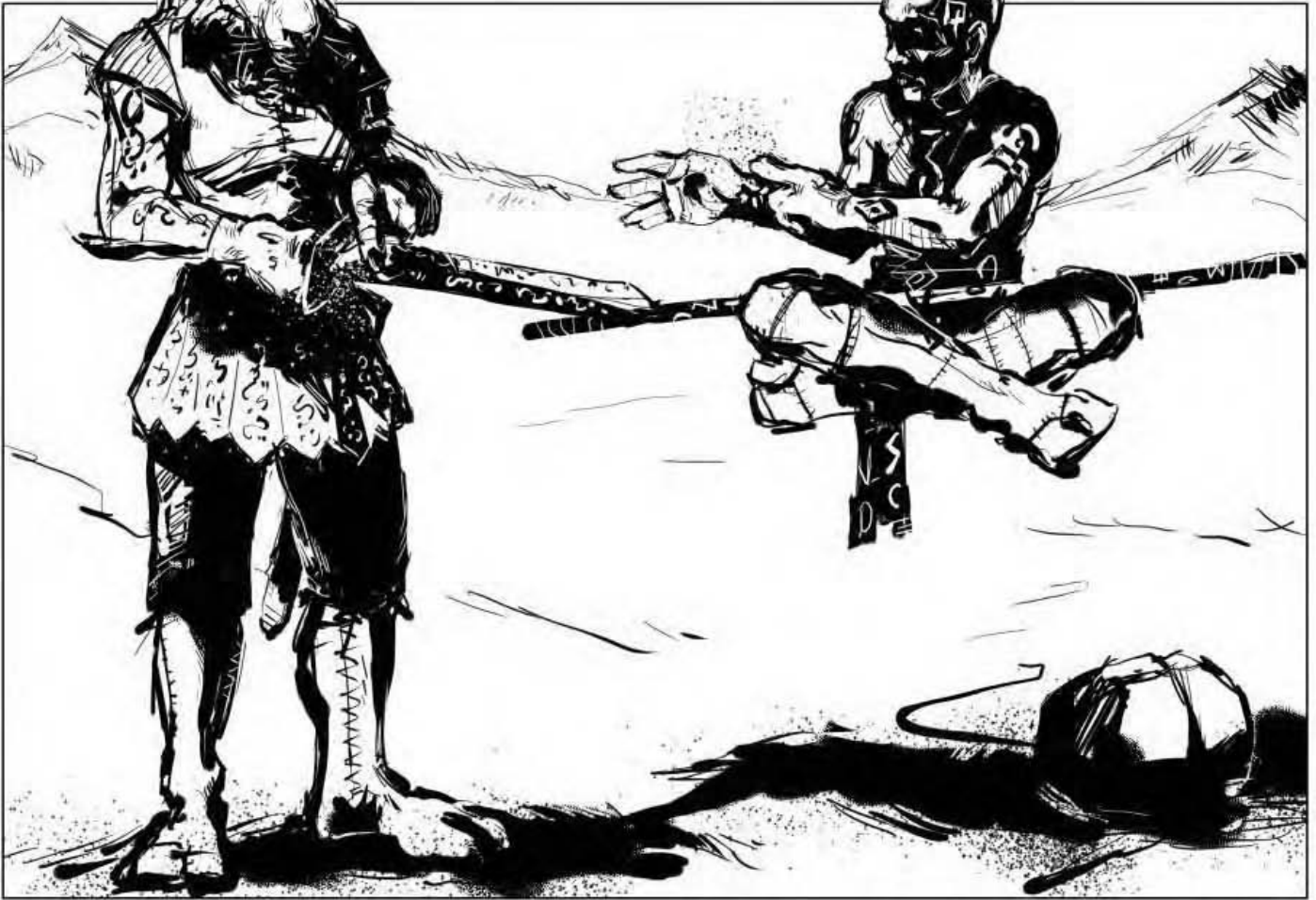
of damage per runethane level (10d6 maximum) to all within 10 feet. A successful Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.

- **Rune of Charming:** This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). If unsuccessful, the target reacts to the runethane as if his Charisma score had a +10 bonus for one minute per runethane level. If the runethane is not within sight of the creature touching it, there is no effect. This is an enchantment (charm) effect.
- **Rune of Communication:** This is an enchanted object rune. Two or more of these runes must exist to function. Anyone holding an object with this rune can telepathically communicate with anyone else with one of these runes (created by the same runethane) within one mile.
- **Rune of Enrichment:** This enchanted object rune grants a +1 luck bonus to a weapon, ammunition for a ranged weapon, harness of armor, or a shield. This luck bonus works like an enhancement bonus except that it stacks with enhancement bonuses.
- **Rune of Fear:** This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or drop what he is holding and flee for 1 round per runethane level. He then acts as though affected by a *rune of warding* for one day per runethane level. This is an enchantment (compulsion) effect as well as a mind-affecting fear effect.
- **Rune of Healing:** This is a touch-trigger rune. Anyone touching it is filled with positive energy that heals 1d6 points of damage + 1 point per runethane level. Undead that touch the rune suffer the same amount as damage. A single creature cannot be healed more than once per day by a *rune of healing*.

Password (Su): The 10th-level runethane and beyond develops a special password for his runes. Now, he can touch a touch-trigger rune without triggering it. This means, for example, that a runethane could create a *rune of affliction* on a mace, pick it up safely, then strike a foe and affect the foe with the *rune of affliction* as well as the mace attack. The runethane may choose to have a different password for different runes or allow them all to use the same one. He can give the passwords to others.

Greater Runes: Each time the runethane gains this ability (at 11th through 15th level) he learns a new greater rune from the list below. Each greater rune counts as three runes toward his total (which is equal to his level). It takes one minute to create a greater rune.

- **Elemental Rune:** This enchanted object rune can be placed on either a weapon or armor. An enruned weapon inflicts an additional 1d6 points of elemental damage (of a type determined by the runethane when the rune is placed) each time it strikes. Enruned armor (and the wearer) gains 10 points of elemental resistance (of a type the runethane determines when placing the rune).



- *Rune of Confusion*: This touch-trigger rune affects not only the person touching it but all within 10 feet of that person. Everyone must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or stand dazed, unable to act except to defend themselves, for 1d10 rounds.
 - *Rune of Dominion*: This applied rune is placed upon a living humanoid creature. When finished, the creature must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or become *dominated* (as the spell *lesser dominate*, but you need not know the target's truename) for one hour per runethane level. This is an enchantment (compulsion) and mind-affecting effect.
 - *Rune of Durability*: This enchanted object rune can be made invisible and adds 10 to the hardness of an object.
 - *Rune of Greater Conjuring*: When touched, this touch-trigger rune summons a monster from the *conjure energy creature VI* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability, he can choose the monster from the *conjure energy creature VII* list instead of doubling the duration.
 - *Rune of Resistance*: This is an applied rune. The creature or object it is placed upon gains DR 20/+2 for one minute per runethane level.
 - *Rune of Spellcasting*: This applied rune works only on spell-casting creatures. After receiving the rune, the creature casts spells as a caster two levels higher than normal. The effect lasts for 10 minutes per runethane level.
 - *Rune of Understanding*: This enchanted object rune allows anyone hearing the words of the object's wielder to understand them as if they were spoken in their native tongue.
- Familiarity With Magic (Ex)**: The 12th-level and higher runethane gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells with attack rolls.

Inscribe Rune (Su): A 15th-level or higher runethane can create a permanent rune. This requires 100 times the normal amount of time to create the rune. In addition, it calls for 1,000 gp worth of valuable inks or materials for a lesser rune, 4,000 gp worth for an advanced rune, 10,000 gp for a greater rune, 22,000 gp for a rune of power, and 50,000 gp for the ultimate rune. The rune can still be erased, but otherwise it never fades. Thus, a touch-trigger rune triggers every time someone touches it (no more than once per round), and an enchanted object rune never loses its enchantment. Applied runes cannot be inscribed. Inscribed runes still count toward the runethane's rune total.

Runes of Power: Each time the runethane gains this ability (at 16th through 19th level), he learns a new rune of power from the list below. Each rune of power counts as four runes toward his total (which is equal to his level). It takes one minute to create a rune of power.

- **Rune of Cheating Death:** This applied rune, placed upon any living creature, lasts until triggered. When that creature is affected by something (a spell or an attack) that normally would kill it, the rune has a chance of storing the creature's soul. This effect keeps the body in a coma rather than dying, allowing it to "come back to life" (with no level loss) when it receives magical healing. The chance of success equals double the runethane's level on a roll of percentile dice.
- **Rune of Devastation:** If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the elemental type when placing the rune), inflicting 1d6 points of damage per runethane level (20d6 maximum) to all within 20 feet. A successful Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- **Rune of Slaying:** This touch-trigger rune inflicts 100 points of damage + 5 points per runethane level on the creature triggering the rune, unless it makes a successful Fortitude saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). Even those who make the save suffer 5d6 points of damage.
- **Rune of Transformation:** This applied rune must be placed upon a willing creature. The creature transforms into a creature found on any *conjure energy creature* list below VII and remains in that form for 1 round per runethane level.
- **Rune of Transport:** When completed this applied rune causes the creature or object it is created upon to vanish instantly (and safely), teleporting to a location the runethane knows (one he has physically visited himself) within 10 miles per runethane level. Unwilling creatures can make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) to resist the teleport. This is a teleportation effect.
- **Rune of True Conjuring:** When touched, this touch-trigger rune summons a monster from the *conjure energy creature VIII* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until

destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability, he can choose a monster from the *conjure energy creature IX* list instead of doubling the duration.

Ultimate Rune: The ultimate rune, available to characters of 20th level and above, does not count against the runethane's total. It takes 10 minutes to create the ultimate rune. This touch-trigger rune, once triggered, can replicate the effects of any spell of 7th level or below, with the same duration, area, range, and so forth. It can also duplicate any rune. The runethane can have only one ultimate rune in existence at a time. The ultimate rune cannot be invested, but it can be inscribed and given a password.

TOTEM WARRIOR

"I hear my totem call to me. It promises me wisdom no mortal could give."

Everything has a spirit. The totem warrior knows that within each animal, there lies powerful spirit binding it with all others of its kind. Virtually every animal has a totem spirit, but some of the most powerful and well-represented are the bear, hawk, shark, snake, wolf, and wolverine.

Totem warriors draw on the spirits for information, for skills, and for power. These fierce warriors use savage, instinctual combat techniques like those of the animals they bond with. Totem warriors gain animal companions and even the ability to take the physical form of their totem creature.

Because totem warriors have different totem spirits, their special abilities and physical characteristics can vary considerably: The bear totem warrior is strong and massive, while the snake totem warrior is fast and wiry.

Adventurers: Totem warriors always keep their totem animal in mind, in everything they do. Their actions will never disgrace their totem—they devote their lives to exemplifying and representing it among mortals. Facing challenges and overcoming obstacles is an excellent way to accomplish this.

Background: Totem warriors typically hail from wilderness areas, particularly regions where their totem animal lives naturally. Thus, bear totem warriors come from the woods, while shark totem warriors come from the islands or the coast. Totem warriors learn the beliefs of animism at a young age. While some imagine that they choose their totem animal, most come to realize that the totem spirit chooses them. Often this happens in the form of dreams or visions when the warrior is still quite young. Totem warriors receive no training from others—they are expected to learn what they must through experience, instinct, and communion with their totem spirit.

Races: Humans favor bear and wolf totems. Faen prefer the hawk and wolverine totems. Giants most often choose the bear totem. Litorians, the most common of this class, take up the mantle of any of the totems. Mojh totem warriors are few, the rare examples favoring the snake. Sibeccai like the wolf, hawk, and shark totems, and verrik totem warriors—also rare—usually choose the shark, hawk, or snake.

Other Classes: Aside from others of their class, totem warriors see eye to eye with greenbonds, who understand the spirit world even better than they. They enjoy fighting alongside unfettered and appreciate their wild side. Warmains are far more interested in strategy than they, and most other classes seem too preoccupied with spells or strange abilities that totem warriors have little interest in. They often mistake the akashic's ability to tap into the collective memory for communion with spirits, though, and consider them kindred.

NPCs: The ghostly figure in the woods who moves as fast as a wild beast is a totem warrior. The kindly guide who knows the wildlands better than anyone else is a totem warrior. The proud and noble warrior serving as the hereditary leader of a small tribe in the mountains is a totem warrior.

Hit Die: The totem warrior's Hit Die depends on the totem chosen. (See the specific totem sections, starting on page 57.)

SKILLS

Skill Points at 1st Level: (4+ Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The totem warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Survival (Wis). For more information on these skills, see Chapter Four. Some totem warriors gain additional class skills based on their totem (see specific totem sections).

CLASS FEATURES

Weapon and Armor Proficiency: The totem warrior's proficiencies depend on the totem chosen. (See the specific totem sections.)

Totem Powers: At 1st level, totem warriors gain a special ability based on their chosen totem. The totem warrior gains an additional power at 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th).

Bonus Feats: At 2nd level, the totem warrior gets a bonus feat. The totem warrior gains an additional bonus feat at 6th level, and every four levels thereafter (10th, 14th, and 18th). These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Expertise (Defensive Move, Defensive Stance, Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Improved Cleave, Sunder), Quick Draw, Stunning Blow, Sturdy, Tough Hide, Track, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even Unbound characters can gain ceremonial bonus feats in this way. The totem warrior cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A totem warrior can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must



THE TOTEM WARRIOR

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Totem power
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Totem animal companion
4	+4	+4	+1	+1	Totem power
5	+5	+4	+1	+1	—
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	Totem animal bond
8	+8/+3	+6	+2	+2	Totem power
9	+9/+4	+6	+3	+3	Totem spirit companion
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	Totem animal speech
12	+12/+7/+2	+8	+4	+4	Totem power
13	+13/+8/+3	+8	+4	+4	—
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	—
16	+16/+11/+6/+1	+10	+5	+5	Totem power
17	+17/+12/+7/+2	+10	+5	+5	—
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	—
20	+20/+15/+10/+5	+12	+6	+6	Totem power



meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Totem Animal Companion: At 3rd level, the totem warrior gains a special animal companion imbued with the direct manifestation of the totem she reveres. The animal appears first in a dream, and then—if the totem warrior is in or near its natural habitat—she finds it waiting for her when she wakes up.

If the character does not treat the animal well—as a companion, not a slave—the animal leaves. The animal's loyalty is natural (not magical) and lasting.

The character can teach the totem animal three specific and even fairly complex tricks or tasks for each point of Intelligence it possesses. Examples include fetching an item or carrying a message.

From 3rd level on, the animal gains a Hit Die with each class level the character advances, along with all the subsequent benefits that entails—better saves, attack bonus, and so on. Further, for every four levels it advances, the animal may raise one ability score by 1 point (like a character) and increase its Intelligence score by 1.

If the animal dies, a new animal will come to the totem warrior in 1d10 + 10 days, if the warrior spends that time in the animal's natural environment. The new animal has the stats of the animal that died, and it continues gaining Hit Dice as the character gains levels.

Totem Animal Bond (Su): The 7th-level and higher totem warrior enjoys an empathic bond with her totem animal companion as long as they are within one mile of each other. The warrior knows the animal's general condition and well-being and can understand basic, emotional messages from it: "danger," "safety," "food," or "water." The totem warrior can send similar mental messages or information to the animal as well.

Further, the totem warrior gains an empathic rapport with all animals of the creature's general type:

Totem	Rapport With...
Bear	All bears
Hawk	All birds
Shark	All fish
Snake	All reptiles
Wolf	All canines
Wolverine	All small mammals

This rapport allows the warrior to stop an animal of the appropriate type from attacking her by making a Handle Animal check (DC 10 + the animal's HD + animal's Charisma modifier). If the animal is not hostile, she can make a similar check to try to gain

some very general information from it about the surroundings: “safe,” “full of danger,” “sparsely populated,” “crowded,” and so on.

Totem Spirit Companion (Su): The 9th-level totem warrior and beyond can speak directly with the spirit of her totem once per day, asking a yes or no question. The totem spirit is not omniscient. It knows all observable facts about the present, and can thus always answer questions like, “Is there a hostile creature on the other side of this wall?” or “Is Veruth the giant in his castle right now?” It has a 75 percent chance, plus 1 percent per level of the totem warrior, to know the answer to a question about the past, such as, “Was this forest destroyed by goblins?” It never knows the answer to a question pertaining to the future or to the thoughts of another, such as, “Can I climb Mount Realmor?” or “Does Veruth know where the king’s jewels are?”

Totem Animal Speech (Su): Beginning at 11th level, the totem warrior can speak to and understand (as if it could speak) her totem animal companion and all animals of its general type (see previous table).

BEAR TOTEM

The bear totem warrior often seems contemplative and slow to act, but proves dangerous when provoked. He has great strength and power. As he gains levels, he looks more and more like a bear—his body grows thick hair, his shoulders broaden, his limbs thicken, his teeth get a bit larger and pointed, and his lower face extends into a bit of a snout.

Hit Dice: d12

Weapon and Armor Proficiency: The bear totem warrior is proficient with all simple and martial weapons, as well as Medium and Light armor, and shields.

Animal Companion: Black bear. The bear itself does not have to be a black bear, but use the stats for a black bear. At 6 HD, the bear becomes size Large.

Totem Powers: The bear totem warrior earns these powers as he gains levels:

- **1st Level—Hide of the Bear (Ex):** The bear totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.
- **4th Level—Strength of the Bear (Ex):** The bear totem warrior can call upon his totem spirit to imbue him with great physical power. He gains a +2 enhancement bonus to Strength for 10 minutes per totem warrior level.
- **8th Level—Reach of the Bear (Ex):** Due to his skills at lunging and making long, wide attacks, the bear totem warrior gains +5-foot reach when making one attack in a given round. Because such sweeping attacks leave him somewhat open, though, he suffers a –2 circumstance penalty to Armor Class until his next turn any time he uses this ability. The ability does not change the bear warrior’s size and is usable only by characters of at least size Small. The ability does not change the bear warrior’s threatened area, nor does it apply to off-hand attacks.
- **12th Level—Shape of the Bear (Su):** The bear totem warrior can take on the form and stats of a bear totem animal companion appropriate to his level: in other words, a black bear’s stats

with +1 HD for every level he has above 11th. He can take this form once per day, for up to 10 minutes per class level.

- **16th Level—Claws of the Bear (Su):** At will, as a free action, the bear totem warrior can produce claws that inflict 1d12 points of damage. The warrior is proficient with the claws, but does not gain any special skill in using them both in the same round (he does not get Ambidexterity or Two-Weapon Fighting for free). Because these claws are treated as weapons, the bear warrior is always considered armed. If he is size Tiny or smaller, the claws inflict only 1d10 points of damage.
- **20th Level—Ferocity of the Bear (Ex):** Once per day, the bear totem warrior can take on a bear’s ferocity, gaining a +8 enhancement bonus to Strength and Constitution for 20 rounds.

HAWK TOTEM

The hawk totem warrior is fast and graceful, with extreme maneuverability. Because hawks fly through the air to attack, hawk totem warriors specialize in ranged weapons that also travel through the air. They eventually even gain the ability to fly. As they increase in level, they look more like hawks—with a large, stately nose in profile, large eyes, and a straight back.

Hit Dice: d8

Weapon and Armor Proficiency: The hawk totem warrior is proficient with all simple and martial weapons, and Light and Medium armors as well as shields.

Additional Class Skills: Balance (Dex), Knowledge (geography) (Int), and Search (Int).

Special: All hawk totem warriors gain a +1 dodge bonus to Armor Class.

Animal Companion: A 2 HD hawk with these stat modifications: HD 2d8 (8 hp), Attacks claws +6 melee (1d4–1 damage), Fortitude save bonus +3, Reflex save bonus +6, Strength 8. At 4 HD, it becomes size Small, at 8 HD it becomes size Medium, and at 12 HD it becomes size Large.

Totem Powers: The hawk totem warrior earns these powers as she gains levels:

- **1st Level—Accuracy of the Hawk (Ex):** The hawk totem warrior gains the Point Blank Shot feat for free.
- **4th Level—Shape of the Hawk (Su):** The hawk totem warrior can take on the form and stats of a hawk totem animal companion appropriate to her level: in other words, the special 2 HD hawk (see above) with +1 HD for every level she has above 3rd. She can take this form once per day, for up to 10 minutes per class level.
- **8th Level—Eyes of the Hawk (Ex):** The hawk totem warrior gains a +4 competence bonus to Search and Spot and the Far Shot feat for free.
- **12th Level—Flight (Su):** Once per day, as a standard action, the hawk totem warrior grows wings that last for 10 minutes per class level. These wings allow her to fly at double her normal speed with average maneuverability.

- *16th level—Speed of the Hawk (Su)*: Up to 1 round per four class levels per day, the hawk totem warrior can take an additional standard action during a round.
- *20th Level—Swooping Strike (Ex)*: While flying, a hawk totem warrior can make a charge attack that inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the swooping strike attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit, while a greataxe inflicts a $\times 4$ critical hit. If the swooping strike attack misses, the ability is still considered used for that day. A swooping strike does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon. She can use this ability only once per day for every point of her Dexterity bonus (minimum once per day).

SHARK TOTEM

The power of the shark totem warrior is greatest on the sea. He is a terrifying hunter with thick skin and a savage, frenzied attack. As he gains levels, the shark warrior begins to look more like a shark, with an angular face, loss of hair, and a graying pallor to his smooth flesh.

Hit Dice: d10

Weapon and Armor Proficiency: The shark totem warrior is proficient with all simple and martial weapons, and Light and Medium armors as well as shields.

Additional Class Skills: Knowledge (sailing and navigation) (Int).

Special: All shark totem warriors gain a +2 inherent bonus to Swim checks.

Animal Companion: Medium shark. At 7 HD the shark becomes size Large. At 10 HD it becomes size Huge.

Totem Powers: A shark totem warrior earns these powers as he gains levels:

- *1st Level—Skin of the Shark (Ex)*: The shark totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.
- *4th Level—Breathe Water (Su)*: The shark totem warrior can breathe water as easily as air.
- *8th Level—Shape of the Shark (Su)*: The shark totem warrior can take on the form and stats of a shark totem animal companion appropriate to his level: in other words, a Medium shark's stats with +1 HD for every level he has above 7th. He can take this form once per day, for up to 10 minutes per class level.
- *12th Level—Senses of the Shark (Ex)*: The shark totem warrior gains the Scent ability.
- *16th Level—Savagery of the Shark (Ex)*: The shark totem warrior learns to inflict savage, bloody wounds. Treat the first attack the totem warrior makes in a round as if made by a weapon of wounding (if struck, the foe bleeds at the rate of 1 hit point per round until the wound is bound or he receives magical healing).
- *20th Level—Blood Frenzy (Ex)*: If blood is present within 10 feet of the shark totem warrior, he can go into a frenzied state, gaining a +4 circumstance bonus to Strength and Constitution for up to 20 rounds. He can use this ability once per day.

SNAKE TOTEM

The snake totem warrior strikes quickly and darts away to ready another strike. He is cunning and extremely tricky. As the snake totem warrior gains levels, he begins to look more snakelike. He loses his hair, and his teeth sprout fangs. His flesh even transforms to a scaly—and protective—coating, which he sheds every year or so.

Hit Dice: d8

Weapon and Armor Proficiency: The snake totem warrior is proficient with all simple and martial weapons, as well as agile exotic weapons, Medium and Light armors, and shields.

Special: All snake totem warriors gain a +1 inherent bonus to Reflex saving throws and a +1 dodge bonus to Armor Class.

Animal Companion: Small viper. At 2 HD, the viper becomes size Medium. At 6 HD, the viper becomes size Large.

Totem Powers: A snake totem warrior earns these powers as he gains levels:

- *1st Level—Quickness of the Snake (Ex)*: The snake totem warrior gains a +2 competence bonus to Initiative checks.
- *4th Level—Shape of the Snake (Su)*: The snake totem warrior can take on the form and stats of a snake totem animal companion appropriate to his level: in other words, a Small viper's stats with +1 HD for every level he has above 3rd. He can take this form once per day, for up to 10 minutes per class level.
- *8th Level—Scales of the Serpent (Ex)*: The snake totem warrior gains a +3 natural armor bonus to Armor Class, which increases by +1 every four class levels thereafter. Small, multihued scales visibly cover the snake warrior's skin.
- *12th Level—Hypnotism (Sp)*: The snake totem warrior's mesmerizing stare causes one or two creatures within 30 feet to stop and stare blankly at him, hypnotized, for 2d4 rounds unless they make a Will saving throw (DC 10 + half the totem warrior's class levels + totem warrior's Charisma bonus). The snake warrior can use their rapt attention to make his suggestions and requests seem more plausible. Only creatures that can see the snake warrior are affected. They do not need to understand his language to be hypnotized.

If the warrior uses this ability in combat, the targets gain a +2 bonus to their saving throws. If the hypnosis affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While hypnotized, a creature suffers a -4 penalty to Spot and Listen checks. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the hypnosis, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the hypnosis as a standard action.

While the subject is hypnotized, the snake totem warrior can make a suggestion or request (provided he can communicate with it), which the subject will carry out to the best of her ability. The suggestion must be brief and reasonable—a subject will not harm herself or her friends. The suggested course of activity can continue for up to one hour. If the subject can complete the suggested activity in a shorter time, the effect ends when she finishes what the snake warrior asked her to do. The warrior can instead specify conditions that will trigger a special activity during the duration. If the condition does not occur before the duration expires, the hypnotized creature does not perform the activity.

A very reasonable suggestion causes the hypnotized creature to attempt the save with a penalty (such as -1 , -2 , etc.), at the DM's discretion. Even once the hypnosis ends, the affected creature reacts to the snake warrior as though he were two steps more friendly than his actual attitude.

A creature that fails its saving throw does not remember that the snake warrior hypnotized it.

The snake warrior can use this ability once per day.

- **16th Level—Poison Immunity (Ex):** The snake totem warrior is immune to the effects of all poisons.
- **20th Level—Reflexes of the Snake (Ex):** The snake totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, he never loses his Dexterity bonus to Armor Class when caught flat footed.

WOLF TOTEM

The wolf totem warrior, known for her nobility mixed with savagery, is fast, intelligent, and relentless. As she progresses through levels, she looks more and more wolfish—with a narrowing of her face, a graying/silvering of her hair, and a slight point to her ears. She even sports enlarged canine teeth.

Hit Dice: d10

Weapon and Armor Proficiency: The wolf totem warrior is proficient with all simple and martial weapons and Heavy, Medium, and Light armor, and shields.

Additional Class Skills: Knowledge (geography) (Int), Sneak (Dex).

Special: All wolf totem warriors gain a +1 inherent bonus to Will saving throws.

Animal Companion: Wolf. At 8 HD, the wolf becomes size Large.

Totem Powers: The wolf totem warrior earns these powers as she gains levels:

- **1st Level—Speed of the Wolf (Ex):** The wolf totem warrior gains +10 feet to her ground speed.
- **4th Level—Cunning of the Wolf (Ex):** The wolf totem warrior enjoys a +2 enhancement bonus to Wisdom.
- **8th Level—Shape of the Wolf (Su):** The wolf totem warrior can take on the form and stats of a wolf totem animal companion

appropriate to her level: in other words, a wolf's stats with +1 HD for every level she has above 7th. She can take this form once per day, for up to 10 minutes per class level.

- **12th Level—Senses of the Wolf (Ex):** The wolf totem warrior gains the Scent ability and a +4 competence bonus to Search, Spot, and Listen checks.
- **16th Level—Moon Affinity (Su):** The wolf totem warrior enjoys low-light vision and the ability to ask her totem spirit companion an additional yes or no question once each night under the light of the moon.
- **20th Level—Wolfpack (Sp):** With a baying howl, the wolf totem warrior summons a pack of wolves. At her summons, 10 + 1d6 dire wolves appear and do as she commands. They disappear after 20 rounds. The wolf warrior can use this ability once per day.

Creating New Totem Animal Types

If you wish to create a new totem animal for players to choose from—such as a mongoose, a lion, an ape, or virtually anything else—develop the specific totem warrior abilities with appropriate, related benefits using the following broad guidelines:

Pick an ability score related to that animal and base the class abilities off that score when needed.

Hit Dice: d8, d10, or d12, depending on the nature and size of the animal. The bigger and tougher the animal, the bigger the Hit Die. If you choose a d8, the class will need some extra benefit. If you choose a d12, decrease its other abilities slightly.

Proficiencies and Skills: Choose these as appropriate to the animal, giving more to a warrior with d8 HD and less to one with d12.

Animal Companion: Make sure that, when the warrior acquires the animal, it is between CR 1/2 and CR 2. The better the animal, the better the ability, and the more you should slightly decrease other abilities. Modify the animal stats if necessary.

Special: If the warrior is underpowered, give him or her some small benefit, such as a +1 attack bonus in certain circumstances, a +1 natural armor bonus, etc.

1st Level: A bonus feat, a bonus to Armor Class, or similar ability.

4th Level: If the base animal is less than CR 1, allow the warrior to change into its shape. Otherwise, offer a small combat benefit like a temporary +2 bonus to Strength or a +1 bonus to attack rolls, or a movement or maneuverability bonus related to the animal (climb, swim, run, etc.)

8th Level: If the base animal is less than CR 3, allow the warrior to change into its shape. Otherwise, give him or her a sensory ability.

12th Level: If he or she has not yet gained this ability, allow the warrior to change into the animal's shape. Otherwise, offer a special offensive power equal to a feat or a 1st- or 2nd-level spell.

16th Level: Offer a potent immunity or major offensive ability (such as a temporary boost of +6 to Strength).

20th Level: Include a powerful offensive ability (such as a temporary boost of +8 to Strength) or an always-active defensive ability (such as a +2 bonus to Armor Class).

These are only the broadest of guidelines. The sensory ability can come at 4th or 12th level, and the movement ability can come at 8th rather than 4th, and so on. If one power seems exceptionally potent, decrease another. Use the existing totem animal types as examples.

WOLVERINE TOTEM

The wolverine totem warrior is fast and savage, utterly without fear. This ferocious character has terrible claws and a tenacity that allows her to keep fighting when she should be down and out. As she gains levels, the wolverine totem warrior begins to look like her namesake, becoming slightly furry with a narrowed face.

Hit Dice: d10

Weapon and Armor Proficiency: The wolverine totem warrior is proficient with all simple and martial weapons, and Heavy, Medium, and Light armor, and shields.

Additional Class Skills: Sneak (Dex) and Tumble (Dex).

Special: All wolverine totem warriors gain a +1 inherent bonus to Reflex saving throws.

Animal Companion: Wolverine. At 8 HD, the wolverine becomes size Large.

Totem Powers: A wolverine totem warrior earns these powers as she gains levels:

- **1st Level—Claws of the Wolverine (Ex):** At will, as a free action, the wolverine totem warrior can produce claws that inflict 1d6 points of damage. The warrior is proficient with the claws, but gains no special skill in using both of them in the same round (she does not get Ambidexterity or Two-Weapon Fighting for free). Treat these claws as weapons, so the wolverine totem warrior is always considered armed. If she is size Large or larger, the claws inflict 1d8 points of damage each. If she is size Tiny or smaller, they inflict 1d4 points of damage each.
- **4th Level—Shape of the Wolverine (Su):** The wolverine totem warrior can take on the form and stats of a wolverine totem animal companion appropriate to her level: in other words, a wolverine's stats with +1 HD for every level she has above 3rd. She can take this form once per day, for up to 10 minutes per class level.
- **8th Level—Quickness of the Wolverine (Ex):** The wolverine totem warrior gains a +2 competence bonus to Initiative checks.
- **12th Level—Tenacity of the Wolverine (Ex):** The wolverine totem warrior remains conscious and able to take actions after reaching the dying condition. Each round she acts while in this state she has no chance to stabilize on her own and loses 1 hit point. At a hit point total below her (negative) Constitution score, she is dead, just like any other character. (See "Death, Dying, and Healing" in Chapter Seven.)
- **16th Level—Ferocity of the Wolverine (Ex):** Once per day, the wolverine totem warrior can take on a wolverine's ferocity, gaining a +6 enhancement bonus to Strength and Constitution for 1 round per level. She enjoys a +4 resistance bonus to saving throws against fear effects at all times.
- **20th Level—Reflexes of the Wolverine (Ex):** The wolverine totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, she never loses her Dexterity bonus to Armor Class when caught flat footed.

UNFETTERED

"Both my spirit and my sword are free. Don't burden me with obligations I don't want or responsibilities I don't need."

Wild, uncontrollable, yet supremely skilled, the unfettered (singular and plural) appears to be part madman, part assassin. In truth, he is neither. The unfettered is more a swashbuckling dervish, expert in using quickness and agility in combat rather than simple brute force.

The unfettered knows that the best way to stay alive in a fight is to avoid being hit altogether, so he learns special parrying techniques. Likewise, he knows how to deliver savage sneak attacks against an unprepared foe. When facing an unfettered, no one ever knows what to expect: a sudden attack from the shadows, or a reckless charge into the thick of things with grace and panache? Often the unfettered himself does not know. While he is very intelligent, with good battle senses and extensive skills, he does not care for elaborate plans or strategies. He lives by his wits and his ability to think on his feet. He takes things as they come and rolls with the punches—usually coming out on top in the end.

Adventurers: Unfettered thrive on excitement and adventure. They seek glory, treasure, and a good challenge. Most unfettered would rather be adventuring than doing anything else.

Background: Unfettered often come from the ranks of the commoners: Too poor to afford lots of armor or heavy weapons, they train hard to make up for this lack. Usually, an unfettered trains one-on-one with a master, often one who has given up the adventurer's life. Some unfettered have mysterious backgrounds, including a crime or misdeed they need to overcome. Or perhaps they feel proud of their shady history, and enjoy living up to their roguish reputation.

Races: Faen, particularly quicklings, embrace the wild nature of the unfettered. Verrick and mojh unfettered are rare. Human unfettered act as roguish scamps, while litorian unfettered take their martial training more seriously. Sibeccai fall somewhere in between. One does not see giantish unfettered often but, when one does, they are amazing and terrifying in combat.

Other Classes: Unfettered grow bored of warmains and their love of planning. They like the bravery of champions but are stymied by the single-mindedness of the oathsworn. Akashics, totem warriors, and mage blades make good companions for unfettered. Magisters, runethanes, witches, and greenbonds—while interesting—are ultimately unfathomable.

NPCs: The hired killers employed to assassinate the king are likely to be unfettered. The witty, acrobatic hero who comes to a bullied child's aid is an unfettered. The noble who secretly goes about as a highly skilled masked warrior fighting for the common folk is an unfettered.

Hit Die: d8

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The unfettered's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Jump (Str), Knowledge (nobility and courtesy) (Int), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The unfettered is proficient with all simple and martial weapons, agile exotic weapons, Light armor, and shields.

Armor Class Bonus (Ex): When wearing Light armor or no armor, the unfettered gains a special dodge bonus to Armor Class that increases every three levels. Unfettered are trained to move quickly and dodge blows with astounding speed.

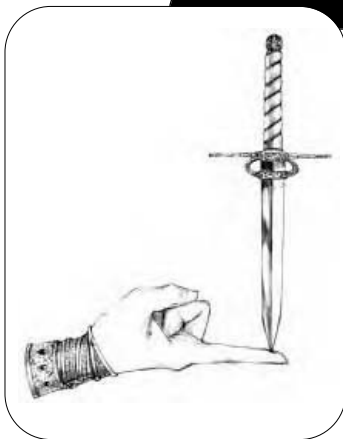
Parry (Ex): An armed unfettered uses his skill and training to judge the timing of an opponent's incoming strike and how to block it. The unfettered can choose to add his Intelligence modifier to his Armor Class against a single opponent in a given round, although this bonus can never exceed half the unfettered's class level (minimum 1). The parry ability works only against melee attacks, and only against attacks the unfettered is aware of; he cannot parry an invisible opponent.

Bonus Feats: At 2nd level, the unfettered gets a bonus feat.

The unfettered gains an additional bonus feat every four levels thereafter (at 6th, 10th, 14th, and 18th), plus one at 20th level. This is in addition to the feats characters normally get every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Low Blow, Modify Combat Style, Paralyzing Blow, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can acquire ceremonial bonus feats in this way. An unfettered cannot acquire some of these bonus feats available until he has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. The unfettered can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a feat, including ability score and base attack bonus minimums (but not truenames).

Sneak Attack (Ex): Starting at 4th level, any time the unfettered's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the unfettered flanks the target, the unfettered's attack deals extra damage. The extra damage is +1d6 at 4th level and an



THE UNFETTERED

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special
1	+1	+0	+2	+0	+1	Parry
2	+2	+0	+3	+0	+1	Bonus feat
3	+3	+1	+3	+1	+2	—
4	+4	+1	+4	+1	+2	Sneak attack +1d6
5	+5	+1	+4	+1	+2	—
6	+6/+1	+2	+5	+2	+3	Bonus feat
7	+7/+2	+2	+5	+2	+3	Parry ranged attacks
8	+8/+3	+2	+6	+2	+3	Sneak attack +2d6
9	+9/+4	+3	+6	+3	+4	Evasion
10	+10/+5	+3	+7	+3	+4	Bonus feat
11	+11/+6/+1	+3	+7	+3	+4	—
12	+12/+7/+2	+4	+8	+4	+5	Sneak attack +3d6
13	+13/+8/+3	+4	+8	+4	+5	Parry magic
14	+14/+9/+4	+4	+9	+4	+5	Bonus feat
15	+15/+10/+5	+5	+9	+5	+6	—
16	+16/+11/+6/+1	+5	+10	+5	+6	Sneak attack +4d6
17	+17/+12/+7/+2	+5	+10	+5	+6	—
18	+18/+13/+8/+3	+6	+11	+6	+7	Bonus feat
19	+19/+14/+9/+4	+6	+11	+6	+7	—
20	+20/+15/+10/+5	+6	+12	+6	+7	Bonus feat, sneak attack +5d6



additional 1d6 every four levels thereafter. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The unfettered can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Parry Ranged Attacks (Ex): A 7th-level or higher unfettered can choose to add his Intelligence modifier to his Armor Class against a single foe who is using ranged attacks against him in a given round. Parry ranged attacks works only against ranged attacks and cannot be used in the same round as a normal parry. It works only against attacks the unfettered is aware of—he can't parry an invisible opponent—and only against physical attacks (not spells or spell-like abilities) that the DM deems the unfettered could knock away with his weapon. For example, a human unfettered could not parry a boulder rolling down a hill or fired from a catapult.

Evasion (Ex): At 9th level the unfettered gains evasion. If exposed to any effect that normally allows a character to

attempt a Reflex saving throw for half damage, the unfettered takes no damage following a successful saving throw. The character can use evasion only if he is wearing Light armor or no armor.

Parry Magic (Ex): At 13th level, the unfettered gains the ability to avoid spells in a manner similar to, but not as well as, a mage blade. He must have a magic weapon in hand to parry a spell. Only spells targeting the unfettered alone can be parried—not area spells or spells targeted elsewhere. Spells that do not allow a saving throw cannot be parried. The unfettered makes an attack roll opposed by the caster's caster power check. If the unfettered's roll is higher, he gains a +4 competence bonus on the saving throw against the spell. The unfettered can parry only spells he is aware of; spells from invisible casters or mental-action only spells cannot be parried. He cannot parry a spell in the same round as he uses either parry ranged attacks or a standard parry, and he cannot parry more than one spell in a round.

WARMAIN

“As I gaze into the eye of my enemy, I know that with my strength, my skill, and my trusted tools of war, I shall not fall.”

The ring of battle is the clarion call of the warmain. In times of strife, no better refuge exists than behind her protective shield. Trained in battle, girded in heavy armor, and capable of withstanding unbelievable punishment, the warmain is the warrior’s warrior. She does not rely on quickness or fancy swordplay, but instead on might, determination, and stalwart bravery. The only thing stronger than her will is the power running through her massive limbs.

The warmain’s strength comes not just from her personal might, but from strategy and tactics. Hers is the way of the well-planned and well-prepared military campaign. She studies the histories and knows the stratagems of past warriors. She prefers to face an enemy with a plan in mind, and a backup plan for when something goes wrong.

Adventurers: Warmains are usually very serious—they go on quests and perform missions for some great purpose, whether it be to serve a lord, help a friend, earn a payment, or simply to secure an important area from threat. Many high-level members of this class end up as powerful lords ruling their own territories or as generals commanding their own armies.

Background: Sometimes warmains act as highly trained mercenaries. More often, they are elite soldiers or military leaders serving a powerful lord. Either way, they learn their skills through experience in military campaigns. First, however, they train in military colleges and prestigious and rigorous warguilds. The bonds of camaraderie and devotion forged in a warguild never diminish—each member learns both loyalty and leadership.

Races: The only races whose members rarely become warmains are the faen and litorians, both of whom usually reject the concept of heavy armor and methodical military strategy. Giantish warmains have a long history of military victories and a high station in society. Some warmains like to remain encased in heavy armor so as to actually conceal their race and identity, just for the air of mystery.

Other Classes: Warmains sometimes have difficulty seeing eye to eye with the unfettered, but they know the value of shock troops and berserkers and deploy them as such. They also can appreciate the value of akashics and spellcasters as support personnel. Warmains admire the dedication of oathsworn and champions, although both can be dangerously foolhardy in their pursuit of their goals. Mage blades and totem warriors make good allies, as their abilities complement a warmain’s. All in all, warmains can find a use for anyone in their strategy.

NPC: The dire warlord threatening a land with strife and conquest is likely a warmain. The power-mad magister’s bodyguards are warmains. The aging warrior willing to don his armor one last time to defend his land is a warmain.

Hit Die: d12

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The warmain’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (architecture) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int),



THE WARMAIN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Sturdy
2	+2	+3	+0	+1	Bonus feat
3	+3	+3	+1	+1	—
4	+4	+4	+1	+2	Weapon specialization
5	+5	+4	+1	+2	—
6	+6/+1	+5	+2	+3	Bonus feat
7	+7/+2	+5	+2	+3	—
8	+8/+3	+6	+2	+3	Crushing blow
9	+9/+4	+6	+3	+4	—
10	+10/+5	+7	+3	+4	Bonus feat
11	+11/+6/+1	+7	+3	+5	—
12	+12/+7/+2	+8	+4	+5	Armor specialization
13	+13/+8/+3	+8	+4	+6	—
14	+14/+9/+4	+9	+4	+6	Bonus feat
15	+15/+10/+5	+9	+5	+6	Crushing blow 2/day
16	+16/+11/+6/+1	+10	+5	+7	Weapon size increase
17	+17/+12/+7/+2	+10	+5	+7	—
18	+18/+13/+8/+3	+11	+6	+8	Bonus feat
19	+19/+14/+9/+4	+11	+6	+8	—
20	+20/+15/+10/+5	+12	+6	+9	Bonus feat, weapon mastery



Knowledge (nobility and courtesy) (Int), Ride (Dex), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The warmain is proficient with all simple and martial weapons, Heavy, Medium, and Light armor, and shields.

Sturdy: At 1st level, the warmain gains the Sturdy feat for free. The character is free to take the feat again when available to her.

Bonus Feats: At 2nd level, the warmain gets a bonus feat. The warmain gains an additional bonus feat every four levels thereafter (at 6th, 10th, 14th, and 18th), plus one at 20th level. These are in addition to the feat that other characters get every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Exotic Armor Proficiency, Exotic Weapon Proficiency, Great Fortitude, Improved Critical*, Mighty Unarmed Strike, Mounted Combat (Trample, Ride-By Attack), Power Attack (Cleave, Improved Bull Rush, Improved Cleave, Power Charge, Sunder), Shield Specialization, Stomp, Stunning Blow, Sturdy, Tough Hide, Trample, Two-Weapon Fighting (Improved Two-Weapon Fighting, Massive Two-Weapon

Fighting), Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even Unbound characters can acquire ceremonial bonus feats in this way. A warmain cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A warmain can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Weapon Specialization (Ex): On achieving 4th level, the warmain gains the Weapon Specialization feat with a melee weapon of her choice. Weapon Specialization adds a +2 damage bonus with the chosen weapon. The warmain needs to have Weapon Focus with that weapon to gain Weapon Specialization.

Crushing Blow (Ex): Once per day, the 8th-level and higher warmain can choose to channel great physical power into a single blow in melee combat (which can be a part of either a full attack or a single attack action). The attack, if successful, inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally

immune to critical hits. If the crushing blow attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit, while a greataxe inflicts a $\times 4$ critical hit. If the crushing blow attack misses, the ability is still considered used for that day. A crushing blow does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon. Starting at 15th level, the warmain can make two crushing blow attacks per day.

Armor Specialization (Ex): The 12th-level and higher warmain becomes proficient at moving so as to allow her armor to deflect the most possible force from each attack. The armor bonus for any armor the warmain uses increases by +1 for Light and Medium armor and +2 for Heavy armor. So plate armor provides the warmain a +10 armor bonus rather than +8. Enhancement bonuses on the armor are not affected.

Weapon Size Increase (Ex): Warmains of 16th level and beyond can use weapons one size category larger than themselves as one-handed weapons, and two size categories larger than themselves as two-handed weapons. Thus, a verrik warmain could use a greatsword in one hand (with a shield) or a giant's sword in both hands.

Weapon Mastery (Ex): The 20th-level and higher warmain advances in the skills learned with Weapon Specialization, increasing the damage bonus to +4 rather than +2. The weapon chosen need not be the same weapon the character uses with Weapon Specialization, but the warmain still must have Weapon Focus with the chosen weapon.

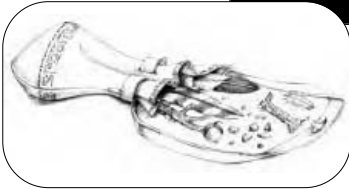
WITCH

"My power lies within me. My soul sings with its own eldritch fire."

"Witchery" is a term the verrik coined to describe innate magical power that flows within many people—perhaps all people. Witchery manifests itself in many ways, and it usually takes a great deal of training to learn to utilize it. Those who do are called witches. They focus not only on witchery, but on spellcasting as well.

One might say the witch is actually six different classes, not a single class. That is because each witch needs to choose the type of witchery he focuses on. The six types are:

- *Iron Witch:* The iron witch calls upon the strength of iron as well as the keen threat of an iron blade. Iron witches often have a gray pallor and glistening hair and eyes.
- *Mind Witch:* One of the most mysterious types of witch, the mind witch uses mental powers to affect the minds of others. Mind witches do not even call the spells they know "spells"—they call them "psionic powers." And one does not argue semantics with a witch who can change your mind for you.
- *Sea Witch:* The sea witch represents both the lifegiving power of water and the fury of the sea. Sea witches usually have long, flowing hair and wear diaphanous green-blue clothing.
- *Wind Witch:* Like the breath of life, wind carries this witch's power far and wide. The wind witch can affect speech, sound, and the air around him. Like the sea witch, the wind witch wears billowy clothing and keeps his hair long. However, he usually favors light blue or white clothing.



THE WITCH

Level	Base	Fortitude	Reflex	Will	Special	Spell Slots per Day							
	Attack Bonus	Save	Save	Save		0	1	2	3	4	5	6	7
1	+0	+0	+0	+2	Witchery	2	0	—	—	—	—	—	—
2	+1	+0	+0	+3	—	2	1	—	—	—	—	—	—
3	+2	+1	+1	+3	—	2	2	—	—	—	—	—	—
4	+3	+1	+1	+4	The Sight	3	2	0	—	—	—	—	—
5	+3	+1	+1	+4	New manifestation	3	2	1	—	—	—	—	—
6	+4	+2	+2	+5	—	3	2	2	—	—	—	—	—
7	+5	+2	+2	+5	Familiarity with magic	3	3	2	0	—	—	—	—
8	+6/+1	+2	+2	+6	—	4	3	2	1	—	—	—	—
9	+6/+1	+3	+3	+6	Witchery spellcasting	4	3	2	2	—	—	—	—
10	+7/+2	+3	+3	+7	New manifestation	4	3	3	2	0	—	—	—
11	+8/+3	+3	+3	+7	—	4	4	3	2	1	—	—	—
12	+9/+4	+4	+4	+8	—	4	4	3	2	2	—	—	—
13	+9/+4	+4	+4	+8	Witchery lord	4	4	3	3	2	0	—	—
14	+10/+5	+4	+4	+9	—	4	4	4	3	2	1	—	—
15	+11/+6/+1	+5	+5	+9	New manifestation	4	4	4	3	2	2	—	—
16	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	2	0	—
17	+12/+7/+2	+5	+5	+10	—	4	4	4	4	3	2	1	—
18	+13/+8/+3	+6	+6	+11	Witchery mastery	4	4	4	4	3	2	2	—
19	+14/+9/+4	+6	+6	+11	—	4	4	4	4	3	3	2	0
20	+15/+10/+5	+6	+6	+12	New manifestation	4	4	4	4	4	3	2	1

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

- *Winter Witch:* With the frigid, numbing powers of ice at his command, the winter witch often acts as aloof as a cold winter day. He is usually pale with white hair.
- *Wood Witch:* Nature, as embodied by the enduring reliability of wood, is the purview of the wood witch. The wood witch usually wears dark green and brown clothing and sometimes even weaves leaves and sprigs carefully into his hair.

Further, a witch may manifest his powers in five different ways:

- *Blade:* The witchery within a character manifests as a weapon—a physical extension of a metaphysical power the witch can use to strike down his enemies.
- *Fire:* Emotion burns deep within the witch and fuels his witchery with destructive energy.
- *Song:* Music holds power, and the witch using this manifestation knows it. He uses song to alter or create: Witchsongs are peaceful, never destructive.
- *Storm:* The witch who can manifest his powers through storm can use them to affect large areas in sweeping, powerful ways. Witchstorms are dangerous and damaging.
- *Word:* Using words of power, the witch commands mighty forces that often affect the mind and will of others.

Adventurers: Witches see every action as a journey of self-discovery. They adventure to prove their own worth and test their mettle. Because witchery is an extension of one's inner self, the witch's need to show his talents and demonstrate his value remains important until he is well-established with a formidable reputation. A witch's need for material components sometimes sends him foraging in dangerous territory, which can lead to confrontations and challenges.

Background: Witches usually grow up in small communities, taught by a single mentor with one-on-one instruction. The life of an apprentice is often grueling, in part to compel the witch to tap into his inner power. The mentor takes on the role of parent and guardian for the apprentice. However, once they have completed the training, the master traditionally sends the witch away, breaking all ties. New witches must spend some time wandering before they find their own homes far from their former communities.

Races: Humans take to witchery almost as readily as the verrik who discovered it. Faen are commonly winter witches or wood witches. Giants rarely look for their inner power, and so only rarely become witches. When they do, they usually choose the winter or wind witch variety. Mojh become sea witches or iron witches. Sibeccai are usually iron or wind witches, while litorians usually favor wood or wind witches. Verrick like all the types of witchery but most often find themselves with mind witch abilities.

View of Magic: A witch's magic is an inner power, as much an innate mental discipline as a technique of drawing upon energy from beyond them. Mind witches, in fact, see all their power as coming from within, shaped in their powerful, psionic minds. This inner power requires catalysts—gestures, words, and even material ingredients all help them reach into themselves to find the power they need.

Other Classes: Witches find that the discipline needed to be an akashic gives them a special bond with members of that class. They are somewhat distrusting of magisters and runethanes, for their uses of magic are beyond the witch's, but they like mage blades and greenbonds. Some witches look down on those who have no access to magic, such as champions, warmains, and unfettered, but even they recognize the supernatural element within the totem warrior and the oathsworn.

NPCs: The charismatic local who seems to hold everyone around him enthralled may be a witch. The old crone making potions in her isolated shack is a witch. The man leading an army of warriors and supporting them with strange powers and abilities is likely a witch.

Hit Die: d6

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4+ Intelligence bonus

Class Skills: The witch's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Additional Class Skills:

Iron Witch: Disable Device (Int) and Open Lock (Dex)

Mind Witch: Innuendo (Wis) and Intimidate (Cha)

Sea Witch: Spot (Wis) and Swim (Str)

Wind Witch: Intuit Direction (Wis) and Listen (Wis)

Winter Witch: Balance (Dex) and Wilderness Survival (Wis)

Wood Witch: Climb (Str) and Wilderness Survival (Wis)



CLASS FEATURES

Weapon and Armor Proficiency: Witches are proficient with all simple weapons, Light armor, and shields.

Spells: Although spellcasting is not their primary focus—witchery is—witches still have access to simple spells. A witch may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a witch must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Bonus spells for witches are based on Wisdom.

Witches never gain access to 8th- or 9th-level spells.

Witch spells always have somatic, verbal, and material components. Thus, they face spell failure chances when wearing armor. A witch can choose to forgo the components, but his spells become more difficult to cast.

Material Components: A witch must use strange odds and ends to focus the power of magic—material components. These can include bits of a spider's web, handfuls of dust, glass beads, the wing of a bat, and so on. If the witch has his component pouch ("witchbag") with him, assume he has any necessary components when he needs them. If he does not have his witchbag, the witch can attempt to use items around him to produce makeshift material components, assuming the player can convince the DM the material is appropriate. A scoop of dust from a bookshelf might be appropriate for *gentle repose* (sprinkled over the corpse), and a tindertwig might work for a fiery *energy bolt*. Material components are not specific to each spell, but must simply have some logical connection with the effect.

Without material components, double the casting time for all spells. (So, spells with a casting time of one standard action would take a full round to cast.) Should the witch not use verbal and somatic components either, double the casting time again (don't triple it). For example, a spell's casting time of one standard action becomes 2 rounds when a witch uses no components. In this case the entire spellcasting process becomes only a mental action. Spells cast without verbal or somatic components in this way—by witches only—are considered to have the psionic descriptor.

Witchery (Sp): A witch's primary focus is the direct expression of his inner, magical power. This is known as witchery. Witchery abilities depend on the witch's type:

- *Iron Witch:* If attacked by a ranged or melee weapon containing iron, the iron witch gains a +1 luck bonus to Armor Class.
- *Mind Witch:* Mind witches who succumb to mind-influencing effects halve the duration of those effects.
- *Sea Witch:* Sea witches can breathe water up to 10 minutes per level, once per day.
- *Wind Witch:* Wind witches enjoy air resistance 20.
- *Winter Witch:* Winter witches have cold resistance 20.
- *Wood Witch:* If attacked by a ranged or melee weapon containing wood, the wood witch gains a +1 luck bonus to Armor Class.

The witch also gets another witchery ability based on his inner power's manifestation type (which the character chooses at creation). The witch may select an additional witchery manifestation every five levels thereafter (5th, 10th, 15th, 20th). Descriptions of each ability follow:

Armor Song: The iron witch can sing a song that weaves a sheath of magical, weightless armor around himself. He can move freely and suffers no armor check, spell failure, or movement penalties. The armor adds to his Armor Class an armor bonus equal to his Wisdom modifier + an additional enhancement bonus equal to +1 per five witch levels. Singing an armor song is a full-round action, but the armor lasts until dispelled; it does not remain in place when the witch is asleep or unconscious.

WITCHERY MANIFESTATIONS

	Fire	Song	Blade	Storm	Word
Iron Witch	Fire lance	Armor song	Iron blade	Hail of metal	Word of repair
Mind Witch	Mindfire	Thought chord	Mind blade	Mind cloud	Word of command
Sea Witch	Liquid fire	Sea song	Water sword	Swirling mist	Water word
Wind Witch	Fire shield	Far voice	Wind blade	Gust	Windspeech
Winter Witch	Icefire	Ice song	Ice blade	Hailstorm	Freezing word
Wood Witch	Greenfire	Lifesong	Living blade	Storm of thorns	Nature's warding word

Far Voice: The wind witch can send a message in song to anyone known to him within 10 miles per witch level \times his Wisdom bonus. (A witch with no Wisdom bonus should multiply by 1.) The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to his Wisdom bonus (if the witch has no bonus, he can use this ability once per week). This standard action is psionic, mind-affecting, and language-dependent.

Fire Lance: The iron witch summons a lance of any desired size (no more than one size larger than the witch) made of flaming iron. The character is proficient with the weapon, which operates in all ways like a lance, except that it also inflicts 1 point of fire damage + 1 per two witch levels with each strike. The lance can be used only by the witch that created it. That character can create or dispel it at will, each time requiring a standard action. The lance disappears when out of the witch's grasp.

Fire Shield: The wind witch summons a shield of swirling, churning flame, the same size as he is. The witch is proficient with the shield, which has no weight and inflicts no armor check penalties or spell failure chances. Like any shield of the character's size, it offers a +2 armor bonus to his Armor Class. Creatures that launch a melee attack at the witch suffer 1 point of fire damage per witch level per round from the shield's heat. The shield lasts for 1 round per witch level and can be summoned a number of times per day equal to the witch's Wisdom bonus. (A witch with no bonus can use this ability once per week.) The shield disappears when out of the witch's grasp.

Freezing Word: With a single word, the winter witch freezes two inanimate objects together with a thick coating of ice. One of the objects must be no larger than Medium size. Breaking the bond requires a Strength check (DC 30). Depending on the material of the objects involved, the objects themselves may break first. The icy coating lasts 10 minutes per level. The witch can use this ability to seal doors, stick weapons in sheaths, and so on. If an object to be affected is in a creature's possession, the creature can make a Fortitude saving throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier).

The witch can also coat a surface, 10 feet square, with slick ice requiring anyone standing on it or walking across it to make a Balance check (DC 10 + half the witch's level + the witch's Wisdom modifier) or slip and fall. The icy coating lasts 10 minutes per level.

The witch can use this power (either application) a number of times per day equal to twice his Wisdom bonus.

Greenfire: The wood witch launches a blast of pure positive energy from his hand at a single target within 50 feet. When casting, the witch must decide whether the blast will affect living or unliving targets. It cannot affect both. Greenfire inflicts 2d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. If used against undead, all 1s and 2s rolled on the dice count as 3s. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use greenfire once per week. This is a standard action.



Gust: The wind witch can create a *gusting wind* (as the spell) as a standard action once per witch level per day.

Hail of Metal: Once per day as a standard action, the iron witch summons a swirling cloud of jagged metal that can appear anywhere within 100 feet of him, with a diameter of 20 feet. All within the area suffer 1d6 points of damage plus 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect, and the jagged metal bits left over on the ground fade after 1d4 rounds.

Hailstorm: Once per day the winter witch summons a pounding mass of ice that can appear anywhere within 100 feet of him. The ice appears 50 feet up and falls in a circle with a diameter of 20 feet. All within the area suffer 1d6 points of damage + 1 point per witch level although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. Half the damage is cold damage, the other half comes from the impact. The hailstorm lasts for 1 round + 1 round per three witch levels (up to a maximum of 5 rounds).

Ice Blade: The winter witch creates a short sword, longsword, or greatsword out of ice; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that it also inflicts 1 point of cold damage + 1 per two witch levels with each strike. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Ice Song: As a standard action the winter witch sings a song that can render a single humanoid target (of his own size or one size smaller) frozen still and helpless for 1 round per level. Creatures resistant or immune to cold cannot be affected by this enchantment effect. The victim must be within 50 feet and can make a Will saving throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier). The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. The witch must sing to use this ability.

Icefire: The winter witch launches a blast of pure cold energy from his hand at a target within 50 feet. It inflicts 2d6 points of damage plus 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. The witch can use icefire a number of times per day equal to his Wisdom bonus; witches with no bonus can use icefire once per week. This is a standard action.

Iron Blade: The iron witch creates a short sword, longsword, or greatsword out of iron; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that it also has a +1 enhancement bonus + 1 per five witch levels. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Lifesong: The wood witch can heal a living creature's wounds. His touch heals 1d8 points + twice the witch's level in damage. He can use lifesong a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. This full-round action requires the witch to sing.

Liquid Fire: Once per day, the sea witch can spray acid in a 180-degree arc out to 20 feet. The acid inflicts 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This instantaneous effect requires a standard action.

Living Blade: The wood witch creates a short sword, longsword, or greatsword out of wood. The witch is proficient with the blade, which operates in all ways like a normal sword except that it inflicts upon nonliving targets additional damage equal to the witch's Wisdom bonus per hit; witches with no bonus gain no benefit from this ability. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Mind Blade: The mind witch creates a short sword, longsword, or greatsword out of psionic energy; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the witch need make only touch attacks when wielding it, and it inflicts 1d6 points of subdual damage + 1 point

of subdual damage per witch level (regardless of sword size). Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Mind Cloud: Once per day the mind witch summons a swirling cloud of psionic energy that can appear anywhere within 100 feet of him, with a diameter of 30 feet. All within the area must make a Will save (DC 10 + half the witch's level + the witch's Wisdom modifier) or be dazed for 1 round. The cloud lingers for 1 round per witch level.

Mindfire: The mind witch launches a blast of pure psionic energy from his forehead at a target within 50 feet. The mindfire inflicts 2d6 points of damage + 1d6 per two witch levels, half of which is subdual damage. A Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) negates the damage. The witch can use mindfire a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. Using this psionic, mind-affecting ability is a standard action.

Nature's Warding Word: With a single word, the wood witch gives himself barklike skin, which grants a natural armor bonus to Armor Class equal to his Wisdom modifier + an additional natural armor bonus equal to +1 per five witch levels. The effect lasts until dispelled, although it does not remain while the witch is asleep or unconscious. Using nature's warding word is a standard action.

Sea Song: If a sea witch sings this 10-minute song once per day, the chance for bad weather or hostile encounters on a sea voyage decreases by half.

Storm of Thorns: As a standard action, the wood witch sprays a blast of tiny thorns from his body in all directions out to 10 feet. All within the area suffer 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect. The witch can use storm of thorns a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week.

Witching Sites and Times

For a witch, certain places resonate with power more than others. Like the material components they need to cast their spells, these locations hold special keys to a witch's inner power.

The sites may seem random, but witches can sense them with the Sight (see Class Features) and many are well cataloged. Most such places are very remote and difficult to reach. In a witching site, characters use their witchery powers to cast their spells at one level higher than their actual level. Level-dependent witchery abilities gain +1 level as well.

Certain times of day on special days are also important to witches, in much the same way that witching sites hold power. These various times and days are known to witches, and they utilize them whenever possible. At witching times, the Difficulty Class to resist a witch's spells or abilities increases by +1, but usually only for a few minutes.

DMs should establish witching sites and times for their campaigns. Witch characters should know of at least a few of them, although knowing more than that requires a Knowledge (magic) check (DC 15 or higher).

Swirling Mist: The sea witch creates an area of *obscuring mist* (as the spell) as a standard action once per witch level per day.

Thought Chord: With a mental song, the mind witch can send a thought message to anyone known to him within one mile per witch level. The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use thought chord once per week. This is a standard, psionic, mind-affecting, language-dependent action.

Water Sword: The sea witch can create a short sword, longsword, or greatsword out of solid water; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword. Once every other day, the witch can choose to touch a nonmagical metal object with the blade, causing the object to rust and become useless. The object must be size Small or smaller. If the object is in a creature's possession, the creature can make a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. Only the witch who created the sword can use it. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Water Word: With a word the sea witch can either calm a sphere of water (with a radius equal to his level × 10 feet) or make an equal area churn and become very rough. Movement rates through the rough waters—even by the most expert swimmers—are cut in half, and non-water breathers in the area must make a Swim check (DC 15) or begin to drown. The effect on the water lasts for 1 minute per level. This is a standard action.

Wind Blade: The wind witch can create a short sword, longsword, or greatsword out of wind; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the winds comprising it turn away incoming attacks. While the witch wields the blade, he gains a +1 deflection bonus to Armor Class +1 per four witch levels. Only the witch who created the sword can use it. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Windspeech: The wind witch conjures a whispering breeze that translates the words one creature is saying to all within 25 feet. The subject of this ability can be the witch. The breeze lasts for 1 round per witch level. The subject can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use windspeech a number of times per day equal to twice his Wisdom bonus; witches with no bonus can use this ability once per week. This is a standard action.

Word of Command: With a single word, the mind witch creates a mind-affecting enchantment effect that can compel a creature to “flee” (directly away from the witch at full speed), “drop” (whatever it is holding), or “sleep” for 1 round. The creature can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches

with no bonus can use word of command once per week. This is a standard action.

Word of Repair: With a single word, the iron witch can mend a torn cloak, a shattered mug, or a broken sword. Pieces of ceramic or wooden objects can be invisibly rejoined as strong as new. A hole in a leather sack or wineskin completely heals over by mending. The object must weigh no more than 30 lbs./caster level in its finished form.

If an object is damaged, this spell restores 1d8 of its lost hit points per two witch levels (maximum 10d8). Damaged (rather than destroyed) objects have no size limit. A hole in a wall can be mended, for example. This ability can repair a magic item, but the item's magical abilities are not restored. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use word of repair once per week. This is a standard action.

When used to mend a destroyed or damaged object, the item repaired takes on an ironlike appearance (but not ironlike qualities).

The Sight (Su): At 4th level all witches gain the Sight, which is the ability to see personal auras. They can determine the class and level (if any) of a creature they observe for at least one minute. Creatures that are disguised or attempting to avoid the witch's Sight can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect.

Familiarity With Magic (Ex): The 7th-level and higher witch gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Witchery Spellcasting (Su): Starting at 9th level, the character's witchery talents begin to affect even his spellcasting. All a witch's spells begin to take on traits—and benefits—specific to each witch type:

Iron Witch: The iron witch gains access to any spell with the earth descriptor. Where appropriate, things he creates (like magic walls) gain a +2 bonus to hardness, and their damaging effects inflict an additional +1d6 points of slashing or piercing damage. The iron witch glints with a gray metallic sheen for a moment whenever he casts a spell.

Mind Witch: The mind witch gains access to any spell with the psionic descriptor and enjoys use of the psionic spell template (see Chapter Eight: Magic). Whenever a mind witch casts a spell, just for a moment all thinking beings within 50 feet feel an odd sensation in their mind, like a suddenly recalled but fleeting memory.

Sea Witch: The sea witch gains access to any spell with the water descriptor and enjoys use of the water spell template (see Chapter Eight: Magic). Whenever the sea witch casts a spell, the smell of salt and brine fills the air around him.

Winter Witch: The winter witch gains access to any spell with the cold descriptor and enjoys use of the cold spell template (see Chapter Eight: Magic). A chill breeze blows whenever he casts a spell.

Wind Witch: The wind witch gains access to any spell with the air descriptor and enjoys use of the air spell template (see Chapter

Eight: Magic). Whenever a wind witch casts a spell, a light breeze blows around him.

Wood Witch: The wood witch gains access to any spell with the plant descriptor and casts them at +2 caster levels. A heady smell of wood fills the air whenever a wood witch casts a spell.

Witchery Lord: At 13th level, the witch gains a new power:

Iron Witch (Su): Iron witches gain a +1 natural armor bonus to Armor Class as their flesh grows hard as iron.

Mind Witch (Su): Mind witches gain a +2 luck bonus to saving throws against mind-influencing affects as they erect a continual mental shield.

Sea Witch (Su): Sea witches gain water resistance 20.

Wind Witch (Sp): Wind witches can use the spell *flight* (self-only) once per day using their witch level as the caster level.

Winter Witch (Su): Winter witches gain a +10 circumstance bonus to Charisma-based checks when dealing with creatures of the cold subtype.

Wood Witch (Su): Wood witches gain a +1 natural armor bonus to Armor Class from a barklike hardening of their skin.

Further, one of the witchery lord's witchery powers inflicts 50 percent more damage (or heals 50 percent more, or provides a 50 percent greater Armor Class bonus), lasts twice as long, or can be used twice as often—whichever the witch chooses upon gaining 13th level. Once he makes his choice, the witch cannot change the option he selects or the power he decides to affect. Witchery powers that cannot be affected by these enhancements (such as sea song) cannot be enhanced by this ability.

Witchery Mastery: At 18th level, the witch can enhance another of his witchery powers, as described for witchery lord.

MULTICLASS CHARACTERS

When a character gains a new level, he can take the next highest level in his current class, or he can take a level in another class. A new level is always the next higher level achieved in a class, so if a character has no levels in a particular class, he starts with 1st level in that class, regardless of the levels he has in another class. For example, a 5th-level champion can choose to take a level in oathsworn, making him a 5th-level champion/1st-level oathsworn. There is no limit to the amount of multiclassing possible—a character can take one level of every class if she desires.

The abilities of a multiclass character are the sum of the abilities of each of the character's classes. Multiclassing improves a character's versatility at the expense of focus.

Level: "Character level" is the total level of the character, determined by adding all class levels together. "Class level" is the character's level in a particular class.

Hit Dice: Upon attaining a new level, the character gains the Hit Die from the class she chooses to advance in, adding the resulting hit points to her previous total.

Base Attack Bonus: Add the base attack bonuses (BAB) for each class to get the character's base attack bonus. If the resulting value is +6 or higher, the character gets multiple attacks. Every time you can subtract 5 from the base attack bonus of the lowest attack and

get a positive result, you get an additional attack. Thus, when a character has a BAB of +6, she gets an additional attack with a +1 base attack bonus. This is represented as +6/+1. As the BAB increases, the bonuses for all attacks increases. So when the BAB rises to +7, the second attack becomes +2 (+7/+2). When her BAB rises to +11/+6, she gets a third attack at +1 (+11/+6/+1). And so on.

The oathsworn's additional attacks come when her base attack bonus becomes +4, not +6. For a multiclassed oathsworn, add the base attack bonuses of all classes together: If the character's oathsworn levels are greater than all other class levels combined, use the oathsworn method for determining additional attacks (starting at +4 base attack bonus, with the secondary attack being 3 points lower).

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

Skills: The character retains and can access skills from all her classes. For the purposes of determining the "maximum ranks" of a skill (see Chapter Four), use the character level rather than individual class levels. When adding a new class level, calculate the costs for new skill ranks using the costs required by that class. Skills available to another of the character's classes that the new class would normally not allow to increase or be added are treated as cross-class skills for the purpose of determining the cost of skill ranks.

Class Features: The character gets all class features of all classes but must also suffer the consequences of all special restrictions of all classes. When restrictions conflict, such as the oathsworn's refusal to use weapons and the mage blade's need for a key weapon, choose the less restrictive path. Thus, a multiclass oathsworn/mage blade uses the athame but no other weapon. (For this reason, oathsworn only rarely multiclass, particularly with mage blade, magister, and warmain class levels, since those classes are all tool or weapon oriented.)

Spellcasting: If a character has two spellcasting classes, add the spell slot and spells readied at one time totals together. If the two different classes use different key ability scores for their spellcasting, the player should simply choose which of the abilities to use (once made, the choice can't be altered). If one class is magister, and thus has access to complex spells, the character has access to those complex spells only at the spell levels appropriate to her magister levels. For example, a 5th-level magister/9th-level greenbond can cast spells as high as 4th level, but only 1st- through 3rd-level spells (available to a 5th-level magister) can be complex spells. If the two classes have different requirements, such as the witch's need for material components and the magister's use of a staff, the multiclass character needs both. A multiclass mage blade/magister needs to be holding both athame and staff in hand to cast spells normally (which can be quite restrictive).

Multiclass spellcasters add their spellcasting class levels together to determine caster level.

MULTICLASSING RESTRICTIONS

A single character cannot take levels in multiple types of witch, champion, or totem warrior. For example, a character cannot be both an iron witch and a winter witch, a champion of both life and freedom, or both a bear and wolf totem warrior.

Skills

Skills are areas of expertise that characters gain or have gained through training and practice. Characters “buy” skills with skill points. With each level, you get more skill points. The amount depends on your class. Ability scores modify skills, so the greater your natural ability in a particular area, the better you will be at a related skill.

This chapter details acquiring skills, the abilities that modify them, the circumstances in which characters can use them—and how to put them into practice. It also includes descriptions of 37 skills to use in the game.

SKILL POINTS

Characters have a number of skill points based on their race and their class levels. They use these points to “buy” their skills.

Depending on a character’s race and class, some skills are considered *class skills*, and some are *cross-class skills*. Buying a cross-class skill requires 2 skill points per rank, while buying a class skill requires only 1 skill point per rank.

Characters receive a number of skill points at 1st level and again as they gain each new level. However, at 1st level they get four times as many skill points as they do at any other level. This total reflects the training and education up to that point in the character’s life. This is the only time characters receive extra skill points, even if they multiclass (see Chapter Three: Classes).

The maximum number of ranks a character can have in a class skill is equal to that character’s level + 3. The maximum ranks a character can have in a cross-class skill is half that number.

Starting skill points for the basic character classes are as follows:

Character Class	1st-Level Skill Points	Higher-Level Points
Akashic	$(8 + \text{Int modifier}) \times 4$	$8 + \text{Int modifier}$
Champion	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Greenbond	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Mage blade	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Magister	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Oathsworn	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Runethane	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Totem warrior	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Unfettered	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Warmain	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Witch	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$

USING SKILLS

Every skill corresponds to one of the six abilities described in Chapter One. That ability is called the *key ability* for that skill. For example, the Balance skill relies on Dexterity.

When a character uses a skill, the player makes a *skill check* to see how well the character does at the action he’s attempting. The higher the result of the character’s skill check, the better the character does. Based on the circumstances, the character’s result must match or beat a particular target number in order for him to use the skill

successfully and complete the action. The harder the task, the higher the number the character needs to roll.

SKILL CHECKS

To make a skill check, roll 1d20 and add the character’s *skill modifier* for that skill. The skill modifier is the sum of the character’s rank in that skill + his ability modifier for that skill’s key ability + any other miscellaneous modifiers the character may have, including racial bonuses or an armor check penalty. The higher the result, the better. A roll of a natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

Against a Difficulty Class: Some checks are made against a *Difficulty Class* (DC). The Difficulty Class is the number the character must score as the result of a skill check in order to succeed at the action he’s attempting.

Against Opposed Checks: Some skill checks are *opposed checks*. They are made not against a set Difficulty Class but against another character’s skill check result. Whoever gets the higher result wins the contest. You might use an opposed skill check when one character is trying to hide from another. One character would roll a Sneak skill check opposed by the other character’s Spot check result.

For ties on opposed checks, the character with the higher key ability score for the skill in use wins. If these scores are the same, reroll.

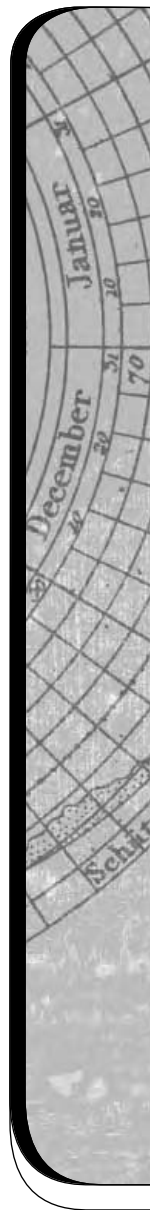
RETRIES

In general, a character can try a skill check again if he fails, and he can keep trying indefinitely. Some skills, however, have consequences of failure that you must take into account. Some skills are virtually useless once a check has failed on one attempt to accomplish a particular task. For instance, a character can’t recover from a failed Perform check to impress an audience in a retry—the audience has already turned against him. For most skills, when a character has succeeded once at a given task, additional successes are meaningless—once a lock is open, further Open Lock attempts won’t make it any more open.

If a skill carries no penalties for failure, the character can take 20 (see “Checks Without Rolls” on the next page). Assume he goes at it long enough to succeed eventually.

UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill he doesn’t possess, he makes a skill check as normal. However, you can’t add the character’s skill rank into the skill modifier, because the character doesn’t have any ranks in the skill. (He effectively has 0 ranks in it.) The



character does get to add in the other elements of the skill modifier, though, such as the ability modifier for the skill's key ability.

However, many skills can be used only by a character trained in the skill—i.e., someone who has at least 1 rank in it. Skills that one cannot use untrained are marked “Trained Only” in their descriptions.

Ability Checks: Sometimes the character tries to do something to which no specific skill really applies. In these cases, he simply makes an ability check. An ability check is a roll of 1d20 + the appropriate ability modifier—essentially, an untrained skill check. The DM assigns a Difficulty Class to the attempt.

FAVORABLE AND UNFAVORABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check, or a change to the skill check's Difficulty Class.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the Difficulty Class by 2 to represent circumstances that make the task easier.
4. Increase the Difficulty Class by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's Difficulty Class have the same end result: They create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference becomes important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. (See Chapter Seven: Playing the Game for action descriptions.) Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. When a skill takes more than a round to use, the skill's description usually specifies exactly how long it takes.

PRACTICALLY IMPOSSIBLE TASKS

In general, to do something that's practically impossible requires that the character have at least 10 ranks in the skill and entails a penalty of -20 on the character's roll or +20 on the Difficulty Class (which amounts to the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely *practically* impossible. For instance, it's practically impossible for a Medium character to jump off a ledge 200 feet above the ground and land in a 2-foot-diameter hole. It's actually impossible for a Large character to do so.

Extraordinary Success: If the character has at least 10 ranks in a skill and beats the Difficulty Class by 20 or more on a normal skill check, the character has completed the task impossibly well. The DM should assign an appropriate game benefit to an extraordinary success. For instance, say a character was making a Diplomacy skill check against DC 20 to convince a magistrate to reduce the charges against his friend. If his check result was actually a 40, the DM might rule that the magistrate does not merely reduce the charges, she dismisses them and lets the friend go free.

CHECKS WITHOUT ROLLS

Taking 10: When a character is not in a rush and not being threatened or distracted, he may choose to take 10 on a skill check. Instead of rolling 1d20 for the skill check, calculate the character's result as if he had rolled a 10.

Taking 20: When the character has plenty of time (generally two minutes for a skill he normally can use in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if he had rolled a 20. Taking 20 means the character keeps trying until he gets it right. Taking 20 takes about 20 times as long as it would take to make a single check.

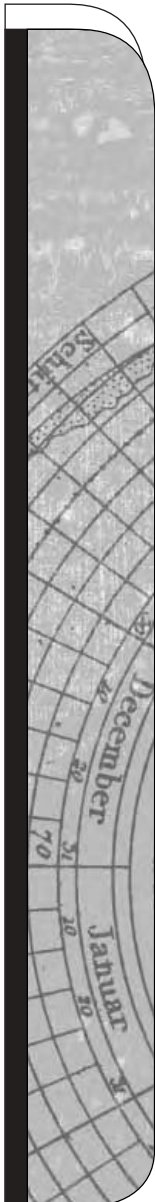
COMBINING SKILL CHECKS

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

Individual Events: Often, several characters attempt an action, and each succeeds or fails on his own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check, while each helper makes a skill check against DC 10. (The helper can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. DMs should limit cooperation as they see fit for the given conditions.

Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.



SKILL DESCRIPTIONS

This section describes each skill in the game, including common uses and typical modifiers.

DESCRIPTION FORMAT

This skill description format, standard for all skills, is as follows:

SKILL NAME

(KEY ABILITY, TRAINED ONLY, ARMOR CHECK PENALTY)

The skill name lines include the following information:

Key Ability: The name of the ability whose modifier applies to the skill check. *Exception:* Speak Language has “None” listed as its key ability, because using this skill does not require a check.

Trained Only: If “Trained Only” appears after the skill name line, the character must have at least 1 rank in the skill to use it. Otherwise, he can use the skill untrained (with a rank of 0). Any

special notes applying to trained or untrained use appear in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty (see Chapter Six: Equipment) to skill checks for this skill.

Next comes a general description of what using the skill represents, what a character can do with a successful skill check, how much time it takes to make a check, and the check's Difficulty Class. After the description come two other types of information:

- **Retry:** Certain conditions may apply to successive attempts to use the skill. If this paragraph is omitted, a character can retry skill attempts with no inherent penalty other than consuming additional time.
- **Special:** This final section includes any extra facts that apply to the skill, such as rules regarding untrained use, whether this skill has a synergistic relationship with other skills, and benefits that certain characters receive because of class or race.

SKILLS TABLE

	Aks	Chm*	Grn	Mbl	Mgr	Osn	Rth	Twr*	Unf	Wrm	Wtc*
Alchemy	•			•	•		•				•
Appraise	•						•				
Balance	•					•			•		
Bluff	•								•		•
Climb	•	•		•		•		•	•	•	
Concentration	•		•	•	•	•	•				•
Craft	•	•	•	•	•	•	•	•	•	•	•
Decipher Script	•				•		•				
Diplomacy	•	•	•						•		
Disable Device	•						•				
Disguise	•								•		•
Escape Artist	•					•			•		
Forgery	•						•		•		
Gather Information	•		•				•		•		
Handle Animal	•		•					•		•	
Heal	•	•	•			•		•			•
Innuendo	•				•				•		
Intimidate	•			•	•	•				•	
Intuit Direction	•		•			•		•			
Jump	•	•		•		•		•	•	•	
Knowledge (Architecture)	•	•		•	•		•			•	•
Knowledge (Ceremony)	•	•	•	•	•		•				•
Knowledge (Cosmology)	•	•		•	•		•				•
Knowledge (Dangerous Beasts)	•	•		•	•		•				•
Knowledge (Engineering)	•	•		•	•		•			•	•
Knowledge (Geography)	•	•	•	•	•		•				•
Knowledge (History)	•	•		•	•		•			•	•

* Members of this class may gain additional class skills based on type.

THE SKILLS

Characters can choose from among the various skills described in this chapter.

ALCHEMY

INTELLIGENCE, TRAINED ONLY

The character can identify and make alchemical items. Some items characters can make appear in the item descriptions in Chapter Six: Equipment. To determine how much time and material it takes to make an alchemical item, use the Difficulty Classes listed at right and the rules for making things found in the Craft skill description.

The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes one hour. Identifying a potion (if a substance is known to be a potion) “in the field” requires only 3 rounds and has no cost, but it requires the character to sip a tiny bit of the potion—a risk, if it turns out to not be a potion.

Alchemy Task	DC	Notes
Identify mysterious substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion or other single-use item	20	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion or other single-use item “in the field”	25	Takes 3 full rounds, but costs no gold
Make acid	15	See the Craft skill
Identify poison	20	—
Make alchemist’s fire, alchemist’s frost, smokestick, tindertwig, or trollbane powder	20	See the Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See the Craft skill
Make protective oil	28	See the Craft skill

SKILLS TABLE (CONT'D)

	<i>Aks</i>	<i>Chm*</i>	<i>Grn</i>	<i>Mbl</i>	<i>Mgr</i>	<i>Osn</i>	<i>Rth</i>	<i>Twr*</i>	<i>Unf</i>	<i>Wrm</i>	<i>Wtc*</i>
<i>Knowledge (Magic)</i>	•	•	•	•	•		•				•
<i>Knowledge (Nature)</i>	•	•	•	•	•		•	•			•
<i>Knowledge (Nobility and Courtesy)</i>	•	•		•	•		•		•	•	•
<i>Knowledge (Religion)</i>	•	•		•	•		•				•
<i>Knowledge (Runes)</i>	•	•		•	•		•				•
<i>Knowledge (Sailing and Navigation)</i>	•	•		•	•		•				•
<i>Knowledge (Science)</i>	•	•		•	•		•				•
<i>Listen</i>	•		•			•		•			
<i>Open Lock</i>	•						•		•		
<i>Perform</i>	•								•		
<i>Ride</i>	•	•						•		•	
<i>Search</i>	•			•	•				•		•
<i>Sense Motive</i>	•					•			•		•
<i>Sleight of Hand</i>	•								•		
<i>Sneak</i>	•					•			•		
<i>Speak Language</i>	•		•	•	•		•				•
<i>Spellcraft</i>	•		•	•	•		•				•
<i>Spot</i>	•	•				•	•	•	•		
<i>Swim</i>	•	•	•	•		•		•	•	•	
<i>Tumble</i>	•					•			•		
<i>Use Magic Device</i>	•										•
<i>Use Rope</i>	•								•		
<i>Wilderness Survival</i>	•		•					•			

* Members of this class may gain additional class skills based on type.

Retry: Yes, but in the case of making items, each failure ruins half the raw materials needed, and the character has to pay half the raw material cost again for a new attempt. If identifying substances or potions, each failure consumes the full cost. Identifying in the field cannot be retried.

Special: The character must have alchemical equipment to make an item or identify it. If identifying an item, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's laboratory grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

APPRAISE

INTELLIGENCE

The character can appraise common or well-known objects within 10 percent of their value (DC 12). Failure means the character estimates the value at somewhere between 50 percent and 150 percent of actual value. The DM secretly rolls 2d6+3, multiplies the result by 10 percent, then multiplies the actual value by that percentage and tells the character that value for the item. (For a common or well-known item, a character's chance of estimating the value within 10 percent is fairly high, even if he fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at between 70 percent and 130 percent of its actual value. The DM secretly rolls 2d4+5, multiplies the result by 10 percent, then multiplies the actual value by that percentage and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving items valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes one minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50 percent to 150 percent of actual value $([2d6+3] \times 10 \text{ percent})$.

BALANCE

DEXTERITY, ARMOR CHECK PENALTY

The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half his speed along the surface for 1 round.

A failure means the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

Surface	DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven floor	10
Surface angled	+5*
Surface slippery	+5*

* Cumulative; if both apply, use both.

Being Attacked While Balancing: Attacks against the character are made as if he were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to Armor Class. Characters with 5 or more ranks in Balance can retain the Dexterity bonus to Armor Class (if any) in the face of attacks. If a character takes damage, he must make another skill check to stay balanced.

Accelerated Movement: The character can try to walk across a precarious surface more quickly than normal. If he accepts a –5 penalty, he can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: Characters with 5 or more ranks in Tumble get a +2 synergy bonus on Balance checks.

BLUFF

CHARISMA

Bluff allows a character to convince another of something that is not true. A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: if the bluff is hard to believe, or if the action he wants the target to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of her, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, she has seen through the bluff (and would have done so even if it had not entailed any demand on her).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something the character wants her to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so she can't dodge his attack effectively. Doing so is a standard action that does not draw an attack of opportunity. If the character succeeds, the next attack he makes against the target does not allow her to use her Dexterity bonus to Armor Class (if any). This attack must be made on or before the character's next turn. Feinting in this way against a nonhumanoid



is difficult, because it's harder to read a strange creature's body language; the character suffers a -4 penalty in such cases. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a -8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: The character can use Bluff to help him hide. A successful Bluff check can give him the momentary diversion he needs to attempt a Sneak check to hide while people are aware of him.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives a character a $+2$ synergy bonus on Diplomacy, Intimidate, and Sleight of Hand checks and a $+2$ synergy bonus on an Innuendo check to transmit a message. Also, characters with 5 or more ranks of Bluff get a $+2$ synergy bonus on Disguise checks when they know they are being observed and they try to act in character.

CLIMB

STRENGTH, ARMOR CHECK PENALTY

With each successful Climb check, a character can advance up, down, or across a slope, wall, or other steep incline (even a ceiling with handholds) at one-half his speed as a full-round action. The character can move half that far at one-fourth of his speed as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that he falls from whatever height he has already attained.

A climber's kit gives a $+2$ circumstance bonus to Climb checks. (See Chapter Six: Equipment.)

The Difficulty Class of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold onto 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. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruin.
25	A rough surface, such as a natural rock wall or a brick wall. An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where one can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

* These modifiers are cumulative; use any that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack him as if he were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the Difficulty Class of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a full-round action, he can attempt to cover his full speed in climbing distance. However, he suffers a -5 penalty on Climb checks and must make two checks each round. Each successful check allows him to climb a distance equal to one-half his speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

Making One's Own Handholds and Footholds: The character can make his own handholds and footholds by pounding pitons into a wall. Doing so takes one minute per piton; one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons has a Difficulty Class of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

Catching Oneself When Falling: It's practically impossible to catch oneself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's a lot easier to catch oneself on a slope (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

CONCENTRATION

CONSTITUTION

The character can use this skill to maintain concentration in the face of distractions.

The table below summarizes various types of distractions that cause a character to have to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast. "Opponent's attack bonus" is the attack bonus of any foe threatening the caster (if the foe's attack bonus is less than 10, use 10 instead). "Opponent's grapple check" refers to an opposed roll made by a foe. If the Concentration check fails to beat the attack roll in the opposed check, it doesn't mean that the opponent succeeded in an attack—just that she foiled the character's attempt to concentrate. Subsequent attacks require a new attack roll from the opponent.

DC	Distraction
10 + damage dealt + spell level	Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of one standard action).
10 + half of continuous damage + spell level	Suffered automatic continuous damage.
10 + damage dealt + spell level	Damaged by spell.
Distracting spell's save DC + spell level	Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.)
Opponent's grapple check + spell level	Grappling or pinned (can only cast spells without somatic components and whose material component is in hand).
10 + spell level	Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks in a storm-tossed ship).
15 + spell level	Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).
20 + spell level	Affected by <i>whirlwind</i> spell.
5 + spell level	Weather involves a high wind carrying blinding rain or sleet.
10 + spell level	Weather involves wind-driven hail, dust, or debris.
Distracting spell's save DC + spell level	Weather caused by spell, such as <i>control weather</i> (same as distracted by nondamaging spell).
Opponent's attack bonus (min. 10) + spell level	Casting defensively (so as not to provoke attacks of opportunity).
15	Caster entangled.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

CRAFT

INTELLIGENCE

Craft actually refers to a number of separate skills. For instance, a character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks he happens to make for pottery or leatherworking, however. The character may have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill must specifically focus on creating something; if it does not, it is a Knowledge skill.

The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the 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; for more on money, see Chapter Six: Equipment.)

However, the basic function of the Craft skill is to allow a character to make an item of the appropriate type. The Difficulty Class depends on the complexity of the item created. The Difficulty Class, the character's check result, and the item's price determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, the skill level required, the time required, and the raw materials required determine an item's price. That's why the item's price and Difficulty Class determine how long it takes to make it and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; a character who uses improvised tools instead attempts the check with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. (See Chapter Six: Equipment.)

To determine how much time and money it takes to make an item:

1. Find the Difficulty Class listed here or have the DM set one.
2. Pay one-third the item's price in raw materials. (Look for these prices in Chapter Six: Equipment.)
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the Difficulty Class. If the result \times the Difficulty Class equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the Difficulty Class equals double or triple the price of the item multiplied by 10, then the character has completed the task in one-half or one-third the time, and so on.) If the result times the Difficulty Class doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make another check for the next week. Each week the character makes more progress until his total reaches the price of the item multiplied by 10.

Should the character fail the check, he makes no progress this week. If he fails by 5 or more, he ruins half the raw materials and has to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case he progresses (result times DC) at one-tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item: an item that conveys a bonus to its user through its exceptional craftsmanship, not through being magical.

To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and Difficulty Class. (See Chapter Six: Equipment.)

Once both the standard component and the masterwork component of the item are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, the character can repair an item at the same Difficulty Class it took to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Item	Craft	DC
Armor, shield	Armorsmith	10 + AC bonus
Exotic or articulated armor	Armorsmith	12 + AC bonus
Devanian or dire armor	Armorsmith	+5
Longbow, shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Mighty bow	Bowmaking	15 +2/Strength bonus
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Devanian or dire weapon	Weaponsmith	Standard item's DC +5
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

In some cases, a character can use versions of the *creation* spell to achieve the results of a Craft check without needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

When casting the spell *lesser creation*, the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Retry: Yes, but each time the character misses by 5 or more, he ruins half the raw materials and has to pay half the original raw material cost again.

DECIPHER SCRIPT

INTELLIGENCE, TRAINED ONLY

The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base Difficulty Class 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, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in one minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see if he avoids drawing a false conclusion about the text. (Success means the character does not draw a false conclusion; failure means he does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the player can't tell whether the conclusion the character draws is true or false.

Retry: No.

Special: Characters with 5 or more ranks in Decipher Script enjoy a +2 synergy bonus on Use Magic Device checks related to scrolls.

DIPLOMACY

CHARISMA

The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party. See the "Influencing Attitude" table in Chapter One.

Retry: Generally, retries do not work. Even if the initial check succeeds, Diplomacy can persuade the other character only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to her position, rendering a retry futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks. A character with 5 or more ranks in Bluff or Sense Motive gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

DISABLE DEVICE

INTELLIGENCE, TRAINED ONLY

The character can jam a mechanical device or otherwise keep it from operating. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a -2 circumstance penalty, even if the character employs a simple tool. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

The DM makes the Disable Device check so the player doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the Difficulty Class for the check depend on how tricky the device is. Disabling a simple device takes 1 round (it is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character 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).

Disabling (or rigging or jamming) a fairly simple device has a Difficulty Class of 10. Doing so for a more intricate or complex device has a higher Difficulty Class. The DM rolls the check. If it succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If the device is a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	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
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

* If the character attempts to leave behind no trace of the tampering, add 5 to the Difficulty Class.

Characters can even disarm magic traps. A magic trap generally has a Disable Device Difficulty Class of 25 + the level of the spell used to create it.

Retry: Yes, though the character must be aware that he has failed in order to try again. A character who beats a trap's Difficulty Class by 10 or more generally can study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

DISGUISE

CHARISMA

The character can change his appearance or someone else's. The effort requires at least a few props, some makeup, and 1d3 × 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types. For example, he might, with little or no actual disguise, make himself seem like a traveler even if he's a local.

The character's Disguise check result determines how good the disguise is; it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so the player is not sure how good the disguise is.

If the character draws no attention to himself, however, others do not get to make Spot checks. Should the character come to the attention of a suspicious person (such as a guard watching commoners walk through a city gate), the DM can assume that she's taking 10 on her Spot checks.

The effectiveness of the character's disguise depends in part on how drastically he's attempting to change his appearance:

Disguise	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

* Per step of difference between character's actual age category and disguised age category (young, adult, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks, as listed in the table below. Automatically treat such people as suspicious of the character—opposed checks are always invoked.

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and once each hour thereafter. If the character casually meets many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters, using a +1 bonus on the check to represent the crowd's average skill modifier (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know he attempted a disguise, they'll be more suspicious.

Special: A character with 5 or more ranks of Bluff gets a +2 synergy bonus on Disguise checks when he knows that he's being observed and tries to act in character.

ESCAPE ARTIST

DEXTERITY, ARMOR CHECK PENALTY

Making a check to escape from being bound by ropes, manacles, or other restraints (except a grappler) requires one minute of work. Escaping a net or *eldritch web* spell is a full-round action. Squeezing through a tight space takes at least one minute, maybe longer, depending on how long the space is.

Restraint	DC
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check
<i>Eldritch web</i> spell	25

Ropes: The character's Escape Artist check opposes the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus to her check.

Manacles and Masterwork Manacles: Manacles have a Difficulty Class of 30 or 35, depending on their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This Difficulty Class describes getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that his head won't fit through.

Grappler: A character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so a character who escapes the grapple can move in the same round. See "Wriggle Free" under "Grapple" in Chapter Seven: Playing the Game.

Spell: Escaping from an *eldritch web* spell constitutes a full-round action.

Retry: A character can make another check after a failed check if he's squeezing through a tight space, making multiple checks. If the situation permits, he can make additional checks or even take 20 as long as no one actively opposes him.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds. Likewise, a character with 5 or more ranks of Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone.

FORGERY

INTELLIGENCE

This skill allows a character to create false documents. Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about one minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), a character gains a +8 bonus on the roll if he has seen a similar document before. To forge a signature, the character gains a +4 bonus if he has that person's autograph to copy. Forging a longer document written in the hand of a particular person requires a large sample of that person's handwriting.

The DM makes the check secretly so the player is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by a Forgery check from the person checking the document's authenticity. The examiner gains bonuses or penalties to her check as described in the table on the next page.

Reader's Check Modifier	Forgery Condition
-2	Type of document unknown to examiner
+0	Type of document somewhat known to examiner
+2	Type of document well known to examiner
-2	Handwriting not known to examiner
+0	Handwriting somewhat known to examiner
+2	Handwriting intimately known to examiner
-2	Examiner reviews the document only casually

As with Bluff, a document that contradicts procedure, orders, or previous knowledge, or one that requires a sacrifice on the part of the examiner, can increase that character's suspicion (and thus create favorable circumstances for her opposing Forgery check).

Retry: A retry is never possible after a particular examiner detects a particular forgery. But the forged document still might fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining it. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, the reader can't try using her own skill again, even if she's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

GATHER INFORMATION

CHARISMA

By succeeding at a Gather Information skill check (DC 10)—given an evening with a few gold pieces to use for buying drinks, making friends, and such—the character can get a general understanding of a city's major news items, assuming others have no obvious reasons to withhold the information. The higher the check result, the better the information.

If a character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the difficulty increases to anywhere from DC 15 to 25 or higher.

Retry: Yes, but because each check takes an evening or so to complete, characters may draw attention to themselves if they repeatedly pursue a certain type of information.

HANDLE ANIMAL

CHARISMA, TRAINED ONLY

The character can train or handle an animal. The Difficulty Class and the time required to get a particular effect depend on what the character is trying to do.

Handle Animal Task	Time	DC
Handle a domesticated animal	Varies	10
"Push" a domesticated animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Train a wild animal	2 months	20 + HD of animal

Time: For a task with a specific time frame, the character must spend half this time (at the rate of three hours per day per animal) working toward completion of the task before making the skill check. If the check fails, the character can't teach, rear, or train that animal. (At that point, he can quit the failed unfinished attempt.) Should the check succeed, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If someone interrupts or if the character fails to follow the task through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domesticated Animal: Examples of this task include commanding a trained dog, driving beasts of labor, tending to tired horses, and so forth.

"Push" a Domesticated Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, teaching them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternately, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come at a whistle, or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy, effectively domesticating it. A handler can rear up to three creatures of the same type at once. A character can teach domesticated animals tasks while raising them, or can teach them tasks as domesticated creatures later.

Train a Wild Animal: To train a wild animal means to teach a wild creature to do certain tricks, but only at the character's command. The creature remains wild, though usually controllable.

Retry: For handling and pushing domestic animals, retries are allowed. For training and rearing, they are not.

Special: A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals.

HEAL

WISDOM

The character can use this skill to treat wounds and illnesses. The Difficulty Class and effectiveness depend on the task attempted.

Heal Task	DC
First aid	15
Long-term care	15
Treat specific wound	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healer can stabilize her. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. He needs 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. The character cannot give long-term care to himself.

Treat Specific Wound: Someone with this skill can treat a person with a specific wound, like a bleeding wound or a cut on the foot that reduces movement speed. Treating such a wound is a standard action that, if successful, alleviates the condition. The DM decides whether a wound is treatable.

Treat Poison: To treat poison means to tend a single character who has been poisoned and will suffer further damage (or some other effect) from the poison.

Every time the poisoning victim makes a saving throw against the poison, the character makes a Heal check. The poisoning victim uses this result in place of her saving throw if the Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer makes a Heal check. The diseased character uses this result in place of her saving throw if the Heal result is higher.

Special: A character with 5 or more ranks in Knowledge (nature) gets a +2 synergy bonus on Heal checks. A healer's kit offers a +2 circumstance bonus to Heal checks.

INNUENDO

WISDOM, TRAINED ONLY

Using the Innuendo skill, a character can get a message across to someone else without obviously communicating.

The Difficulty Class for a basic message is 10. This number rises to DC 15 or 20 for complex messages, especially those that rely on getting across new information.

A character can also try to discern the hidden message in a conversation between two other people using this skill. The Difficulty Class is the skill check of the person using Innuendo, less a penalty of -2 for each piece of information the eavesdropper is missing. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat.

Whether trying to send or intercept a message, a failure by 5 points or more means the character has implied or inferred some false information.

The DM makes the character's Innuendo check secretly so the player doesn't necessarily know whether the character succeeded.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on the check to transmit (but not receive) a message. Characters with 5 or more ranks in Sense Motive get a +2 synergy bonus on checks to receive or intercept (but not transmit) a message.

INTIMIDATE

CHARISMA

The character can change others' behavior with a successful Intimidate check. The Difficulty Class is typically 10 plus the target's Hit Dice, although the DM can modify it further according to the situation. Some common skill check modifiers might be:

Intimidate Situation	Modifier
Intimidating character is larger than target creature	+2
Intimidating character is smaller than target creature	-5
Target creature is below half its total hit points	+2
Target creature is superior to intimidating creature	-10
Intimidating creature is superior to target creature	+2
Target creature could easily escape if it wished	-5
Target creature could not escape (it's bound or trapped)	+2
Target creature is easily cowed (up to DM)	+2
Target creature has a firm resolve (up to DM)	-1 to -10
Change in behavior is antithetical to target creature	-1 to -20

Any bonuses a target may have on saving throws against fear also increases the Difficulty Class.

The character must be able to interact with the other creature for a full round, doing nothing else. If they do not share a language, a character can only make the creature flee or cower, nothing else. Characters can attempt to intimidate more than one creature in a single attempt, but the Difficulty Class increases by the Hit Dice of each additional creature, and any circumstance penalties the DM assigns are cumulative for each creature.

Basically, Intimidate can get a character to do something she would not normally do. This change in behavior lasts for 1 round. Subsequent Intimidate checks after one success carry a +2 circumstance bonus, and the change in behavior lasts up to 10 rounds following these later checks.

For example, the warmain in the illustration on the next page intimidates a 1 HD goblin to try to get it to run away. The goblin is one of a troop of six and feels somewhat confident. The DM assigns a +2 circumstance modifier to the Difficulty Class for a total of 13 (10 + 1 HD + 2 circumstance). The warmain succeeds, causing the goblin to retreat. After 1 round, the goblin returns, but the warmain takes the time to intimidate it again, successfully. Now the goblin flees for 10 rounds, and the DM rules that he just keeps going, even after those 10 rounds are up. If the warmain spoke Goblin, he could have tried to get the creature to drop its weapon and surrender. The Difficulty Class would have been the same, but after 1 round, the goblin might have chosen to grab its weapon

again if the circumstances hadn't changed. If the warmain had tried to get all six goblins to surrender, the Difficulty Class would have been 28 (10 + 3 for each goblin). If the Goblin-speaking warmain had attempted to get a goblin to switch sides, the DM would have assigned a much higher circumstance modifier to the Difficulty Class (say, about +10), and even then the creature would reconsider after 1 round.

Retry: Retries work only if the previous attempt succeeded. If the initial check failed, the other character has become more firmly resolved to resist the intimidator, and a retry is futile.

Special: Characters with 5 or more ranks in Bluff get a +2 synergy bonus on Intimidate checks.

INTUIT DIRECTION

WISDOM, TRAINED ONLY

By concentrating for one minute, the character can use Intuit Direction to determine where true north lies in relation to himself (DC 15). If the check fails, the character cannot determine the direction. On a natural roll of 1, the character errs and mistakenly identifies a random direction as true north.

The DM makes the check secretly so that the player doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction he is at that point in the day. Use the most recently rolled number for all other checks in the same day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues. A character with 5 or more ranks of Intuit Direction gets a +2 synergy bonus on Wilderness Survival checks to avoid getting lost.

JUMP

STRENGTH, ARMOR CHECK PENALTY

The difficulty of a character's jump is based on the distance he must move and the type of jump it is (long jump or high jump, running or standing).

Type of Jump	DC
Running long jump*	Equal to distance jumped
Standing long jump	Equal to 2 × distance jumped
Running high jump*	Equal to 4 × distance jumped
Standing high jump	Equal to 8 × distance jumped

* The character must move 20 feet before jumping. A character can't take a running jump in Heavy armor.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from size, armor, encumbrance, or weight carried), reduce the check by -6 for every 10 feet of his speed below 30. If he has a higher speed (because he is an oathsworn, for instance), increase the check by +4 for each 10 feet of his speed above 30. So a character who moves at speed 20 suffers a -6 penalty, but one that moves 50 gains a +8 bonus.

Of course, some characters do not need to make Jump checks to reach certain heights, because they are so large. Characters jumping up have a maximum vertical reach based on their size. This reach is the height at which they do not need to make Jump checks, but rather a Climb check simply to pull themselves up (usually DC 15) as a move-equivalent action. For example, a sibeccai could pull himself up onto a ledge that is 8 feet high.

Creature Size	Max. Vert. Reach	Creature Size	Max. Vert. Reach
Colossal	124 feet	Small	4 feet
Gargantuan	64 feet	Tiny	2 feet
Huge	32 feet	Diminutive	1 foot
Large	16 feet	Fine	1/2 foot
Medium	8 feet		



Distance moved by jumping counts against maximum normal movement in a round. Characters trained in this skill who make the needed check land on their feet. Those using this skill untrained land prone unless they exceeded the required Difficulty Class by 5.

In a long jump across a chasm or other open space, if a character fails the check by less than 5, he can make a Reflex save (DC 15) to grab the far edge of the gap, ending his move. He can pull himself up (Climb check, DC 15), requiring a move-equivalent action.

If the character intentionally jumps down from a height, he might take less damage than if he just fell. A successful Jump check (DC 15) means he takes damage as if he had fallen 10 feet less than he actually did.

A character can “hop up” to a height at his waist or lower with a Jump check (DC 10).

Special: A character with 5 or more ranks in Tumble gets a +2 synergy bonus on Jump checks. Likewise, those with 5 or more ranks in Jump get a +2 synergy bonus on Tumble checks.

KNOWLEDGE

INTELLIGENCE, TRAINED ONLY

The character with this skill possesses knowledge in a specific area. Answering a question within his field of study has a Difficulty Class of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Typical fields of study include the following:

- *Architecture:* Building types, layouts, defenses.
- *Ceremony:* Conducting rites, requirements, materials, sites.
- *Cosmology:* Planes, outsiders, hierarchies, alternate physics.
- *Dangerous Beasts:* Monster habitats, nature, behavior, powers.
- *Engineering:* Bridges, tunnels, sapping, siege engines.
- *Geography:* Lands, borders, topography.
- *History:* Wars, rulers, dates and places, discoveries.
- *Magic:* Magic items, arcane mysteries, traditions, legends.
- *Nature:* Plants, animals, weather.
- *Nobility and Courtesy:* Customs, manners, kings and queens, lineages, heraldry, laws.
- *Religion:* Gods and goddesses, myths, traditions, holy symbols.
- *Runes:* Identification of magical symbols.
- *Sailing and Navigation:* Navigating on land and sea, maintaining and steering a ship.
- *Science:* Physics, math, chemistry.

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't allow him to know something he never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, one knows only common knowledge.

LISTEN

WISDOM

Characters use this skill to hear sounds. Make a Listen check against a Difficulty Class that reflects how quiet the noise is, or against an opposed Sneak check.

The DM may make the Listen check so the player doesn't know whether hearing nothing means that nothing is there, or simply that he rolled low.

DC	Sound
0	People talking
5	A person in Medium armor walking at a slow pace (10 feet/round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 feet/round) trying not to make any noise
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 feet from the listener
+5	Through a door
+10	Listener is asleep
+15	Through a stone wall

In the case of people trying to be quiet, Sneak checks could replace the listed Difficulty Classes, in which case the Difficulty Class would be the average result (or close to it).

Retry: The character can make a Listen check every time he has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something he failed to hear previously.

Special: When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it to oppose all the listeners' skill checks.

OPEN LOCK

DEXTERITY, TRAINED ONLY

Characters with this skill can pick, finesse, or otherwise open any kind of lock—even magical ones. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries with it a –2 circumstance penalty, even if the character employs a simple tool. The use of masterwork

Research

A character can research a particular question if he has the proper materials (usually books, or a library). Research takes at least an hour, although the DM can rule that difficult questions or large amounts of information require much longer.

A researcher adds his appropriate Knowledge skill bonus (if he has one) and the book or library bonus to the check to determine success. Someone without the proper Knowledge skill can do research with a book or at a library, but he uses only the book or library's bonus to modify his untrained skill check and can get only general knowledge.

A book normally has a bonus of +1 to +5, although a particularly good or appropriate book can offer a higher bonus. Generally, a library has a +5 to a +10 bonus, although a particularly large or well-organized library can offer a higher one.

Although art, rarity, or construction can modify its value, a reference book's value is equal to its Knowledge check bonus squared, then multiplied by 10. Thus, a four-volume set about plant life that offers a +3 bonus is worth 90 gp.

Waking Up

If a character is asleep, but makes a successful Listen check to hear noise nearby, he wakes up. He cannot act that round, however. Further, he must make a Concentration check (DC 15) to be able to act the round after that, as he is still groggy.

This is true whether the character wakes up on his own or is intentionally roused by another. Shaking someone awake is a full-round action.

Characters with the Light Sleeper talent can act immediately upon waking up.

thieves' tools enables the character to make the check with a +2 circumstance bonus.

Opening a lock entails 1 round of work and a successful skill check. It is a full-round action.

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

PERFORM

CHARISMA

Each character must choose a type of performance to develop with his skill. Possible Perform types include ballad, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, lute, mandolin, mime, ode, pan pipes, recorder, singing, storytelling, and trumpet. So, a character may learn Perform (dance) as a skill and Perform (flute) as another.

The character can impress audiences with talent and skill.

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp per day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp per day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp per day. With time, he may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 1d6 gp per day. With time, he may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 3d6 gp per day. With time, he may draw attention from distant potential patrons.

A masterwork musical instrument offers a +2 circumstance bonus to Perform checks that involve use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures. An audience that has been unimpressed in the past will be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).

Special: The DM may allow characters with 5 or more ranks in one Perform skill a +2 synergy bonus on related Perform skill checks. Related skills might include the flute and the pan pipes, drama and storytelling, and so on.

RIDE

DEXTERITY

When the character selects this skill, he chooses the type of mount he is familiar with. For this purpose, "horses" includes radonts (Huge regal steeds that carry giants), mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when he is used to riding horses), reduce his rank by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when he is used to riding horses), reduce his rank by 5 (but not below 0).

Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks do require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight upon warhorse	10
Leap	15
Control mount in battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

* *Armor check penalty applies.*

Guide With Knees: The character can react instantly to guide his mount with his knees, so he can use both hands in combat. Make the check at the start of the character's round. If it fails, the character can use only one hand this round, because he needs to use the other to control his mount.

Stay in Saddle: The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly, or when he takes damage.

Fight Upon Warhorse: If the character directs a war-trained mount to attack in battle, he can still make his own attack or attacks normally.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The character faces a check against DC 15 to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If he fails, he can do nothing else that round. The character does not need to roll for creatures trained for war (such as warhorses or radonts).

Fast Mount or Dismount: The character can mount or dismount as a free action. If he fails the check, mounting or dismounting becomes a move-equivalent action. (The character can't attempt a fast mount or dismount unless he can perform the mount or dismount as a move-equivalent action this round.)

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't

attack or cast spells while using his mount as cover, however. Failing the check means he doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when he falls off a mount, such as when it dies or falls. Failing the check means the character takes 1d6 points of falling damage.

Special: A character riding bareback suffers a -5 penalty on Ride checks. A character with 5 or more ranks in Handle Animal gets a +2 synergy bonus to Ride checks. If the mount has a military saddle, it offers a +2 circumstance bonus to Ride checks related to staying in the saddle.

SEARCH

INTELLIGENCE

To use this skill, a character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-square area or a volume of goods 5 feet on a side; doing so is a full-round action.

Search Task	DC
Ransack a chest full of junk to find a certain item	10
Find a typical secret door or a simple trap	20
Find a difficult nonmagical trap	21+
Find a magic trap	25+ spell level used to create
Notice a well-hidden secret door	30

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such abjuration spells. (See Chapter Eight: Magic.)

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

Special: A character without the Track feat can use the Search skill to find tracks. However, he can only follow the tracks if the Difficulty Class is 10 or less.

SENSE MOTIVE

WISDOM

A successful Sense Motive check allows the character to avoid being bluffed. The character can also use this skill to tell when something is up (something odd is going on that he was unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least one minute. The character could spend a whole evening trying to get a sense of the people around him.

Sense Motive Task	DC
Sense a lie	Liar's Bluff skill check
Hunch	20
Sense enchantment	25

Hunch: This use of the Sense Motive skill essentially means making a gut assessment of the social situation. The character can

get the feeling that something is wrong from another's behavior, such as when he is talking to an impostor. Alternatively, he can get the feeling that someone is trustworthy.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), such as a *charm* spell, even if the other person isn't aware of it herself.

Retry: No, though the character may make a new Sense Motive check for each bluff made attempted on him.

Special: Characters with 5 or more ranks in Sense Motive enjoy a +2 synergy bonus on Diplomacy checks and on Innuendo checks made to receive or intercept a message.

SLEIGHT OF HAND

DEXTERITY, TRAINED ONLY, ARMOR CHECK PENALTY

A Sleight of Hand check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10, unless an observer seems determined to note where the item went.

When a character performs this skill under close observation, the observer's Spot check opposes his skill check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, he must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

DC	Sleight of Hand Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: If the first Sleight of Hand check failed, or if someone noticed the attempt, a second attempt against the same target or under the careful eye of the same observer has a DC +10 higher than the first check.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Sleight of Hand checks.

SNEAK

DEXTERITY, ARMOR CHECK PENALTY

Characters use the Sneak skill to tread softly and move silently. The character's Sneak check is opposed by the Listen check of anyone who might hear him. He can move up to one-half his normal speed

Search vs. Spot

Use the Search skill to examine something carefully and slowly. Use the Spot skill to glance around and notice something. Generally, Search checks are always intentional (a player declares that her character is going to inspect the locked chest), and Spot checks never are (the DM needs to determine whether a character sees the hidden unfettered waiting in ambush).

at no penalty. At more than one-half, and up to the character's full speed, he suffers a -5 penalty to Sneak. It's practically impossible (-20 penalty) to sneak around while running or charging.

Hiding: Characters can also use Sneak to hide. A character's Sneak check is opposed by the Spot check of anyone who might see him. The character can move up to one-half normal speed and hide at no penalty. At more than one-half, and up to his full speed, he suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses or penalties to Sneak checks made to hide as follows: Fine $+16$, Diminutive $+12$, Tiny $+8$, Small $+4$, Large -4 , Huge -8 , Gargantuan -12 , Colossal -16 .

If people are observing the character, even casually, he can't hide. The character can run around a corner to get out of sight and then hide, but the onlookers know at least where he went. However, if the onlookers are momentarily distracted (as by a Bluff check; see below), the character can attempt to hide.

While the onlookers turn their attention from the character, he can attempt a Sneak check if he can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank he has in Sneak.) However, the character makes this check at -10 because he has to move fast.

Spellcraft vs. Knowledge (Magic)

Use Spellcraft on checks pertaining specifically to spells: identifying them, speculating about their effects, and deciphering them on scrolls. Use Knowledge (magic) for all other magical checks: discerning information about a magic item, predicting some magical weather patterns, learning something about a magical creature, determining the location of a magical site, and so on.

Characters trying to move silently and hide at the same time make only one Sneak check, which is opposed by either Spot or Listen.

The character can use Bluff to help him hide. A successful Bluff check can create the momentary diversion he needs to attempt a Sneak check to hide while people are aware of his presence.

SPEAK LANGUAGE

NONE, TRAINED ONLY

The Speak Language skill doesn't work like a standard skill. The character starts at 1st level knowing one or two languages (according to his race) plus an additional number of languages equal to his Intelligence bonus. Instead of buying a rank in Speak Language, the character chooses a new language that he can speak. The character doesn't make Speak Language checks: He either knows a language or he doesn't.

A literate character can read and write any language he speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Common languages and their alphabets are summarized in the table at the bottom of the page.

SPELLCRAFT

INTELLIGENCE, TRAINED ONLY

The character can use Spellcraft to identify spells and magic effects.

DC

15 + spell level

15 + spell level

20 + spell level

20 + spell level

20 + spell level

30 or higher

Task

Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.

When casting *detect magic*, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the Difficulty Class is 15 + half caster level.)

Identify a spell that's already in place and in effect. (The character must be able to see or detect the effects of the spell.) No retry.

Identify materials created or shaped by a spell, such as noting that an iron wall is the result of a *wall of iron* spell. No retry.

Decipher a written spell (such as a scroll) without using *read magic*. One try per day.

Understand a strange or unique magical spell-like effect, such as the effects of a magical brook. No retry.

Additionally, certain spells allow the character to gain information about magic, provided that the character makes a Spellcraft check as detailed in the spell descriptions in Chapter Nine.

Retry: See above.

Special: A character with 5 or more ranks of Use Magic Device gets a $+2$ synergy bonus to Spellcraft checks to decipher spells on scrolls. One with 5 or more ranks in Spellcraft enjoys a $+2$ synergy bonus on Use Magic Device checks related to scrolls.

SPOT

WISDOM

The Spot skill is used primarily to detect characters or creatures who are hiding, or something otherwise not obvious. Typically, Spot checks are opposed by the Sneak check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a character must make a successful Spot check to notice it.

COMMON LANGUAGES AND THEIR ALPHABETS

Language	Alphabet	Language	Alphabet	Language	Alphabet
Alabast	Faen	Faen	Faen	Rhodin	Litorian
Aquan	Faen	Goblin	Common	Sylvan	Faen
Auran	Draconic	Giant	Giant	Terran	Faen
Celestial	Celestial	Ignan	Draconic	Troll	Common
Common	Common	Infernal	Infernal	Undercommon	Common
Draconic	Draconic	Litorian	Litorian	Verrick	Verrick

A Spot check result of greater than 20 generally lets the character become aware of an invisible creature near him (though he can't actually see it).

Spot is also used to detect someone in disguise.

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: A character can make a Spot check every time he has the opportunity to notice something in a reactive manner. As a full-round action, he may try to spot something that he failed to spot previously.

SWIM
STRENGTH

A successful Swim check allows the character to move in water at one-quarter of his speed as a move-equivalent action or at one-half his speed as a full-round action. Roll once per round. Failing the check means the character makes no progress through the water. Should he fail by 5 or more, he goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), he suffers a cumulative -1 penalty to his Swim check for each consecutive round he's been underwater.

The Difficulty Class for the Swim check depends on the water's condition:

Water Condition	DC
Calm water	10
Rough water	15
Stormy water	20

For each hour that the character swims, make a Swim check (DC 20); on a failure, the character takes 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for every 5 lbs. of gear he is carrying or wearing.

TUMBLE
DEXTERITY, TRAINED ONLY, ARMOR CHECK PENALTY

The character can use acrobatics and somersaults to move past opponents or to land safely. The character can't use this skill if his speed has been reduced by armor, excess equipment, or loot.



The character can land softly when he falls or tumbles past opponents. He also can tumble to entertain an audience (as with the Perform skill). “Opponent’s attack roll” in the table below refers to opposed rolls made by an opponent. A character tumbles past a foe, attempting to avoid an attack of opportunity. His foe makes an attack roll for the opposed Tumble check. If the Tumble attempt fails, the foe gets an attack of opportunity, and makes a new attack roll.

DC	Tumble Task
15	Treat a fall as if it were 10 feet shorter than it actually is when determining damage.
Opponent’s attack roll	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers opportunity attacks normally.
Opponent’s attack roll +5	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Armor Class instead of a +2 bonus when executing the fight defensively action as a standard or full-round action.

A character with 5 or more ranks in Tumble gains a +6 dodge bonus to Armor Class instead of a +4 bonus when executing the total defense standard action. (See Chapter Seven: Playing the Game for more on this and other standard actions.)

Characters with 5 or more ranks in Jump get a +2 synergy bonus on Tumble checks. Likewise, someone with 5 or more ranks in Tumble gets a +2 synergy bonus on Jump checks. Those with 5 or more ranks in Tumble enjoy a +2 synergy bonus on Balance checks.

USE MAGIC DEVICE

CHARISMA, TRAINED ONLY

The character can use this skill to read a spell scroll or to activate a magic item he normally could not use. This skill lets him use a magic item as if he had the spell ability or class features of another class, or as if he were a different race.

Use Magic Device Task	DC
Decipher a written spell	25 + spell level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See text
Emulate race	25
Activate blindly	25

When the character attempts to activate a magic item using this skill, he does so as a standard action that involves emulating an ability of someone who could normally activate it. This Use Magic Device check is instant and takes no time by itself—attempt it as part of the activate magic item standard action.

The character makes this skill check each time he activates a device such as a wand. If he is using the skill to emulate a race or some other quality in an ongoing manner, he needs to make the relevant Use Magic Device check once per hour.

The character must consciously choose what to emulate. That is, he has to know what he is trying to emulate when he makes a skill check to activate a magic item.

Decipher a Written Spell: This works just like deciphering a written spell using the Spellcraft skill, except that the Difficulty Class is 5 points higher.

Emulate Spell Ability: This application of the Use Magic Device skill allows the character to use a magic item as if he had a particular spell on his list of known spells. Normally, to cast a spell from a scroll or use a wand, the character has to have the particular spell on his list of known spells. By using the skill this way, he can use such an item as if he did have the spell on his list of known spells. The character’s effective caster level is his skill check result –20. (It’s okay to have a caster level of 0.) For wands, it doesn’t matter what the character’s caster level is, but it does matter for scrolls. If the character’s effective level is lower than the caster level, he must roll to see if he uses the scroll successfully.

For example, say a greenbond, who knows only simple spells, finds a *wand of dimensional door* (a complex spell). He attempts a Use Magic Device skill check (DC 20) each time he wants to use the wand.

This skill does not let the character cast the spell normally. It only lets him cast it from a scroll or wand as if the spell were on his list of known spells. *Note:* If the character is casting it from a scroll, he has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature of another character class to activate a magic item. His effective level in the emulated class equals his skill check result –20.

This skill does not let the character use the class feature of another class. It just lets him activate magic items as if he had the class feature.

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in either Intelligence, Wisdom, or Charisma. The character’s effective ability score is his skill check result –15. A character who already has a high enough score in any one of these three abilities doesn’t need to make this check.

Emulate Race: Some magic items work only for members of certain races, or work better for those of certain races. With a successful skill check, the character can use such an item as if he were the race of his choice. The character can emulate only one race at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if he were using the activation word, thought, or action, even if he is not—even if he doesn’t know it. The character does have to use an



equivalent word, thought, or action, however: He has to speak, wave the item around, or otherwise attempt to get it to activate. He gets a special +2 bonus if he has activated the item at least once before.

If the character fails by 10 or more, he suffers a mishap. A mishap means that magical energy gets released but it doesn't do what he wanted it to do. The DM determines the result of a mishap, as with scroll mishaps (see Chapter Eight: Magic Items in the DMG). The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. *Note:* This mishap is in addition to the mishap risk a character normally runs when using a scroll to cast a spell whose caster level is higher than his own level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and fails the check, he can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for him to use this skill reliably.

A character with 5 or more ranks in Spellcraft gets a +2 synergy bonus on Use Magic Device checks related to scrolls. Characters with 5 or more ranks in Decipher Script enjoy a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

Someone with 5 or more ranks of Use Magic Device gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

USE ROPE

DEXTERITY

The character can tie knots and bind things with rope. Most tasks with a rope are relatively simple.

DC	Use Rope Task
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another person with a rope, any Escape Artist check the bound person attempts is opposed by the character's Use Rope check. The character gets a +10 bonus on this check, because it is easier to bind someone than to escape from being tied up. The character doesn't make his Use Rope check until the bound person tries to escape.

Special: A silk rope gives a +2 circumstance bonus to Use Rope checks.

A character with 5 or more ranks in Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone. Likewise, a character with 5 or more ranks in Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

Characters with 5 or more ranks in Use Rope enjoy a +2 synergy bonus to Climb checks made for climbing rope, knotted rope, or a rope and wall combination.

WILDERNESS SURVIVAL

WISDOM

The character can keep himself and others safe and fed in the wild. Some common tasks and their difficulty appear in the table below.

DC	Wilderness Survival Task
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which skill check result exceeds 10.
10	Find a suitable campsite for spending the night.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every point by which the skill check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until he makes the next check. To avoid getting lost or avoid natural hazards, the character makes a 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.

Special: A character with 5 or more ranks of Intuit Direction gets a +2 synergy bonus on Wilderness Survival checks to avoid getting lost. Characters with the Track feat can use a Wilderness Survival skill check to follow and identify tracks.

Feats and Talents

Feats and talents are special abilities a character has that help her in battle, when she uses magic, or when she attempts to perform other tasks.

Feats represent a character's special abilities or training, like being able to make lightning-fast attacks, cast spells that most people don't know, follow and identify tracks, or even create her own magic items. *Feats* are abilities a character develops on her own or gains in special ceremonies, while *talents* are traits she is born with.

GAINING FEATS

All characters start out with a feat at 1st level. This feat can be a regular feat (general or item creation) or it can be a talent. Talents are feats a character can choose only at 1st level. In addition, most characters also get a free ceremonial feat as part of the ritual in which they receive their truename.

Those who do not have such a ceremony are the Unbound (see below). They get a talent instead.

A normal 1st-level character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent

An Unbound 1st-level character receives the following:

1. One regular feat or a talent and
2. One talent

Human characters get another feat at 1st level as a racial bonus. However, no character may start the game with more than one ceremonial feat. Only Unbound characters can start with more than one talent. Thus, the human bonus feat normally must be a regular feat.

A normal 1st-level human character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent and
3. One regular feat

An Unbound 1st-level human character receives the following:

1. One regular feat or a talent and
2. One talent and
3. One regular feat

All characters gain feats at 3rd level and every third level afterward (at 6th, 9th, 12th, and so on). Some classes earn bonus feats. These bonus feats can be chosen from a smaller subset of feats listed in the class description in Chapter Three.

PREREQUISITES

Some feats have prerequisites. A character must have the listed prerequisite ability score, feat, skill, or base attack bonus in order to select or use that feat. Characters can gain a feat at the same level at which they gain the prerequisite.

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

EXCHANGING FEATS

At 10th and 20th level, a character can perform a special ceremony that takes a full day and costs 1,000 gp in materials. At that time, she can switch any feat she has with another feat. If the new feat is a ceremonial feat, she must still perform the ceremony for that feat. This exchange ceremony, available only twice in a character's career, allows her to discard feats that have proven useless, obsolete, or unwanted.

FEAT CATEGORIES

Feats come in a variety of types. Each type designates who can take it, when characters can take it, or other special aspects of the feat.

GENERAL FEATS

General feats are the most basic sort of feats. Anyone can take a general feat she qualifies for when the time comes to select a new feat.

TALENTS

Talents are special feats a character can take only at 1st level. They represent not training, but inborn gifts. Since most people have only one talent (Unbound characters could have two), they can really help to distinguish a character right from the outset.

CEREMONIAL FEATS

A *ceremonial feat* is one a character gains as the direct result of participating in a ritual of power. Most characters get a ceremonial feat for free at 1st level as part of their naming ceremony, a ritual usually held during a character's adolescence. At this ceremony the character learns her truename in a vision. Only characters with truenames can take ceremonial feats (except in the case of bonus feats; see class ability descriptions in Chapter Three).

A character's *truename* is the name of her soul. Because it is the key to the lock of her innermost self, most people keep their truenames a secret from all but their closest comrades. Enemy spellcasters can use a character's truename against her by casting spells against her. Friendly spellcasters can use them to cast beneficial spells more effectively. In fact, sometimes, without a truename, a spell cannot be cast at all. For more about truenames, see Chapter Eight: Magic.

A character can choose a ceremonial feat whenever she gains a new feat and meets all its prerequisites. However, gaining a ceremonial feat also carries associated costs in money and time.

Ceremonial feats involve a daylong ritual that takes one week to prepare. Necessary supplies and ingredients cost a character 100 gp per level. None of these costs apply to the ceremonial feat gained at 1st level—that ritual took place before the character entered play.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. All ceremonial feats are supernatural abilities.

FEATS BY CATEGORY

Feat Name	Category	Prerequisites
Aid Spellcasting	General	Ability to cast spells, Intelligence 15+, Charisma 15+
Armor Proficiency, Exotic	General	—
Armor Proficiency, Heavy	General	Armor Proficiency (Light), Armor Proficiency (Medium)
Armor Proficiency, Light	General	—
Armor Proficiency, Medium	General	Armor Proficiency (Light)
Bite	General	Litorian, mojh, sibeccai, or other race with powerful jaws and sharp teeth
Bloody Strike	General	Base attack bonus +5 or higher
Cleave	General	Strength 13+, Power Attack
Cleave, Improved	General	Strength 13+, Power Attack, Cleave, base attack bonus +4 or higher
Combat Reflexes	General	—
Compensate for Size	General	Dexterity 13+
Complex Spell	General	Spellcaster level 1st+, Intelligence 11+, Spellcraft (4 ranks)
Conjure Mastery	General	Spellcaster level 7th+, Charisma 17+
Defensive Move	General	Dexterity 13+
Defensive Stance	General	Dexterity 13+
Exotic Spell	General	Spellcaster level 1st+
Expertise	General	Intelligence 13+
Far Shot	General	Point Blank Shot
First Strike	General	Dexterity 13+
Flyby Attack	General	Fly speed
Great Fortitude	General	—
Improved Bull Rush	General	Strength 13+, Power Attack
Improved Critical	General	Proficiency with weapon, base attack bonus +8 or higher
Improved Disarm	General	Intelligence 13+, Expertise
Improved Initiative	General	—
Improved Trip	General	Intelligence 13+, Expertise
Iron Will	General	—
Lightning Reflexes	General	—
Low Blow	General	Base attack bonus +3 or higher
Mobility	General	Dexterity 13+, Defensive Move
Modify Combat Style	General	Base attack bonus +7 or higher
Modify Spell	General	Spellcaster level 1st+
Mounted Archery	General	Mounted Combat
Mounted Combat	General	Ride skill
Paralyzing Blow	General	Base attack bonus +15 or higher
Point Blank Shot	General	—
Power Attack	General	Strength 13+
Power Charge	General	Power Attack, Strength 13+
Precise Shot	General	Point Blank Shot
Quick Draw	General	Base attack bonus +1 or higher
Rapid Strike	General	Dexterity 15+, Weapon Focus, base attack bonus +3 or higher
Ride-By Attack	General	Mounted Combat
Shield Proficiency	General	—
Shield Specialization	General	Shield Proficiency, base attack bonus +4 or higher
Shot on the Run	General	Point Blank Shot, Dexterity 13+, Defensive Move, Mobility
Skill Focus	General	—
Speed Burst	General	—
Stomp	General	Size Large, Strength 19+
Stunning Blow	General	Base attack bonus +6 or higher
Sturdy	General	—
Sunder	General	Strength 13+, Power Attack
Tough Hide	General	A natural armor bonus
Track	General	—
Trample	General	Either Mounted Combat or at least size Large
Two-Weapon Defense	General	Dexterity 15, Two-Weapon Fighting
Two-Weapon Fighting	General	—
Two-Weapon Fighting, Improved	General	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher
Two-Weapon Fighting, Massive	General	Two-Weapon Fighting, Strength 17+, base attack bonus +7 or higher
Unarmed Strike, Defensive	General	—
Unarmed Strike, Mighty	General	—
Weapon Finesse	General	Proficiency with weapon, base attack bonus +1 or higher
Weapon Focus	General	Proficiency with weapon, base attack bonus +1 or higher
Weapon Proficiency, Exotic	General	Base attack bonus +1 or higher, proficient with martial weapons, Strength 15+ (heavy) or Dexterity 15+ (agile)
Weapon Proficiency, Martial	General	Base attack bonus +1 or higher
Weapon Proficiency, Simple	General	—
Attune to Magic Item	Ceremonial	Wisdom 13+, truename
Battle Mage	Ceremonial	Truename

Feat Name	Category	Prerequisites
Blessed Mage	Ceremonial	Truename
Blood as Power	Ceremonial	Spellcaster level 1st+, Wisdom 17+, truename
Bonded Item	Ceremonial	Truename
Brandish Magical Might	Ceremonial	Spellcaster level 3rd+, truename, and either: Charisma 17+, Intelligence 17+, or Wisdom 17+
Chi-Julud	Ceremonial	Truename, giant, Wisdom 13+, Charisma 13+
Corrupt Mage	Ceremonial	Truename
Creator Mage	Ceremonial	Spellcaster level 9th+, Intelligence 17+, truename
Crippling Strike	Ceremonial	Sneak attack, Intelligence 17+, truename
Defensive Roll	Ceremonial	Wisdom 13+, truename
Eldritch Training	Ceremonial	Intelligence 15+, truename
Elemental Mage	Ceremonial	Truename
Energy Mage	Ceremonial	Truename
Fleet of Foot	Ceremonial	Truename
Focused Healing	Ceremonial	Wisdom 11+, truename
Hands as Weapons	Ceremonial	Truename
Hunter Mage	Ceremonial	Truename
Infuse Weapon	Ceremonial	Weapon Focus, Weapon Specialization, base attack bonus +4 or higher, truename
Intuitive Sense	Ceremonial	Truename
Intuitive Sense, Improved	Ceremonial	Intuitive Sense, truename
Iron Flesh	Ceremonial	Truename
Mighty Hurl	Ceremonial	Truename
Mirror Sight	Ceremonial	Spellcaster level 1st+, Charisma 19+, truename
Opportunist	Ceremonial	Intelligence 15+, truename
Peaceful Mage	Ceremonial	Wisdom 13+, truename
Power of the Name	Ceremonial	Intelligence 17+
Priest	Ceremonial	Wisdom 11+, Knowledge (religion), truename
Psion	Ceremonial	Intelligence 15+, truename
Quicken Spell	Ceremonial	Spellcaster level 10th+, Intelligence 15+, truename
Rapid Reload	Ceremonial	Dexterity 15+, Weapon Focus, base attack bonus +3 or higher, truename
Resistant Spell	Ceremonial	Spellcaster level 7th+, Intelligence 17+, truename
Sanctum	Ceremonial	Truename
Sense the Unseen	Ceremonial	Truename
Skill Application	Ceremonial	Truename
Skill Mastery	Ceremonial	Character level 6th+, truename
Slippery Mind	Ceremonial	Truename
Tattooed Spell	Ceremonial	Truename
Title	Ceremonial	Character level 9th+, truename
Unraveling Mage	Ceremonial	Spellcaster level 10th+, Intelligence 17+, truename
Weapon Specialization	Ceremonial	Weapon Focus, base attack bonus +4 or higher, truename
Whirlwind Attack	Ceremonial	Truename, Dexterity 13+, Intelligence 13+, Defensive Move, Expertise, Mobility, base attack bonus +4 or higher
Wild Mage	Ceremonial	Truename
Craft Charged Item	Item Creation	Spellcaster level 5th+
Craft Constant Item	Item Creation	Spellcaster level 12th+
Craft Magic Arms and Armor	Item Creation	Spellcaster level 5th+
Craft Single-Use Item	Item Creation	Spellcaster level 3rd+
Craft Spell-Completion Item	Item Creation	Spellcaster level 1st+
Affinity With Skill	Talent	Character level 1st only
Ambidexterity	Talent	Dexterity 15+, character level 1st only
Born Hero	Talent	Character level 1st only
Born Leader	Talent	Character level 1st only
Defensive	Talent	Character level 1st only
Eidetic Memory	Talent	Character level 1st only
Elemental Resistance	Talent	Character level 1st only
Energy Resistance	Talent	Character level 1st only
Fast Healer	Talent	Character level 1st only
Light Sleeper	Talent	Character level 1st only
Natural Archer	Talent	Character level 1st only
Natural Swordsman	Talent	Character level 1st only
Night Owl	Talent	Character level 1st only
Resistance to Disease	Talent	Character level 1st only
Resistance to Magic	Talent	Character level 1st only
Resistance to Poison	Talent	Character level 1st only
Sensitive	Talent	Character level 1st only
Signature Spell	Talent	Character level 1st (spellcaster) only
Spell Affinity	Talent	Character level 1st (spellcaster) only
Spell Artist	Talent	Character level 1st (spellcaster) only
Unique Spell	Talent	Character level 1st (spellcaster) only
The Voice	Talent	Character level 1st only
Way With Animals	Talent	Character level 1st only
Wealthy	Talent	Character level 1st only

UNBOUND CHARACTERS

Also known as the unnamed, *Unbound* characters do not go through the naming ceremony and do not have truenames. This quality carries with it some inherent benefits: for instance, it makes a character immune to certain dangerous spells. However, it also has its inherent drawbacks: It makes a character immune to some beneficial spells—including *raise the dead*, but not including *revivification*. Unbound characters do not get the free ceremonial feat at 1st level. They instead gain a talent. Because they could choose a talent as their normal 1st-level feat, only Unbound characters can have two talents.

Unbound characters can take no ceremonial feats as they gain levels, because ceremonial feats require truenames.

ITEM CREATION FEATS

An *item creation feat* lets a spellcaster create a certain type of magic item. Regardless of the type of item—wand, potion, etc.—each item creation feat has certain features in common.

Miscellaneous Item Creation Modifiers

An item with a spell effect that has been modified with the Modify Spell feat: $\times 1.2$

An item with a spell effect and the additional effect of a spell template: $\times 1.2 +$ the cost of any material components needed.

An item with a diminished spell effect: Figure price as if the spell were one level lower.

An item with a heightened spell effect: Figure price as if the spell were one level higher.

An item that can only be used by certain characters (limited by race, class, etc.): No modifier

An item with a spell effect not as good as the normal spell, such as a touch spell that only works on the item wearer, or an area spell that only targets one creature: $\times .75$ to $\times .5$ (up to the DM)

See Chapter Eight: Magic Items in the DMG for more pricing guidelines.

XP Cost: The spellcaster expends some of her power and energy when making a magic item. The XP Cost equals $1/25$ the cost of the item in gold pieces. A character cannot spend so many experience points that she loses a level. However, on gaining enough experience points to achieve a new level, she can immediately expend them to create an item rather than keeping them to advance a level.

Raw Materials Cost: Creating a magic item requires costly components,

most of which are consumed in the process. The cost of these materials equals half the item's price (see below).

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. Characters generally have access to what they need unless unusual circumstances apply.

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

Item Price: Item creation feats allow you to create items that directly reproduce spell effects. An item's power depends on its caster's level—a spell from one of these items has the same power it would have if cast by a spellcaster of equal level. The price of a magic item (and thus the XP Cost and the cost of the raw materials) depends on the caster level of the character who created it. The caster level must be high enough for the spellcaster creating the item to cast the spell at that level. To find the final price in each case, multiply the spell level by the caster level, then by the magic

item creation modifier in the spell description. (If the spell level is 0, multiply by $1/2$). Finally, multiply the result by a constant:

Spell Completion Items: Base price = (spell level \times caster level \times magic item creation modifier) $\times 25$ gp.

Single-Use Items: Base price = (spell level \times caster level \times magic item creation modifier) $\times 50$ gp.

Charged Items: Base price = (spell level \times caster level \times magic item creation modifier) $\times 750$ gp.

Constant Items: Base price = (spell level \times caster level \times magic item creation modifier) $\times 2,000$ gp.

Finally, figure into the item's price the cost of any material components mentioned in the spell description.

FEAT DESCRIPTIONS

This chapter presents 137 feats for you to choose from. Details are provided in the feat descriptions.

FEAT FORMAT

Below is the format for feat descriptions that this chapter uses:

FEAT NAME (TYPE OF FEAT)

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, or a 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 to do, in game terms.

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

Special: Additional facts about the feat, if any.

THE FEATS

The following feats are available to all characters who qualify. Many of them work with the various actions and attacks described in Chapter Seven or the spell templates in Chapter Eight.

AFFINITY WITH SKILL (TALENT)

You have an innate talent with a particular skill.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 inherent bonus to a chosen skill.

AID SPELLCASTING (GENERAL)

You add your knowledge and power to the casting of an ally's spell.

Prerequisites: Ability to cast spells, Intelligence 15+, Charisma 15+

Benefit: As a standard action, similar to aid another, the character makes a Concentration check to help another spellcaster cast a spell. If she exceeds a Difficulty Class of $10 +$ the level of the spell being cast, she adds +1 to either the spell's Difficulty Class or to its caster level (character's choice). Additional casters with this feat can also make attempts to add to the spell, but the most that can be added to the Difficulty Class or the caster level is the level of the spell being cast.



AMBIDEXTERITY (TALENT)

You can use your right and left hands equally well.

Prerequisites: Dexterity 15+, character level 1st only

Benefit: The character ignores all penalties for using an off hand. He is neither left handed nor right handed.

Normal: Without this talent, a character using her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This talent helps offset the penalty for fighting with two weapons.

ARMOR PROFICIENCY, EXOTIC (GENERAL)

You can use exotic armor.

Benefit: The character can wear exotic armor without penalty. To use exotic armor, the character must have the appropriate normal proficiency (Light, Medium, or Heavy) for that type of armor.

Normal: A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

ARMOR PROFICIENCY, HEAVY (GENERAL)

You can use Heavy armor.

Prerequisites: Armor Proficiency (Light) and (Medium)

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

ARMOR PROFICIENCY, LIGHT (GENERAL)

You can use light armor.

Benefit: While wearing a type of armor the character is proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character wearing armor with which she is not proficient also suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

ARMOR PROFICIENCY, MEDIUM (GENERAL)

You can use Medium armor.

Prerequisite: Armor Proficiency (Light)

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

ATTUNE TO MAGIC ITEM (CEREMONIAL)

After a ceremony held with you and at least three other spellcasters in a closed area filled with herbal smoke, you gain the ability to understand the powers of magic items you study.

Prerequisites: Wisdom 13+, truename

Benefit: After studying a magic item carefully for one minute, the character makes a caster power check with a Difficulty Class of $11 +$ the item's caster level. If successful, she learns one random function of a magic item, as well as how to activate it. Instead of taking a minute, she can attempt to attune as a full-round action, but the Difficulty Class increases by $+10$. A character cannot learn multiple functions

with this ability—she must use *object loresight* or *analyze* to do so. Once one has tried to attune with an item, whether successful or not, she cannot try again with the same item. There is no limit to how many items a character can attempt to attune with.

BATTLE MAGE (CEREMONIAL)

After a ceremony involving you and at least six warriors, you gain special benefits with war magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the war template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus on all Concentration checks made to cast a spell defensively.

BITE (GENERAL)

Although most civilized creatures have lost the skill to use their sharp teeth in combat, you can use yours as terrible weapons.

Prerequisite: Litorian, mojh, or sibeccai (or other race with powerful jaws and sharp teeth)

Benefit: The character is proficient with using bite attacks in combat and, unless gagged or muzzled, is always considered armed (and the bite is considered a light weapon). The character inflicts damage based on her size, as follows:

Size	Damage
Diminutive or Fine	1d2 + Strength bonus
Tiny	1d3 + Strength bonus
Small	1d4 + Strength bonus
Medium	1d6 + Strength bonus
Large	2d4 + Strength bonus
Huge	2d6 + Strength bonus
Gargantuan	2d8 + Strength bonus
Colossal	2d10 + Strength bonus

When a character takes a feat requiring her to specify a weapon (such as the Weapon Focus feat), she can choose “bite.”

If a character also uses a weapon (or unarmed attack) in the same round, the bite is considered an “off-hand” attack with which the character has “Ambidexterity” and “Two Weapon Fighting” automatically—that is to say, both the bite attack and the other attack suffer a –2 penalty. A character fighting with a weapon in each hand (or a double weapon) can make a bite attack, but all attacks suffer a –4 penalty in addition to normal two-weapon fighting penalties the character might suffer.

Normal: Characters whose racial description in Chapter Two does not include this feat cannot use bite attacks effectively in combat. Monsters with bite attacks do not need this feat.

BLESSED MAGE (CEREMONIAL)

After a ritual involving a daylong invocation to angelic spirits, you gain special benefits with blessed magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the blessed template to her spells as described in Chapter Eight: Magic. Further, she casts any spell that cures hit point damage at +1 caster level.

BLOOD AS POWER (CEREMONIAL)

As the result of a ceremony involving you and at least six other spellcasters, you can use your own blood to power your spells.

Prerequisites: Spellcaster level 1st+, Wisdom 17+, truename

Benefit: A character with this feat can cut herself as a somatic component added to a spell. After dealing herself 6 points of damage per spell level (3 points for 0-level spells), she can



cast a spell she knows without losing the spell slot. Characters can use this feat only three times per day.

BLOODY STRIKE (GENERAL)

You know how to inflict wounds that prove particularly troubling to your foes.

Prerequisite: Base attack bonus +5 or higher

Benefit: A character must wield a slashing or piercing weapon to use this feat. As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, he must make a Fortitude saving throw (DC 10 + half her level + Wisdom bonus). Should the opponent fail the save, he bleeds profusely, losing 1 hit point per round until he receives magical healing of any kind, someone performs a Heal check (DC 15) upon him, or he makes a successful save (the second save attempt requires a full-round action as he staunches or nurses the wound himself).

BONDED ITEM (CEREMONIAL)

A ceremony involving you and a particular item as the central figures ties you magically to the item.

Prerequisite: Truename

Benefit: Any time a character uses the bonded item in its straightforward function, she gains a +1 luck bonus for the attempt. For example, if it is a weapon, she gains a +1 bonus to attack rolls. If it is a harness of armor or a shield, she enjoys a +1 bonus to Armor Class. If it is a lockpick, she gains a +1 bonus to use it.

If the item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

BORN HERO (TALENT)

You always seem to be in the right place at the right time to commit a heroic act.

Prerequisite: Character level 1st only

Benefit: The character begins the game with 1 hero point (see Chapter Seven: Playing the Game).

Special: The DM should be generous in awarding this character hero points.

BORN LEADER (TALENT)

People seem to take to you and are willing to do what you say.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 bonus to Diplomacy checks when trying to convince someone to do something. Further, people who are indifferent or friendly toward the character (as shown in the "Influencing Attitude" table in Chapter One: Abilities) are more likely to trust him than they are to trust someone else they are indifferent or friendly toward. For example, say a Born Leader and another character both meet a verrik witch at the same time. When the witch asks for advice, she will believe the Born Leader over the other character.

Lastly, characters with this talent enjoy a +1 bonus to the Difficulty Class of compulsion spells they cast.

BRANDISH MAGICAL MIGHT (CEREMONIAL)

After a ceremony held with you and at least six other spellcasters, you can use your magical power in new ways.

Prerequisite: Spellcaster level 3rd+, truename, one of the following: Charisma 17+, Intelligence 17+, or Wisdom 17+

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster power check, such as force open a *sealed door* (see the spell description in Chapter Nine) or counter a spell.

To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed caster power check. If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the power check, resolve the spell normally. A character cannot counter a complex spell of a level at which she only has access to simple spells. She cannot counter an exotic spell unless she knows the same exotic spell. (A Spellcraft check [DC 15 + spell level] allows her to identify the spell ahead of time to see if she should try to counter or not.) Countering a spell does not cost the character any spell slots of her own.

To try to overcome a creature's spell resistance, the character makes a caster power check rather than the normal caster level check. (In a caster power check, a character gets to add her spellcasting ability score modifier to the roll, as well as her level.)

CHI-JULUD (CEREMONIAL)

In a ritual involving seven other giants, you learn the ability of the Wardance.

Prerequisite: Must be a giant, Wis 13+, Cha 13+, truename

Benefit: The character takes a full round of concentration (Concentration check, DC 15) to turn everything peaceful and caring in her into a raw, warlike savagery. After this round, the character loses her Wisdom and Charisma modifiers (if positive), and her scores in both become 10 (if they were higher). Her former Wisdom bonus now adds to her Strength bonus (stacking with any other bonuses), and her former Charisma bonus adds to her Constitution bonus (stacking with any other bonuses). These extra bonuses last as long as the character wishes, but if Chi-Julud persists longer than 10 minutes, she suffers 1 point of temporary Wisdom and Charisma damage. Each full hour of Chi-Julud afterward, she suffers another point of Wisdom and Charisma damage during the first day. After that, if she is somehow still going (through use of magic), every day she suffers 1d4 points of temporary Wisdom and Charisma damage until she reverts back to her normal state of Si-Karan (Caretaker). During the time this feat is in effect, anything that normally would add to her Wisdom bonus adds to Strength instead, and anything that would add to Charisma adds to Constitution instead, even if the bonuses would not normally stack. For example, if someone casts a *lesser ability boost* on the character to give a +2 enhancement bonus to Strength and Wisdom, she instead gains a +4 bonus to Strength. These bonuses do not stack with further enhancement bonuses, such as from a *belt of strength* or a *periapt of wisdom*.

CLEAVE (GENERAL)

You can cut through one foe to strike another foe.

Prerequisites: Strength 13+, Power Attack

Benefit: A character who deals a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.) gets an immediate extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. Make the extra attack with the same weapon and at the same bonus as the one that dropped the previous creature. A character can use this ability once per round.

CLEAVE, IMPROVED (GENERAL)

You can slice through foes to strike other foes.

Prerequisites: Strength 13+, Power Attack, Cleave, base attack bonus +4 or higher

Benefit: As Cleave, except that the character can use this feat an unlimited number of times per round.

COMBAT REFLEXES (GENERAL)

You can make many rapid attacks, if your foes give you the right openings.

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to her Dexterity modifier. She still may make only one attack of opportunity per provocation or type of provocation. For example, a character can make two attacks of opportunity against a foe that stands up within an area she threatens, and then drinks a potion. The character cannot make two attacks of opportunity against a foe that moves through multiple threatened areas.

The character also may make attacks of opportunity while flat footed.

COMPENSATE FOR SIZE (GENERAL)

You leap up and around when fighting a larger foe, compensating for your small size.

Prerequisite: Dexterity 13+

Benefit: The character leaps about when fighting a creature one size (or more) larger than she is, granting her an additional +1 dodge bonus to Armor Class and a +1 competence bonus to melee attack rolls per size category difference. To use this feat, the character must wear either Light armor or no armor.

COMPLEX SPELL (GENERAL)

Because of your extensive magical training, you can cast some complex spells.

Prerequisites: Spellcaster level 1st+, Intelligence 11+, Spellcraft (4 ranks)

Benefit: The character has access to the complex spells of a given level and may choose from them when she gets an opportunity to learn new spells. She chooses the spell level upon taking this feat.

Special: A character can take this feat multiple times. Each time, she chooses a new spell level.

CONJURE MASTERY (GENERAL)

You learn how to get more powerful creatures when you cast summoning spells.

Prerequisites: Spellcaster level 7th+, Charisma 17+

Benefit: Creatures the character summons are above average physically. They have a +2 bonus to Strength, Constitution, and Dexterity.

CORRUPT MAGE (CEREMONIAL)

After a ritual involving a daylong invocation to evil spirits, you gain special abilities with negative energy spells.

Prerequisite: Truename

Benefit: A character with this feat may apply the corrupted template to her spells as described in Chapter Eight: Magic. Further, if normally she can access only simple spells of a given level, she may treat any complex spell of that level with the negative energy descriptor as a simple spell. If she normally can access complex spells of a given level, she may treat any exotic spell of that level with the negative energy descriptor as a complex spell.

CRAFT CHARGED ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items that contain charges, such as wands.

Prerequisite: Spellcaster level 5th+

Benefit: A character with this feat can create any item that stores a spell that the item's owner can use a set number of times, as long as she meets the item's prerequisites—usually, as long as the item is based on any spell she can cast. Charged items are usually spell-trigger items, like wands (spell-trigger items can be used only by someone who normally can access the stored spell). Crafting a charged item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a charged item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half its base price.

To determine the base price of a charged item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any (see Chapter Nine: Spells). Multiply the result by 750 gp, unless the item is not a spell-trigger item (such as a *ring of three wishes*), in which case you should multiply the result by 850 gp.

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A standard, newly created charged item contains 50 charges.

CRAFT CONSTANT ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like rings.

Prerequisite: Spellcaster level 12th+

Benefit: As long as she meets the item's prerequisites (usually that the item is based on a spell she can cast), a character with this feat can create any magic item of the following types:

- One whose powers are constant (like a *ring of protection +1*);
- One whose powers last until “turned off” (like a *ring of invisibility*); or
- One whose powers can be accessed at will, with no limits based on uses per day or charges (like a pair of shoes that allows free use of the *teleport* spell).
- One whose powers can be accessed a certain number of times per day (like a sword that allows the wearer to cast *battle healing* on himself once per day).

Crafting a constant item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character’s own level. To craft a constant item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half of its base price.

To determine the base price of a constant item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell’s description, if any (see Chapter Nine: Spells). Multiply the result by 2,000 gp, unless the item is limited by uses per day, in which case multiply by the following instead:

Uses Per Day	Cost
5+	2,000 gp
4	1,600 gp
3	1,200 gp
2	800 gp
1	400 gp

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item’s base price.

A character with this feat also can mend a broken constant item, if it is one that she could make. Mending costs half the item’s XP Cost, uses half its raw materials, and requires half the time it would take to craft the item in the first place.

CRAFT MAGIC ARMS AND ARMOR

(ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical weapons and armor.

Prerequisite: Spellcaster level 5th+

Benefit: A character with this feat can create any magic weapon, armor, or shield whose prerequisites she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp of the price of its magical features. To enhance a weapon, harness of armor, or shield, the character must spend 1/25 of its features’ total price as an XP Cost and use up raw materials costing half of this total price.

Creators use this feat to grant enhancement bonuses to weapons, shields, and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor enhancement bonuses add to Armor Class. The character can also add special abilities to a weapon, shield, or harness of armor, most of which have a “bonus equivalent” for determining price. For example, the

keen special ability has an equivalent of +1 bonus. To give a weapon, shield, or armor harness a special ability, the weapon must also have at least a +1 enhancement bonus.

To create a magic weapon, shield, or armor harness, the creator’s caster level must be at least three times the enhancement bonus given to the item. Thus, to create a +3 longspear, the creator’s caster level must be at least 9th. This is true of special abilities with bonus equivalents as well. Thus, if a shield is to be given the *cold resistance* special ability, which is the equivalent of a +3 bonus (which must be given to a weapon with at least a +1 enhancement bonus, for a total bonus of +4), the creator must be at least 12th level.

The character can also mend a broken magic weapon, suit of armor, or shield, if it is one that she could make. Mending costs half the item’s XP Cost, uses half its raw materials, and requires half the time it would take to enhance the item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item the character provides. (Its cost is not included in the above cost.)

CRAFT SINGLE-USE ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like potions.

Prerequisite: Spellcaster level 3rd+

Benefit: A character with this feat can create a magic item that has a single use—such as a potion, a pinch of magical powder, or a glass ball meant to release a spell when it shatters—based on any spell she can cast. Creating the item takes one day. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character’s own level. To create the single-use item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half this base price.

To determine the base price of a single-use item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell’s description, if any. Multiply the result by 50 gp.

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

Single-use items can be used by any character, but they always require some physical action, such as drinking a potion, breaking a seal, or rubbing on a salve. Performing the action provokes an attack of opportunity. When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on) but if she wishes, and is willing to double the cost involved, she can leave some of these up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range).

CRAFT SPELL-COMPLETION ITEM

(ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like scrolls.

Prerequisite: Spellcaster level 1st+

Benefit: A character with this feat can create a spell-completion item (like a scroll) based on any spell she can cast. Spell-completion items are those that require the user to be able to cast the spell they store. In effect, the stored spell is mostly cast already—the user simply finishes it. Creating the item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To create the spell-completion item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half of this base price.

To determine the base price of a spell-completion item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 25 gp.

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

CREATOR MAGE (CEREMONIAL)

Once you complete a ceremony involving you and at least one other spellcaster, you can make your spells permanent or programmed.

Prerequisite: Spellcaster level 9th+, Intelligence 17+, truename

Benefit: A character with this feat may apply the permanent or the programmed template to her spells as described in Chapter Eight: Magic.

CRIPPLING STRIKE (CEREMONIAL)

As the result of a ceremony involving you and at least five others, your attacks slice through muscle and tendons.

Prerequisite: Sneak attack, Intelligence 17+, truename

Benefit: When the character damages an opponent with a sneak attack (or the First Strike feat), the target also takes 1 point of temporary Strength damage.

DEFENSIVE (TALENT)

You are cautious and careful, always more mindful of incoming attacks than making attacks.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 dodge bonus to Armor Class to all attacks but suffers an inherent -1 penalty to all attack rolls.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

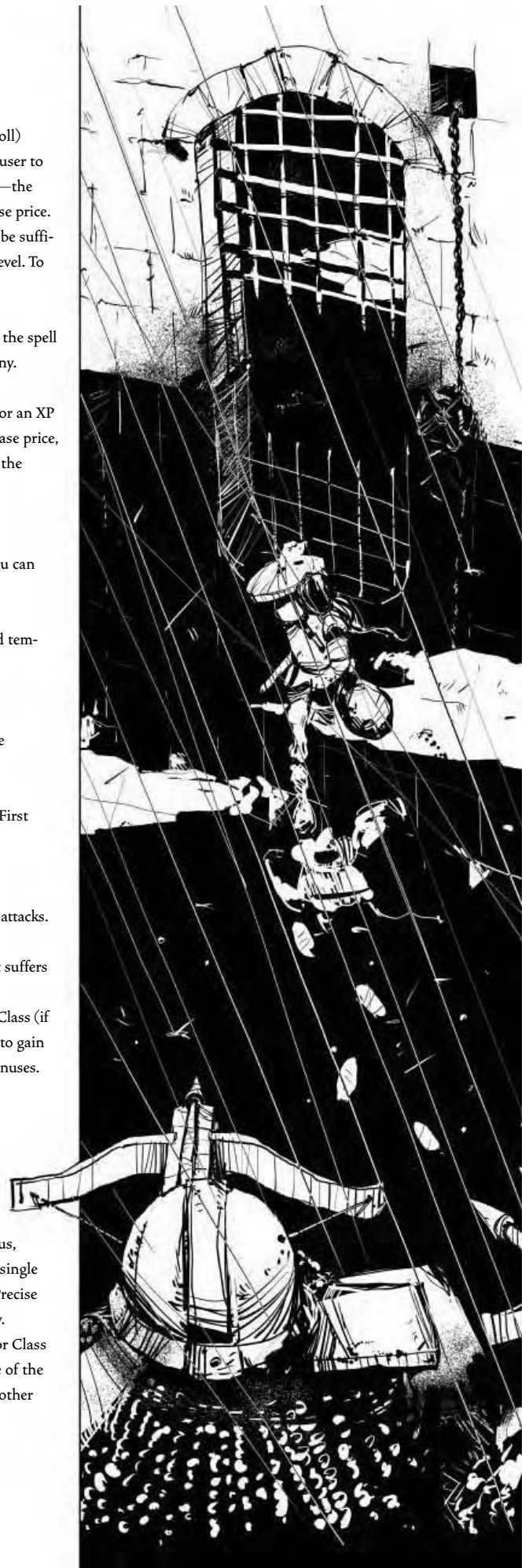
DEFENSIVE MOVE (GENERAL)

You are trained at avoiding ranged attacks by moving or ducking.

Prerequisite: Dexterity 13+

Benefit: The character gains a +4 dodge bonus to Armor Class against all ranged attacks in a round in which she moves at least 10 feet, or in any circumstance when she has cover. The Precise Shot feat can negate this Armor Class bonus, but it cannot negate both this bonus and the -4 penalty for firing into melee in a single attack. Thus, a character with this feat fighting in melee against an attacker with Precise Shot forces the opponent to cope with the +4 dodge bonus but not the -4 penalty.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.



DEFENSIVE ROLL (CEREMONIAL)

After a ceremony held with you and at least five others, you gain a special quickness that sometimes allows you to avoid dangerous blows.

Prerequisite: Wisdom 13+, truename

Benefit: Once per day, when the character would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. If the character succeeds at a Reflex saving throw (DC = damage dealt), she takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute the Defensive Roll—if her Dexterity bonus to Armor Class is denied, she can't roll. Since this effect normally would not allow a character to make a Reflex save for half damage, the evasion ability does not apply to the Defensive Roll.

DEFENSIVE STANCE (GENERAL)

You are trained at avoiding and blocking blows.

Prerequisite: Dexterity 13+

Benefit: The character gains a +1 dodge bonus to Armor Class against all melee attacks.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EIDETIC MEMORY (TALENT)

You have a near perfect memory.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 bonus to all Knowledge skills, and a +4 bonus to Intelligence checks to remember past events. She also proves immune to magical attempts to modify her memory (such as with the spell *modify memory*).

ELDRITCH TRAINING (CEREMONIAL)

Once you have completed a week of study in a well-stocked magical library and participated in a ceremony involving at least four other spellcasters, all of at least 9th level, you possess special arcane aptitude with magic.

Prerequisite: Intelligence 15+, truename

Benefit: A character with this feat may apply the eldritch template to her spells as described in Chapter Eight: Magic. Further, she gains a +1 competence bonus to all Spellcraft and Knowledge (magic) checks.

ELEMENTAL MAGE (CEREMONIAL)

Once you complete a ceremony involving a large amount of the element in question, you can expound upon spells of that elemental type.

Prerequisite: Truename

Benefit: A character may choose one of the four elemental spell templates (air, earth, fire, or water) and apply it to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the appropriate

elemental descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the appropriate elemental descriptor.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different elemental spell template.

ELEMENTAL RESISTANCE (TALENT)

You are naturally resistant to a particular element and suffer less damage from it than from others.

Prerequisite: Character level 1st only

Benefit: The character has a resistance of 5 against any element she chooses (air, earth, fire, water) at the time she takes the feat. Each time she suffers damage from that element, she subtracts 5 points of damage from the attack.

ENERGY MAGE (CEREMONIAL)

As the result of a ceremony involving you and at least four other spellcasters, you gain an affinity with spells of a particular energy type.

Prerequisite: Truename

Benefit: The character may choose one of the five energy spell templates (acid, cold, electricity, fire, or sonic) and apply it to her spells as described. Further, if she normally has access to only simple spells of a given level, she may treat any complex spell of that level that has the appropriate energy descriptor (acid, cold, electricity, fire, or sonic) as a simple spell. If she normally has access to complex spells of a given level, she may treat any exotic spell of that level that has the appropriate elemental descriptor (acid, cold, electricity, fire, or sonic) as a complex spell.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different energy spell template.

ENERGY RESISTANCE (TALENT)

You are naturally resistant to a particular type of energy and suffer less damage from it than from other types.

Prerequisite: Character level 1st only

Benefit: The character has resistance of 5 against any energy type she chooses (acid, cold, electricity, fire, sonic) at the time she takes the feat. Each time she suffers damage from that energy type, she subtracts 5 points of damage from the attack.

EXOTIC SPELL (GENERAL)

Because of your special magical training, you can cast a single exotic spell of your choosing.

Prerequisite: Spellcaster level 1st+

Benefit: The character may choose any exotic spell and add it to her list of known spells. (See Chapter Nine: Spells.)

Special: A character can take this feat multiple times. Each time, she chooses a new spell.

EXPERTISE (GENERAL)

You can divert some of your attention to defense rather than offense.

Prerequisite: Intelligence 13+

Benefit: When the character uses the attack action or full-attack action in melee, she can take a penalty of as much as -5 on the attack and add the same number (up to $+5$) to her Armor Class. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until her next action. The bonus to Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full-attack action to take a -4 penalty on attacks and gain a $+2$ dodge bonus to Armor Class.

FAR SHOT (GENERAL)

You can make ranged attacks at a great distance.

Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When she uses a thrown weapon, its range increment doubles.

FAST HEALER (TALENT)

When you rest, you heal faster than others.

Prerequisite: Character level 1st only

Benefit: The character heals at 1.5 times the normal rate (which is 1 hp per level per day). So an 8th-level character with this feat heals 12 hit points per day rather than 8. With the help of a healer making a Heal check, the character would heal 24 hit points rather than 16.

FIRST STRIKE (GENERAL)

You are skilled in making attacks that take out opponents quickly.

Prerequisite: Dexterity 13+

Benefit: When the character strikes a foe who is flat footed at the beginning of a combat, the attack inflicts $+1d6$ points of damage. This damage bonus stacks with sneak attack damage and faces the same limitations as sneak attack (creatures immune to critical hits and sneak attacks are immune to this ability). The character can make ranged attacks using this ability, but only when within 30 feet of the target.

Special: A character can take this feat up to three times. Each time, she adds $+1d6$ points to the damage inflicted against flat-footed opponents. So, the second time a character takes the feat, she inflicts $+2d6$ points of damage, and the third time she inflicts $+3d6$ points of damage.

FLEET OF FOOT (CEREMONIAL)

After a ceremony held with you and at least five others, you become much faster than you look.

Prerequisite: Truename

Benefit: The character adds $+10$ feet to her ground speed.

FLYBY ATTACK (GENERAL)

You can make attacks while moving through the air.

Prerequisite: Fly speed

Benefit: When flying, the character can take a move action (including a dive) and another partial action at any point during the move. The character cannot take a second move action during a round when she makes a flyby attack.

Normal: Without this feat, a character takes a standard action either before or after her move.

FOCUSED HEALING (CEREMONIAL)

After a ceremony held with you and at least five others, you gain the ability to use your powers of concentration for better healing.

Prerequisite: Wisdom 11+, truename

Benefit: Once per day, the character can concentrate for a full minute and heal herself of up to 2 hit points of damage per character level. In order to succeed, the character must make a Concentration check (Constitution check if the character has no ranks in Concentration) with a Difficulty Class equal to $10 +$ the amount of damage to be healed. Thus, a 5th-level character with this feat can heal up to 10 points of damage, but the DC is 20. If the character only needed to heal 8 hit points, she could choose to heal only 8 hit points and thus make the DC 18.

GREAT FORTITUDE (GENERAL)

You excel at resisting danger with your astounding fortitude.

Benefit: The character gets a $+2$ bonus to all Fortitude saving throws.

HANDS AS WEAPONS (CEREMONIAL)

After a ritual in which participants sear your hands with scalding water, your body can hold special magical abilities.

Prerequisite: Truename

Benefit: A character with this feat can add—or have someone else add—an enhancement bonus or a weapon special ability (such as *flaming* or *disruption*) to your unarmed attacks. He must add the bonus or abilities normally, such as by enlisting the aid of someone with the Craft Magic Arms and Armor feat, who pays the gold and XP Costs, and so on. Like weapons, these bonuses and abilities can be suppressed, but not permanently dispelled.

Obviously, some weapon special abilities, such as *dancing*, cannot apply to your unarmed attacks.

This feat can be used to modify unarmed attacks with natural weapons such as claws or a bite attack.

HUNTER MAGE (CEREMONIAL)

Once finished with a ceremony involving at least two other spellcasters and two warriors, you can inflict more damage with the spells you cast upon a chosen enemy.

Prerequisite: Truename

Benefit: A character with this feat may apply the enemy bane template to her spells as described in Chapter Eight: Magic. Further, she gains a $+2$ competence bonus to all Wilderness Survival checks made when tracking the chosen enemy and a $+1$ damage bonus when fighting that foe in physical combat.

Special: A character can take this feat multiple times, for a number of bane creature types. Choose creature types from this list:



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- Aberrations
- Constructs
- Elementals
- Giants
- Monstrous humanoids
- Outsiders
- Undead
- Humanoids (choose subtype)
- Animals
- Dragons
- Fey
- Magical beasts
- Oozes
- Plants
- Vermin

IMPROVED BULL RUSH (GENERAL)

You are skilled at making bull rush attacks without drawing attacks of opportunity.

Prerequisites: Strength 13+, Power Attack

Benefit: When the character performs a bull rush, she does not draw an attack of opportunity from the defender.

IMPROVED CRITICAL (GENERAL)

You make critical strikes more often with a chosen weapon.

Prerequisites: Weapon proficiency, base attack bonus +8 or higher

Benefit: When using the weapon the character selected, she doubles her critical threat range.

Special: The character can gain Improved Critical multiple times. The effects do not stack. Each time she takes the feat, it applies to a new weapon.

Note: “Keen” magic weapons also double their normal, nonmagical threat range. As with all doubled doublings, the result is triple. (See the Introduction.)

IMPROVED DISARM (GENERAL)

You excel at disarming your foes.

Prerequisites: Intelligence 13+, Expertise

Benefit: The character does not suffer an attack of opportunity when she attempts to disarm an opponent, nor does the opponent have a chance to disarm her.

IMPROVED INITIATIVE (GENERAL)

Your intuition allows you to get the jump on foes.

Benefit: The character gets a +4 bonus on initiative checks.

IMPROVED TRIP (GENERAL)

You are skilled in making trip attacks.

Prerequisites: Intelligence 13+, Expertise

Benefit: If the character trips an opponent in melee combat, she immediately gets a melee attack against that opponent as if she hadn't used her attack for the trip attempt.

INFUSE WEAPON (CEREMONIAL)

In a ritual involving large amounts of all four elements and at least two other people, you gain the ability to infuse a weapon with elemental energy.

Prerequisites: Weapon Focus, Weapon Specialization, base attack bonus +4 or higher, truename

Benefit: Using a move-equivalent action, a character may call upon a type of elemental energy and infuse it into a melee weapon or ammunition for a ranged weapon. The next time she successfully makes an attack with the weapon that inflicts damage, she deals an additional +1d6 points of the appropriate type of elemental damage. If the energy is not discharged within 10 rounds, it fades, and the character must use a move-equivalent action to re-infuse the weapon. Sheathing the weapon or leaving it unattended causes the energy to fade immediately.

INTUITIVE SENSE (CEREMONIAL)

You participate in a ritual requiring you to spend 24 hours alone in a dark, incense-filled room, while at least one other person stands outside chanting. Afterward, you are difficult to surprise.

Prerequisite: Truename

Benefit: Thanks to the character's uncanny sense of danger, she does not lose her Dexterity bonus to Armor Class when flat footed or attacked by an invisible or unknown opponent. She is always considered “aware” of all incoming attacks for purposes of Dexterity and dodge bonuses to Armor Class.

INTUITIVE SENSE, IMPROVED (CEREMONIAL)

Following a ceremony in which at least five people buffet you with mock attacks while you are blindfolded, your intuition becomes so canny you can deal with two attackers at once, the way someone else might deal with just one.

Prerequisites: Intuitive Sense, truename

Benefit: Thanks to the character's enhanced sense of danger, she cannot be flanked.

IRON FLESH (CEREMONIAL)

After a ritual in which you spend six hours touching a creature with natural armor, you gain natural armor yourself.

Prerequisite: Truename

Benefit: The character's flesh is tougher than normal, giving her a +1 natural armor bonus to Armor Class. This bonus does not stack with existing natural armor or natural armor granted by magic.

IRON WILL (GENERAL)

You excel at standing firm in the face of danger.

Benefit: The character gets a +2 bonus to all Will saving throws.

LIGHT SLEEPER (TALENT)

You sleep lightly and are ready for action the moment you awake.

Prerequisite: Character level 1st only

Benefit: The character makes Listen checks while asleep as though awake. Further, she can act immediately upon waking.

Normal: See the Listen skill and the “Waking Up” sidebar in Chapter Four.

LIGHTNING REFLEXES (GENERAL)

You excel at avoiding danger, thanks to your reflexes.

Benefit: The character gets a +2 bonus to all Reflex saving throws.

LOW BLOW (GENERAL)

You are skilled at striking vital, debilitating areas on a foe.

Prerequisite: Base attack bonus +3 or higher

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her humanoid or monstrous humanoid opponent, the foe must attempt a Fortitude save (DC 10 + half her level + Wisdom bonus). Should he fail the save, he is dazed for 1 full round.

MIGHTY HURL (CEREMONIAL)

Following a ceremony involving you and three others, you gain the ability to use thrown weapons more effectively.

Prerequisite: Truename

Benefit: The character ignores the first range increment of thrown weapons and inflicts +1 point of damage when using a thrown weapon.

MIRROR SIGHT (CEREMONIAL)

After a ceremony involving you and at least five other spellcasters, held in a room full of mirrors, you can look through a mirror for a special sort of scrying.

Prerequisites: Spellcaster level 1st+, Charisma 19+, truename

Benefit: Once per day the character can look into a mirror and see through it to view a reflection in another mirror. She can choose to see one of three types of reflection:

- The current reflection in another mirror she is familiar with.
- The reflection of a person she knows well, assuming that person is near a mirror.
- The reflection of a place she knows well, assuming the location is being reflected in a mirror.

The character receives only visual information through this feat. However, she can choose to transmit information both ways—so a person reflected in the remote mirror can view whatever appears in her mirror. Contact lasts 1d4 rounds, plus a number of rounds equal to the character's Charisma bonus.

For example, Maedi knows that her friend Tu-Methus keeps a mirror in his living room over the mantel. She can look through her own hand-held mirror and see into Tu-Methus' living room. But he is not there. The next day, Maedi can attempt to find him by looking into her mirror. If, at that moment, Tu-Methus is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when attempting to scry with another reflective surface, such as a still pool or a polished metal shield.

MOBILITY (GENERAL)

You prove difficult to hit while moving.

Prerequisites: Dexterity 13+, Defensive Move

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. *Note:* A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

MODIFY COMBAT STYLE (GENERAL)

You can adapt your combat moves to counter an opponent's style.

Prerequisite: Base attack bonus +7 or higher

Benefit: The character spends a full round in melee with an opponent, then makes a Spot check (DC = the opponent's attack bonus). If the character succeeds, she spots a weakness in the foe's combat style and modifies her own style to take advantage of it. The character gains a +2 competence bonus to attack rolls against the foe for the rest of that combat session.

MODIFY SPELL (GENERAL)

You can change aspects of a spell by using more of your personal energy.

Prerequisite: Spellcaster level 1st+



Benefit: A character casting a laden spell (using two spell slots of the spell's level rather than just one) can change some of the spell's parameters. She must choose one (and only one) modification when casting the laden spell:

Double Range: One cannot increase the range of a spell whose range is not defined by distance. If the spell's range determines its area or effect, the dimensions of its area or effect increase proportionally.

Double Duration: Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat.

Double Area or Number of Targets: The caster can make the spell's area larger or double the number of targets it affects (touch spells cannot be affected).

No Verbal Components: The character can cast the spell silently.

No Somatic Components: The character can cast the spell without gestures or movements.

Increase Power: All the spell's variable, numeric effects increase by one-half. Such a spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as caster power checks) are not affected. Spells without random variables are not affected.

MOUNTED ARCHERY (GENERAL)

You are skilled at making ranged attacks while mounted.

Prerequisites: Mounted Combat

Benefit: The character halves the penalty normally suffered when using a ranged weapon from horseback: -2 instead of -4 if her mount is taking a double move, and -4 instead of -8 if her mount is running.

MOUNTED COMBAT (GENERAL)

You are skilled at fighting while mounted.

Prerequisite: Ride skill

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check exceeds the attack roll—essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular Armor Class.

NATURAL ARCHER (TALENT)

You have an innate affinity for bows of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with bows or crossbows. Further, if a foe attacks her with a bow, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: DMs wishing to create similar feats for other ranged weapons may do so. Only the flavor of the rule and the resulting setting will change.

NATURAL SWORDSMAN (TALENT)

You have a natural affinity for swords of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with swords (short swords, longswords, greatswords, bastard swords, double-bladed swords, sword-staves, and so on). Further, if a foe attacks her with a sword, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.



Special: DMs wishing to create similar feats for other melee weapons (such as axes or polearms) may do so. Only the flavor of the rule and the resulting setting will change.

NIGHT OWL (TALENT)

You are more active at night.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to attack rolls, saving throws, and checks made after the sun goes down. (This ability only takes effect above ground, and when the character can verify that it is indeed night).

OPPORTUNIST (CEREMONIAL)

As the result of a ceremony involving you and at least four others, you excel at taking advantage of your foes' weaknesses.

Prerequisites: Intelligence 15+, truename

Benefit: Once per round, a character can make an immediate attack of opportunity against an opponent whom another character has just damaged with a melee strike. The character gets this attack regardless of whether the foe has taken an action that normally would provoke an attack of opportunity. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the Opportunist ability more than once per round, however.

PARALYZING BLOW (GENERAL)

You can temporarily paralyze an opponent with a hit.

Prerequisite: Base attack bonus +15 or higher

Benefit: The character must use a bludgeoning weapon or an unarmed attack to use this feat. As a full attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + Wisdom bonus). Should the opponent fail the save, he becomes paralyzed and helpless for 1 full round.

PEACEFUL MAGE (CEREMONIAL)

After a ceremony that takes place outside at high noon with three others, you enjoy special skill with nonlethal spells.

Prerequisites: Wisdom 13+, truename

Benefit: A character with this feat may apply the subdual template to her spells as described in Chapter Eight: Magic. Further, any spell she casts that does not inflict damage or adversely affect another creature in any way is cast at one caster level higher than normal.

POINT BLANK SHOT (GENERAL)

You are deadly with a ranged weapon at short ranges.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK (GENERAL)

You can shift focus from striking a foe to damaging him.

Prerequisite: Strength 13+

Benefit: On the character's action, before making attack rolls for

a round, she may choose to subtract a number from all melee attack rolls and add it to all melee damage rolls. This number may not exceed her base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

POWER CHARGE (GENERAL)

Once you start a charge, you become extremely dangerous.

Prerequisites: Power Attack, Strength 13+

Benefit: When using the charge action, the character deals double damage with a melee weapon. Only the weapon's damage doubles, not the bonuses from Strength, magic, or other factors.

POWER OF THE NAME (CEREMONIAL)

In a ritual involving at least 10 people and always held within the center of a large library, you gain the ability use a person's truename against him.

Prerequisites: Intelligence 17+, truename

Benefit: If she knows a subject's truename, a character with this feat can force him to carry out some service or to refrain from some action or course of activity, as desired. The subject can make a Will saving throw to resist (DC 10 + half the character's level + Charisma bonus). The subject must be able to understand the character. While she cannot compel a subject to kill himself or perform acts that would result in certain death, the character can compel almost any other activity. The subject must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task that the subject cannot complete through his own actions, he remains compelled for a maximum of one day per the character's level. Note that a clever subject can subvert some instructions.

If something prevents the subject from obeying the instructions for a whole day, he takes 3d6 points of damage each day he does not attempt to follow them. Additionally, each day he must succeed at a Fortitude saving throw. A failure means he becomes sickened. A sickened subject moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. Starting on the second day, a sickened creature must succeed at a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects remain until the day after the subject attempts to resume the task.

This magical effect can be dispelled, and ends if the character with the feat dies. A character can use this feat over a given subject only once, whether he makes the initial Will save or not. It is a full-round action to invoke the Power of the Name.

PRECISE SHOT (GENERAL)

You can use a ranged attack without much worry about hitting your allies.

Prerequisite: Point Blank Shot

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard

–4 penalty. She also can negate the Armor Class bonus gained from the Defensive Move feat, but she cannot negate both that bonus and the –4 penalty for firing into melee in a single attack. Thus, a character with this feat who fires into melee at a target with Defensive Move must still cope with the +4 dodge bonus to Armor Class, but not the –4 penalty.

PRIEST (CEREMONIAL)

You have had religious training and, following a ritual of ordination, you are recognized as a priest of a religion. (The type of ordination ceremony involved depends on the religion.)

Prerequisites: Wisdom 11+, Knowledge (religion), truename

Benefit: The character becomes an established priest in a particular religion. Wearing the symbols of this office grants a +2 circumstance bonus to Bluff, Diplomacy, Intimidate, and Gather Information checks involving people of the same religion.

Special: This feat is not available to races or cultures with no organized priesthoods, such as the faen.

PSION (CEREMONIAL)

After a ceremony held by you alone, in quiet contemplation surrounded by small crystals, you gain an affinity with psionic spells.

Prerequisites: Intelligence 15+, truename

Benefit: A character with this feat may apply the psionic template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the psionic descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the psionic descriptor.

QUICK DRAW (GENERAL)

You can draw your weapon or other object very quickly.

Prerequisite: Base attack bonus +1 or higher

Benefit: The character can draw a weapon (or other object) as a free action instead of as a move-equivalent action.

QUICKEN SPELL (CEREMONIAL)

After a ceremony involving at least seven other spellcasters, you can cast spells incredibly quickly.

Prerequisites: Spellcaster level 10th+, Intelligence 15+, truename

Benefit: A character with this feat can cast a spell faster than normal, but it is considered laden (it takes two slots of that spell's level). To determine the new, quickened casting time for a spell modified in this way, refer to the following:

Original Casting Time	Quickened Casting Time
Standard action	Free action
1 round	Standard action
2 rounds to 1 minute	1 round
More than 1 minute, up to 10 minutes	1 minute
More than 10 minutes	No change

The character may cast only one quickened spell per round (even if it is a free action), and no more than three times per day. If the spell is a free action, the character can perform another action, even casting another spell, in the same round as she casts a quickened spell.

Special: A character may take this feat multiple times. Each time, she gains three more uses of the ability to quicken a spell each day.

RAPID RELOAD (CEREMONIAL)

As the result of a ceremony involving you and at least two others, you can reload a ranged weapon like a crossbow faster than normal, or fire a ranged weapon like a bow faster than normal.

Prerequisites: Dexterity 15+, Weapon Focus, base attack bonus +3 or higher, truename

Benefit: Weapons with a reload time become “one step” faster in the hands of a character with this feat. A hand crossbow or light crossbow, which normally take move-equivalent actions to reload, can be fired as quickly as a bow—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as she has attacks. A heavy crossbow can be reloaded as a move-equivalent action.

A character using a weapon with no reload time, like a bow or a sling, can fire the weapon faster than normal. Once per day per level, as part of a full-attack action, she can make an additional attack with a base attack bonus of half her highest normal base attack bonus.

Special: A character may take this feat multiple times, each time selecting a different weapon.

RAPID STRIKE (GENERAL)

You can make an extra, blindingly fast melee strike.

Prerequisites: Dexterity 15+, Weapon Focus, base attack bonus +3 or higher

Benefit: The character selects a weapon that she's proficient with and wields with the Weapon Focus feat. Once per day per level, as part of a full-attack action, she can use this weapon to make an additional attack, with a base attack bonus of half her highest normal base attack bonus. Even if she wields more than one weapon, however, no more than one Rapid Strike is possible in a round.

Special: A character may take this feat multiple times, each time selecting a different weapon.

RESISTANCE TO DISEASE (TALENT)

You have an innate resistance to illness.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against diseases, including magical diseases.

RESISTANCE TO MAGIC (TALENT)

You have an innate resistance to magic.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 saving throw bonus to all saves against spells, spell-like abilities, supernatural abilities, magic items, and so on.

RESISTANCE TO POISON (TALENT)

You have an innate resistance to toxins.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against poisons, including magical poisons.

RESISTANT SPELL (CEREMONIAL)

Having completed a ceremony involving at least five other spellcasters, you can make your spells more potent and harder to dispel.

Prerequisites: Spellcaster level 7th+, Intelligence 17+, truename

Benefit: The character gives all her spells a +2 bonus to the Difficulty Class for another caster to dispel them. For example, say a 10th-level magister casts a resistant *wall of ice*, and another caster attempts to dispel it. When the dispelling mage makes a caster power check to determine whether the dispel succeeds, the Difficulty Class is 11 + 10 (the caster's level) + 2 for the Resistant effect. This feat can make any spell resistant, although those that cannot be dispelled gain no benefit from it.

RIDE-BY ATTACK (GENERAL)

You can make an attack from a moving mount.

Prerequisites: Mounted Combat

Benefit: When the character is mounted and uses the charge action, she may move and attack as with a standard charge, then move again, continuing the straight line of the charge. The character's total movement for the round can't exceed double her mounted speed. The character does not provoke an attack of opportunity from the opponent she attacks.

SANCTUM (CEREMONIAL)

Once you finish a ritual involving six close friends, you declare the area where you stand as your sanctum and gain special benefits while you are there.

Prerequisite: Truename

Benefit: A character with this feat may apply the sanctum template to her spells as described in Chapter Eight: Magic. Further, she adds a +2 circumstance bonus to all Concentration, Craft, Knowledge, and Spellcraft checks within her sanctum. The sanctum is an area with a radius of no more than 20 feet per level.

SENSE THE UNSEEN (CEREMONIAL)

As the result of a ceremony involving you and at least three other people, one of whom is blind, your intuition helps you find normally invisible things.

Prerequisite: Truename

Benefit: In melee, every time the character misses because of concealment, she can reroll the miss chance percentile roll once to see whether she actually hit.

In addition, an invisible attacker gets no bonus to hit a character with this feat in melee. That is, the character doesn't lose her Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

Finally, the character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce the character's speed to three-quarters of normal, instead of one-half.

SENSITIVE (TALENT)

You are sensitive to supernatural happenings and magic in general.

Prerequisite: Character level 1st only

Benefit: The character can sense the presence of magic (a currently active spell on a person, the aura of a newly-encountered magic item, a runethane's rune, and so on), within 5 feet with a 50 percent chance of success. If the character fails, there is no second try. Usually, the sense comes as a prickling on the skin, or a feeling deep down in the character's gut.

Special: The DM should feel free, when he wishes, to make the roll secretly when the character encounters something magical, so that the character senses magic even when she is not trying. Further, the DM should feel free to give the character a sense of foreboding (or conversely, of wonderment) when some major magical event occurs nearby, such as a special ceremony, the casting of a powerful spell, the presence of a powerful outsider or other magical creature, and so on.

SHIELD PROFICIENCY (GENERAL)

You can use a shield.

Benefit: The character can use a shield, suffering only the standard penalties. (See "Shields" in Chapter Six: Equipment.)

Normal: Characters using a shield they are not proficient with suffer the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SHIELD SPECIALIZATION (GENERAL)

You are especially good at using a shield for defense.

Prerequisites: Shield Proficiency, base attack bonus +4 or higher

Benefit: The character knows just how to angle a shield against incoming attacks to more easily deflect the force of the blow or to encourage a ranged weapon to slide off the shield rather than strike it directly. She adds +1 to the shield's armor bonus for melee attacks and +2 for ranged attacks. The character must be aware of the incoming attack and not be flat footed.

SHOT ON THE RUN (GENERAL)

You can use a ranged weapon while you move.

Prerequisites: Point Blank Shot, Dexterity 13+, Defensive Move, Mobility

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that her total distance moved does not exceed her speed.

SIGNATURE SPELL (TALENT)

You possess a special talent for one particular spell and can cast it better than anyone else.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character picks one spell, not necessarily one she can cast right now (although she gains no benefits from this talent until she

reaches a level high enough to cast it). The character always casts that spell as if she were two levels higher than normal, with up to double the range. If the spell has a saving throw, its Difficulty Class increases by +1.

SKILL APPLICATION (CEREMONIAL)

After a ceremony held with you and at least three others, you gain a special affinity for a pair of related skills.

Prerequisite: Truename

Benefit: A character with this feat selects any two thematically similar skills and gains a +2 bonus in each. Example skill pairings include the following:

- Spot and Search
- Spot and Listen
- Tumble and Balance
- Diplomacy and Bluff
- Diplomacy and Gather Information
- Climb and Jump
- Decipher Script and Forgery
- Innuendo and Sense Motive
- Disable Device and Open Lock
- Alchemy and Spellcraft

Special: A character may take this feat multiple times, selecting additional skill pairings each time.

SKILL FOCUS (GENERAL)

You are particularly adept at a specific skill.

Benefit: The character enjoys a +3 bonus on all skill checks with the chosen skill.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time she takes the feat, it applies to a new skill.

SKILL MASTERY (CEREMONIAL)

After a grueling ritual involving you and six others, your devotion to a small number of skills allows you to use them even when stressed.

Prerequisites: Character level 6th+, truename

Benefit: The character 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 normally would prevent her from doing so.

Special: A character may take this feat multiple times, selecting additional skills each time.

SLIPPERY MIND (CEREMONIAL)

Once you complete a ritual with 10 other people involving clouds of incense, you become difficult to enchant.

Prerequisite: Truename

Benefit: If a character becomes the target of an enchantment and fails the saving throw, she can attempt the save again 1 round later. She gets only this one extra chance to succeed.

SPEED BURST (GENERAL)

You can move very fast in short bursts.

Benefit: Once per day per two character levels, the character can take an extra move action in a single round.

SPELL AFFINITY (TALENT)

You are particularly good with a single spell.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character chooses a single spell of a type that she can access (simple or complex). It does not have to be one she can currently cast. The diminished version of the spell goes away and is replaced by the normal version. For example, if a magister chose an affinity with *vit-rification*, it would become a 6th-level spell for her, rather than the 7th-level spell it is for other casters. She would not gain access to it until she gained access to 7th-level spells, but she would use 6th-level slots to cast it and treat it as a 6th-level spell to determine the Difficulty Class. The spell's heightened version remains an 8th-level effect.

SPELL ARTIST (TALENT)

You prove adept at casting your spells in a unique and imaginative way.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character casts spells in such a way that the visual effects appear very different from the standard. Those attempting to use a Spellcraft check to identify the spell being cast suffer a -10 penalty on the check. The character also gains a +2 bonus on caster power checks made to oppose a counterspelling attempt.

STOMP (GENERAL)

Using your great size and mass, you cause the ground to shudder.

Prerequisites: Size Large, Strength 19+

Benefit: The character can stamp her foot or slam her fist on the ground (as a standard action), causing it to shake. All creatures smaller than the character within 10 feet must make a Balance check (DC 10 + stomping character's Strength modifier) or fall prone.

STUNNING BLOW (GENERAL)

You can strike foes so hard you stun them.

Prerequisite: Base attack bonus +6 or higher

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + Wisdom bonus). Should he fail the save, he becomes stunned for 1 full round.

STURDY (GENERAL)

You are particularly hardy and tough.

Benefit: For the level when the character takes this feat, she adds double her Constitution bonus (rather than just her Constitution bonus) to her hit point total. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

Special: A character may gain this feat multiple times, but never more than once per level.

SUNDER (GENERAL)

You excel at destroying objects, particularly your opponent's weapons.

Prerequisites: Strength 13+, Power Attack

Benefit: When the character strikes at an opponent's weapon, she does not provoke an attack of opportunity. She also gains a +4 bonus to attack objects held by another and deals double damage to objects she hits.



TATTOOED SPELL (CEREMONIAL)

In a ritual featuring just you and the artist/caster (or just you if you are the artist/caster), you receive a tattoo with magical abilities. The artist/caster involved in the ritual must be able to cast the spell to be tattooed and must have at least one rank in Craft (tattoos).

Prerequisite: Truename

Benefit: One simple spell, whose level is no more than half the character's (and never more than 4th level), is infused within a tattoo etched into the character's flesh. (A 1st-level character can have a tattoo of a 0-level spell.) The character can cast that spell once per day, using half her character level as the caster level. No somatic or verbal components are needed. (See illustration on the next page.)

Diminished versions of spells are treated as one level lower, and heightened spells are treated as one level higher for purposes of tattooed spells.

Special: Spellcasters with this feat can gain a tattoo of any spell they can cast (no level limit), even ones that are not simple. A character can take this feat multiple times, choosing a different spell each time, although she cannot have more than four tattooed spells on her body at any given time. A character can remove a tattooed spell any time she wishes, but *dispel magic* does not remove the tattoo unless she wishes it. To replace a tattooed spell requires the character and caster/artist to perform the ritual again, but she need not take the feat again.

TITLE (CEREMONIAL)

After a public ceremony involving at least 20 other people, you gain a title to go with your name that helps people remember you throughout the lands.

Prerequisites: Character level 9th+, truename

Benefit: The character gains a title chosen by her comrades and peers, such as "the Brave," "the Reaver," or "the Just." She gains an inherent +1 bonus to Charisma as her fame precedes her.

TOUGH HIDE (GENERAL)

Your natural armor is thicker than normal.

Prerequisite: A natural armor bonus

Benefit: The character's natural hide is thicker than normal, giving her a +1 natural armor bonus to Armor Class. This bonus stacks with her existing natural armor (but not natural armor gained through spells or magic items).

TRACK (GENERAL)

You can find, identify, and follow tracks.

Benefit: To find tracks or to follow them for one mile requires a Wilderness Survival check (an untrained Wisdom check for a character without the skill). The character must make another Wilderness Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

While tracking, the character moves at half normal speed (or at normal speed with a –5 penalty on the check). The Difficulty Class of the skill checks depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	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, very dirty or dusty floors). A creature might leave some traces (broken branches, tufts of hair) but only occasional or partial footprints.

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

Prevailing Condition

Prevailing Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature(s) being tracked	*
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 rainfall since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility	**
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

* For a group of mixed sizes, apply only the modifier for the largest size category.

** Apply only the largest modifier from this category.

Characters who fail a Wilderness Survival check can retry after one hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can follow them only if the Difficulty Class is 10 or less.

TRAMPLE (GENERAL)

You (or your mount) can run over foes in battle.

Prerequisites: Either Mounted Combat or at least a size of Large

Benefit: When the character (size Medium or smaller) attempts to overrun an opponent while mounted, the opponent cannot choose to avoid her. If she knocks down the opponent, her mount may make one hoof attack against him, gaining the standard +4 bonus on attack rolls against prone targets.

A Large character can make a similar overrun attempt, and the opponent cannot choose to avoid her. Should she knock down the opponent, she may make one melee attack against him, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE (GENERAL)

Your two-weapon fighting style bolsters your defense as well as your offense.

Prerequisites: Dexterity 15+, Two-Weapon Fighting



Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), the character gains a +1 shield bonus to Armor Class.

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

TWO-WEAPON FIGHTING (GENERAL)

You can use a weapon in either hand with great skill.

Benefit: The character's penalties for fighting with two weapons are reduced by 4. (See Chapter Seven: Playing the Game for a list of these penalties.)

TWO-WEAPON FIGHTING, IMPROVED (GENERAL)

You are exceptional when fighting with a weapon in each hand.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, she gains a second attack with the off-hand weapon as well, albeit at a –5 penalty.

Normal: Without this feat, the character only gets a single extra attack with an off-hand weapon.

TWO-WEAPON FIGHTING, MASSIVE (GENERAL)

You can use heavier than normal weapons in each hand.

Prerequisites: Two-Weapon Fighting, Strength 17+, base attack bonus +7 or higher

Benefit: The character can use any one-handed weapon in her off-hand.

Normal: Without this feat, a character can use only a Light weapon as an off-hand weapon.

UNARMED STRIKE, DEFENSIVE (GENERAL)

You can make unarmed strikes while protecting yourself.

Benefit: The character is considered “armed” even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an attack of opportunity against any opponent who makes an unarmed attack on her. When she makes unarmed strikes, her blows are quick and protective of her body—she suffers a –2 penalty to attack rolls, but adds a +2 dodge bonus to Armor Class. She must be aware of the attack on her to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

UNARMED STRIKE, MIGHTY (GENERAL)

You are skilled with powerful unarmed attacks.

Benefit: The character is considered “armed” even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on her. When the character makes unarmed strikes, her wide swings cause her to suffer a –2 penalty to Armor Class, but she gains a +2 bonus to damage rolls.

UNIQUE SPELL (TALENT)

You have access to a spell that no one else in the world knows.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character knows a spell that her player develops together with the DM. The spell can be of any level, including one the character cannot yet cast (although she gains no benefits from this talent until she reaches a level high enough to cast it). Always treat the spell as an exotic spell, with this feat taking the place of the Exotic Spell feat.

UNRAVELING MAGE (CEREMONIAL)

Once you complete a ceremony involving you and at least two other spellcasters, you make your spells more potent and harder to ward against.

Prerequisite: Spellcaster level 10th+, Intelligence 17+, truename

Benefit: A character with this feat may apply the unraveling template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus to her caster power checks when casting *dispel magic*.

THE VOICE (TALENT)

You have not only a way with words, but an almost supernaturally compelling voice.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus on all Bluff, Diplomacy, and Gather Information checks, and a +2 competence bonus on all Perform (storytelling) checks.

WAY WITH ANIMALS (TALENT)

Animals seem drawn to you, and you can sense things from them that others cannot.

Prerequisite: Character level 1st only

Benefit: The character can apply her Bluff, Diplomacy, and even Gather Information skills to animals. She cannot use this talent with fish, unless she is a native water breather. To use the talent, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that they must be within 30 feet of each other, under normal conditions.

The character can improve an animal's attitude with a successful Diplomacy check. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time. (See the “Influencing Attitude” table in Chapter One.)

Similarly, the character can Bluff an animal, tricking it into believing something untrue. Obviously, the concept must be very simple, such as: “There's something dangerous behind you,” “I mean you no harm,” or “I would make a terrible meal.” The character doesn't really speak to the animal, she simply conveys the idea through movement, vocalizations, and general demeanor. This can take place as a standard action.

The character can even Gather Information among animals, but again, the concepts must be very simple, and something an animal would know, such as: “Has a dangerous predator been in the area?” “Is there water nearby?” or “What's the general threat level

in the area?" The character accomplishes this by observing animal actions, their environment, and general demeanor. This use of the talent takes at least an hour.

Special: This talent works on animals. A character can use these skills with a -4 penalty on magical beasts.

WEALTHY (TALENT)

You come from a wealthy family.

Prerequisite: Character level 1st only

Benefit: The character starts with double the maximum starting gold—400 gp. Further, at one time during her career, at a time agreed upon by the character and the DM (recommended time is between 5th and 10th level), the character receives an inheritance of 1,000 gp times her current character level.

WEAPON FINESSE (GENERAL)

You can use Light weapons with quickness and speed rather than brute strength.

Prerequisites: Base attack bonus +1 or higher, weapon proficiency

Benefit: The character can use her Dexterity modifier instead of her Strength modifier on attack rolls with any light weapon or an Agile exotic weapon that she can use in one hand. For example, a Medium character could use a short sword, a nunchaku, or a Devanian longsword. Alternatively, a character can select a rapier, provided she can use it in one hand, or a natural weapon (like unarmed strikes or a claw attack). She must be proficient with the weapon.

Since she needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: As an exception, a spryte can use this feat with any Tiny weapon, even though it is a weapon of the spryte's same size.

WEAPON FOCUS (GENERAL)

You are skilled with a particular type of weapon.

Prerequisites: Proficiency with weapon, base attack bonus +1 or higher

Benefit: The character adds a +1 bonus to all attack rolls she makes using the selected weapon.

Special: A character can choose "unarmed strike," "bite," or "grapple" as a weapon for purposes of this feat. She also can choose "ray," which makes her good at hitting targets with ray spells.

A character can gain this feat multiple times. Its effects do not stack. Each time she takes the feat, it applies to a new weapon.

WEAPON PROFICIENCY, EXOTIC (GENERAL)

You can use certain types of exotic weapons.

Prerequisites: Base attack bonus +1 or higher, proficiency with martial weapons, Strength 15+ (Heavy) or Dexterity 15+ (Agile)

Benefit: Choose one of the two exotic weapon categories: heavy or agile. The character makes attack rolls with the weapons of the chosen category normally. Characters who choose agile can also use exotic ranged weapons.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: A character can gain this feat twice. The second time she takes it, it applies to the other exotic weapon category.

WEAPON PROFICIENCY, MARTIAL (GENERAL)

You can use martial weapons.

Prerequisite: Base attack bonus +1 or higher

Benefit: The character makes attack rolls with martial weapons normally.

Normal: A character using a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times.

WEAPON PROFICIENCY, SIMPLE (GENERAL)

You can use simple weapons.

Benefit: The character makes attack rolls with simple weapons normally.

Normal: Characters using a weapon they are not proficient with suffer a -4 penalty on attack rolls.

WEAPON SPECIALIZATION (CEREMONIAL)

After a ceremony involving you and six warriors, you can choose one type of weapon. You become especially good at inflicting damage with this weapon.

Prerequisites: Weapon Focus, base attack bonus +4 or higher, truename

Benefit: The character adds a +2 bonus to all damage inflicted with the weapon she has specialized in. If it is a ranged weapon, the target must be within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

WHIRLWIND ATTACK (CEREMONIAL)

As the result of a ceremony held outside at night in a strong wind, you can attack many foes at once.

Prerequisites: Dexterity 13+, Intelligence 13+, Defensive Move, Expertise, Mobility, base attack bonus +4 or higher, truename

Benefit: When the character performs the full-attack action, she can give up all regular attacks and instead make one melee attack at her full base attack bonus against each opponent within reach.

WILD MAGE (CEREMONIAL)

After a ceremony held with you and at least six other spellcasters involving lots of flashing lights and strange songs, you gain the ability to use wild magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the wild template to her spells as described in Chapter Eight: Magic. Further, once per day when casting a spell that offers a saving throw, she can make the magic so wild and unpredictable as to force the target to make two saves instead of one. If the target fails either one, resolve the spell as if he failed the save. The character must decide to force the target to make two saves before he makes his normal saving throw.

Equipment

Second in importance only to what a character can do is: What does the character possess? Almost all characters need a weapon, most of them wear some kind of armor, and everyone needs their own gear and supplies.

This chapter offers a rundown of the weapons, armor, clothing, goods, and services a character might need to purchase in the game, as well as their costs and a description of their use. Characters should re-evaluate their equipment frequently.

MONEY

Gold is the goal of many adventurers. Here is how to measure wealth in the game.

COINS

The most common coin that adventurers use is the *gold piece* (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth. **All new characters start with 5d4 × 10 gp, which they can use to buy gear.**

The most prevalent coin among commoners is the *silver piece* (sp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 *copper pieces* (cp). Merchants also recognize *platinum pieces* (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (50 coins equal 1 lb.).

TRADE

In general, a character can sell off an item for half the price listed in this chapter. The tables that follow indicate full price.

TRADE GOODS

Commodity	Price
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp
Copper, 1 lb.	5 sp
Cow, 1	10 gp
Dog, 1	25 gp
Flour, 1 lb.	2 cp
Ginger or pepper, 1 lb.	2 gp
Goat, 1	1 gp
Gold, 1 lb.	50 gp
Iron, 1 lb.	1 sp
Linen, 1 lb. (square yard)	4 gp
Ox, 1	15 gp
Pig, 1	3 gp
Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Sheep, 1	2 gp
Silk, 1 lb. (2 sq. yards)	20 gp
Silver, 1 lb.	5 gp
Tea leaves, 1 lb.	2 sp
Tobacco, 1 lb.	5 sp
Wheat, 1 lb.	1 cp

Commodities are the exception to the half-price rule, however. A commodity, in this sense, is a valuable good that one can exchange easily, almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don't have to worry about it.

WEAPONS

The world can be a violent place. Most characters find that, at some time, they've got to arm themselves.

WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories. These categories pertain to the feat one needs to be proficient in their use (simple, martial, and exotic), their usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and weapon size (Tiny, Small, Medium, and Large).

WEAPON PROFICIENCY CATEGORIES

Every class may grant proficiency with certain kinds of weapons as a class ability. For example, a greenbond is proficient in simple weapons, while an unfettered is proficient in simple, martial, and all exotic [agile] weapons. Characters can take feats to gain proficiency in weapons that their class does not provide. (See Chapter Five: Feats and Talents.) The feat represents the special training required to use, say, exotic weapons, which are uncommon and prove challenging to master. A character who is not proficient with a weapon (through class or feat) suffers a -4 penalty on attempts to use it.

MELEE AND RANGED WEAPONS

Melee weapons are used for making melee (hand-to-hand) attacks, though some of them can be thrown as well. *Ranged weapons* are thrown weapons or projectile weapons that prove ineffective in melee. On a successful hit, apply a character's Strength bonus to damage dealt by melee and thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

WEAPON SIZES

The size of a weapon (Tiny, Small, Medium, or Large) compared to a character's size determines whether the weapon is light, one-handed, two-handed, or too large for the character to use.

Light: If the weapon's size category is smaller than the character's own size, then the weapon is light for him. Light weapons are easier to use in the off hand, and they can be used while grappling.

A light weapon can be used in one hand. There is no special bonus when using such a weapon in two hands.

One-Handed: If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character's Strength bonus to damage (provided the character has a Strength bonus).

Thrown weapons can only be thrown one-handed, and a character adds his Strength bonus to the damage.

Two-Handed: If the weapon's size category is one step larger than a character's own size, then the weapon becomes two-handed for that character. A two-handed melee weapon can be used effectively in two hands and, when a character deals damage with it, he adds one and a half times his Strength bonus to the damage (provided he has a Strength bonus).

Thrown weapons can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for him due to his size. However, doing so counts as a full-round action because the weapon is bulkier and harder for him to handle than most thrown weapons. Add the character's Strength bonus to damage.

A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when he uses a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

Too Large to Use: If the weapon's size category is two or more steps larger than a character's own size, the weapon is considered too large for him to use.

Too Small to Use: If the weapon's size category is three or more steps smaller than a character's own size, the weapon is too small for him to use effectively.

Unarmed Strikes: For the purpose of comparing weapon sizes, an unarmed strike is two size categories smaller than the character using it. Thus, it's always considered light.

WEAPON TABLES

The tables that follow list a wide array of weapons and their costs, as well as the damage they deal on normal and critical hits, the type of damage they deal (bludgeoning, slashing, etc.), their weight, and their range. For an explanation of each column, see "Weapon Qualities," below. Each weapon is described in the section that follows.

WEAPON QUALITIES

This section explains the columns in the charts on pages 119 to 121.

Price: The price is the weapon's cost in gold pieces (gp) or silver pieces (sp). The price includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

Damage: The damage column gives the damage a character deals with a weapon after scoring a hit. If the damage is designated "S," the weapon deals subdual damage rather than normal damage. (See Chapter Seven: Playing the Game for more on subdual damage.) If two damage ranges appear in this column, that means the weapon is a double weapon. In this case, the character can use the full

attack full-round action to make one extra attack with this weapon, per the two-weapon rules (see Chapter Seven: Playing the Game). Use the second damage figure given for the extra attack.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits described in Chapter Seven. When a character scores a critical hit, roll the damage with all modifiers two, three, or four times, as indicated by its critical multiplier, then add all the results together.

- × 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 19 or 20 and deals double damage on a critical hit.
- 18–20/× 2: The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

Exception: In a critical hit, do not multiply bonus damage represented as extra dice, such as from a sneak attack or a *flaming* sword.

Range Increment: Any attack at less than this distance carries no penalty for range. However, each full range increment of distance between the character and his target causes a cumulative –2 penalty to the attack roll.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to 10 increments.

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters who use improvised thrown weapons are treated as not proficient with them and suffer a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. The DM must adjudicate their size and the damage they deal.

Weight: This column gives the weapon's weight.

Type: Weapons are classified according to their damage type: bludgeoning, piercing, or slashing. If a weapon's damage is of two types, a creature would have to be immune to both types of damage in order to ignore damage dealt by this weapon.

Special: Some weapons have special features, such as reach. See the weapon descriptions below.

WEAPON DESCRIPTIONS

This section explains how to use the weapons listed in the tables.

Arrows: Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost. An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (×2 critical). Since it is not designed for melee use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls.

Arrows, Bodkin: These armor-piercing arrows allow the attack roll to ignore 2 points of a target's armor bonus to Armor Class.

Axes: This weapon category includes the Small throwing axe and handaxe (the former is lighter than a handaxe and balanced for throwing), as well as the larger battleaxe, greataxe, and giant's axe.

SIMPLE WEAPONS—MELEE

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Unarmed Attacks						
Gauntlet (Large)	4 gp	1d4 S	x2	—	4 lbs.	B
Gauntlet (Medium)	2 gp	1d3 S	x2	—	2 lbs.	B
Gauntlet (Small)	1 gp	1d2 S	x2	—	1 lb.	B
Gauntlet (Tiny)	5 sp	1 S	x2	—	1/2 lb.	B
Strike, unarmed (Large)	—	1d4 S	x2	—	—	B
Strike, unarmed (Medium)	—	1d3 S	x2	—	—	B
Strike, unarmed (Small)	—	1d2 S	x2	—	—	B
Strike, unarmed (Tiny)	—	1 S	x2	—	—	B
Tiny						
Dagger	2 gp	1d4	19–20/x2	10 feet	1 lb.	P
Dagger, punching	2 gp	1d4	x3	—	2 lbs.	P
Gauntlet, spiked	5 gp	1d4	x2	—	2 lbs.	P
Small						
Gauntlet, spiked (giant's)	10 gp	1d6	x2	—	4 lbs.	P
Mace, light	5 gp	1d6	x2	—	6 lbs.	B
Sickle	6 gp	1d6	x2	—	3 lbs.	S
Sprytestaff	—	1d4/1d4	x2	—	1 lb.	B
Medium						
Club	—	1d6	x2	10 feet	3 lbs.	B
Faen staff	—	1d6/1d6	x2	—	2 lbs.	B
Halfspear	1 gp	1d6	x3	20 feet	3 lbs.	P
Mace, heavy	12 gp	1d8	x2	—	12 lbs.	B
Morningstar	8 gp	1d8	x2	—	8 lbs.	B/P
Large						
Greatclub	5 gp	1d10	x2	—	10 lbs.	B
Maul (giant's mace)	24 gp	1d12	x2	—	24 lbs.	B
Quarterstaff	—	1d6/1d6	x2	—	4 lbs.	B
Shortspear	2 gp	1d8	x3	20 feet	5 lbs.	P
Huge						
Giant's club	10 gp	2d6	x2	—	20 lbs.	B
Great maul	48 gp	2d8	x2	—	48 lbs.	B
Greatstaff	—	1d8/1d8	x2	—	10 lbs.	B

SIMPLE WEAPONS—RANGED

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Tiny						
Spryte javelin	1 sp	1d3	x2	10 feet	1/10 lb.	P
Small						
Crossbow, light	35 gp	—	—	—	6 lbs.	—
Bolts, crossbow (10)	1 gp	1d8	19–20/x2	80 feet	1 lb.	P
Dart	5 sp	1d4	x2	20 feet	1/2 lb.	P
Sling	—	—	—	—	0 lbs.	—
Bullets, sling (10)	1 sp	1d4	x2	50 feet	5 lbs.	B
Medium						
Crossbow, heavy	50 gp	—	—	—	9 lbs.	—
Bolts, crossbow (10)	1 gp	1d10	19–20/x2	120 feet	1 lb.	P
Javelin	1 gp	1d6	x2	30 feet	2 lbs.	P
Large						
Javelin, heavy	2 gp	1d8	x2	30 feet	4 lbs.	P
Huge						
Crossbow, giant's	200 gp	—	—	—	36 lbs.	—
Bolts, crossbow (10)	2 gp	2d6	19–20/x2	120 feet	2 lbs.	P

MARTIAL WEAPONS—MELEE

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Small						
Axe, throwing	8 gp	1d6	x2	10 feet	4 lbs.	S
Hammer, light	1 gp	1d4	x2	20 feet	2 lbs.	B
Handaxe	6 gp	1d6	x3	—	5 lbs.	S
Lance, light	6 gp	1d6	x3	—	5 lbs.	P
Pick, light	4 gp	1d4	x4	—	4 lbs.	P
Sap	1 gp	1d6S	x2	—	3 lbs.	B
Sword, short	10 gp	1d6	19–20/x2	—	3 lbs.	P
Medium						
Battleaxe	10 gp	1d8	x3	—	7 lbs.	S
Flail, light	8 gp	1d8	x2	—	5 lbs.	B
Lance, heavy*	10 gp	1d8	x3	—	10 lbs.	P
Longsword	15 gp	1d8	19–20/x2	—	4 lbs.	S
Pick, heavy	8 gp	1d6	x4	—	6 lbs.	P
Rapier	20 gp	1d6	18–20/x2	—	3 lbs.	P
Scimitar	15 gp	1d6	18–20/x2	—	4 lbs.	S
Trident	15 gp	1d8	x2	10 feet	5 lbs.	P
Warhammer	12 gp	1d8	x3	—	8 lbs.	B
Large						
Falchion	75 gp	2d4	18–20/x2	—	16 lbs.	S
Flail, heavy	15 gp	1d10	19–20/x2	—	20 lbs.	B
Glaive*	8 gp	1d10	x3	—	15 lbs.	S
Greataxe	20 gp	1d12	x3	—	20 lbs.	S
Greatsword	50 gp	2d6	19–20/x2	—	15 lbs.	S
Guisarme	9 gp	2d4	x3	—	15 lbs.	S
Halberd*	10 gp	1d10	x3	—	15 lbs.	P/S
Longspear*	5 gp	1d8	x3	—	9 lbs.	P
Ranseur*	10 gp	2d4	x3	—	15 lbs.	P
Scythe	18 gp	2d4	x4	—	12 lbs.	P/S
Huge						
Giant's axe	40 gp	2d8	x3	—	40 lbs.	S
Giant's sword	100 gp	2d8	19–20/x2	—	30 lbs.	S
Great halberd*	20 gp	2d6	x3	—	30 lbs.	P/S
Greatspear*	10 gp	1d10	x3	—	18 lbs.	P

* Reach Weapon: This weapon adds 5 feet to the reach of the wielder.

MARTIAL WEAPONS—RANGED

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Small						
Blowgun	1 gp	—	—	—	2 lbs.	—
Needles, blowgun (20)	1 gp	1	x2	10 feet	*	P
Sprytebow	30 gp	—	—	—	1 lb.	—
Arrows (20)	1 gp	1d4	x3	50 feet	1 lb.	P
Arrows, bodkin (20)	10 gp	1d4	x3	50 feet	1 lb.	P
Medium						
Shortbow	30 gp	—	—	—	2 lbs.	—
Arrows (20)	1 gp	1d6	x3	60 feet	3 lbs.	P
Shortbow, composite	75 gp	—	—	—	2 lbs.	—
Arrows (20)	1 gp	1d6	x3	70 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d6	x3	70 feet	3 lbs.	P
Large						
Longbow	75 gp	—	—	—	3 lbs.	—
Arrows (20)	1 gp	1d8	x3	100 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d8	x3	100 feet	3 lbs.	P
Longbow, composite	100 gp	—	—	—	3 lbs.	—
Arrows (20)	1 gp	1d8	x3	110 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d8	x3	110 feet	3 lbs.	P
Huge						
Giant's bow	150 gp	2d6	x3	100 feet	6 lbs.	—
Arrows (20)	2 gp	—	—	—	6 lbs.	P
Arrows, bodkin (20)	20 gp	—	—	—	6 lbs.	P

* No weight worth noting.

EXOTIC WEAPONS—MELEE (HEAVY)

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Small						
Faen swordaxe	60 gp	1d6	19–20/x3	—	8 lbs.	S
Spryte swordstaff	30 gp	1d4/1d4	19–20/x2	—	1 lb.	S
Medium						
Faen swordstaff	40 gp	1d6/1d6	19–20/x2	—	3 lbs.	S
Mangler, light	30 gp	1d10	x3	—	15 lbs.	P/S
Sibeccai kopesh	65 gp	1d10	19–20/x2	—	15 lbs.	S
Sword, bastard	35 gp	1d10	19–20/x2	—	10 lbs.	S
Swordaxe	120 gp	1d8	19–20/x3	—	15 lbs.	S
Waraxe	50 gp	1d10	x3	—	15 lbs.	S
Large						
Double-headed flail	90 gp	1d8/1d8	x2	—	20 lbs.	B
Litorian warclub	60 gp	1d8/1d8	x3	—	25 lbs.	S
Mangler, heavy	130 gp	2d6	x3	—	25 lbs.	P/S
Swordstaff	100 gp	1d8/1d8	19–20/x2	—	10 lbs.	S
Huge						
Giant's swordstaff	170 gp	1d10/1d10	19–20/x2	—	50 lbs.	S

EXOTIC WEAPONS—MELEE (AGILE)

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Tiny						
Faen nunchaku	2 gp	1d4	x2	—	1 lb.	B
Small						
Battle claw	10 gp	1d6	19–20/x2	—	2 lbs.	S
Nunchaku	2 gp	1d6	x2	—	2 lbs.	B
Medium						
Greater battle claw	25 gp	1d8	19–20/x2	—	3 lbs.	S
Spikestick	10 gp	1d8	x3	—	1 lb.	P
Large						
Spikestick, long	20 gp	2d6	x3	—	1 lb.	P

EXOTIC WEAPONS—RANGED

WEAPON	PRICE	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Tiny						
Crossbow, hand	100 gp	—	—	—	3 lbs.	—
Bolts (10)	1 gp	1d4	19–20/x2	30 feet	1 lb.	P
Shuriken (5)	1 gp	1d2	x2	10 feet	1/10 lb.	P
Small						
Furmoch	1 gp	1d4	x2	20 feet	1/2 lb.	P
Litorian bola	8 gp	1d4	x2	20 feet	1 lb.	B
Whip	1 gp	1d2S	x2	15 feet	2 lbs.	S
Medium						
Crossbow, repeating	250 gp	—	—	—	16 lbs.	—
Bolts (5)	1 gp	1d8	19–20/x2	80 feet	1 lb.	P
Net	20 gp	*	*	10 feet	10 lbs.	—

* Special (see weapon description).

Battle Claw and Greater Battle Claw: These glovelike devices have built-in metal claws. The wielder cannot be disarmed and is considered to have a free hand in the hand using the claw.

Blowgun: This silent weapon is used to fire small needles a long distance. Its needles most often are used to poison foes.

Bola, Litorian: This ranged weapon has three heavy spiked balls connected by a light cord. Because the bola can wrap around an enemy's leg or other limb, a character can attempt a trip attack with it. Since it is a ranged weapon, the enemy cannot attempt to make a trip attack on the wielder during the character's trip attempt. (Characters tripped by the bola are not entangled.)

Bolts: Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost. A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (×2 critical). Since it is not designed for melee use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls.

Bullets, Sling: Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost.

Club: A wooden club is so easy to find and fashion that it has no cost.

Crossbow, Giant's: A giant's crossbow can only be used effectively by a creature that is Large sized. It requires two hands to use effectively. Loading a giant's crossbow is a full-round action that provokes attacks of opportunity.

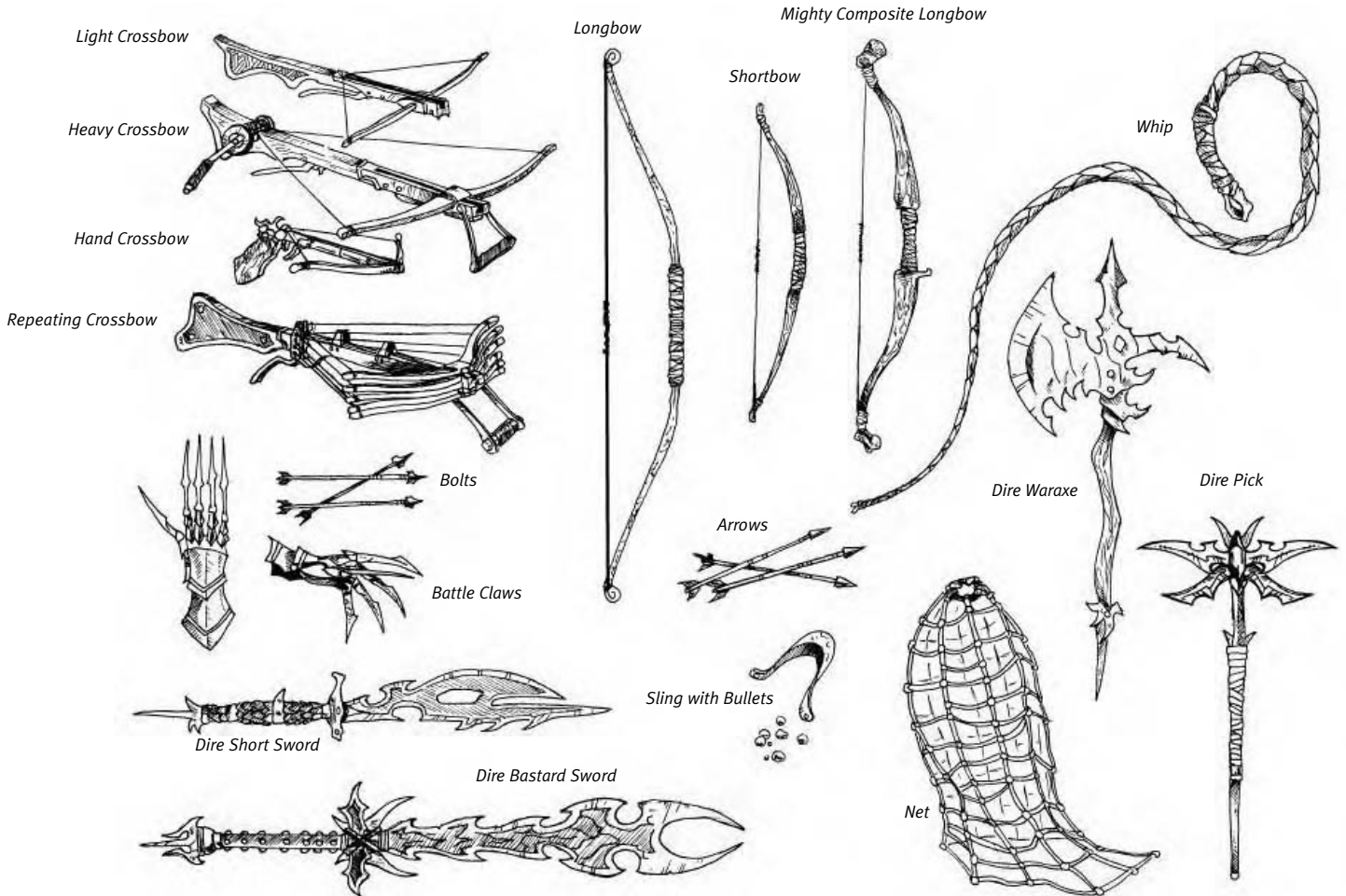
Crossbow, Hand: Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

Crossbow, Heavy: A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium or larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty. A Medium or larger character can shoot one heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties, because it represents skill with melee weapons, not ranged weapons. The Ambidexterity talent lets a character avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

Crossbow, Light: A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot one light crossbow with each hand as noted for heavy crossbows, above.



Crossbow, Repeating: The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Dagger: The dagger is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his Strength modifier to attack rolls with a dagger.

Dagger, Punching: This dagger carries the full force of the wielder's punch behind it, making it capable of deadly strikes.

Dart: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Falchion: This sword—essentially a two-handed scimitar—has a curve that gives it an effectively keener edge than most other swords.

Flail, Double-Headed: A double-headed flail is a double weapon. However, a creature such as a giant using a double-headed flail in one hand can't use it as a double weapon.

With a double-headed flail, a character adds a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed himself, if he fails to disarm the enemy).

Use this weapon to make trip attacks. If someone tries to trip the character during the character's own trip attempt, he can drop the double-headed flail to avoid being tripped.

Flail, Heavy or Light: With a flail, a character adds a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed himself, if he fails to disarm the enemy).

Use this weapon to make trip attacks. If someone tries to trip the character during the character's own trip attempt, he can drop the flail to avoid being tripped.

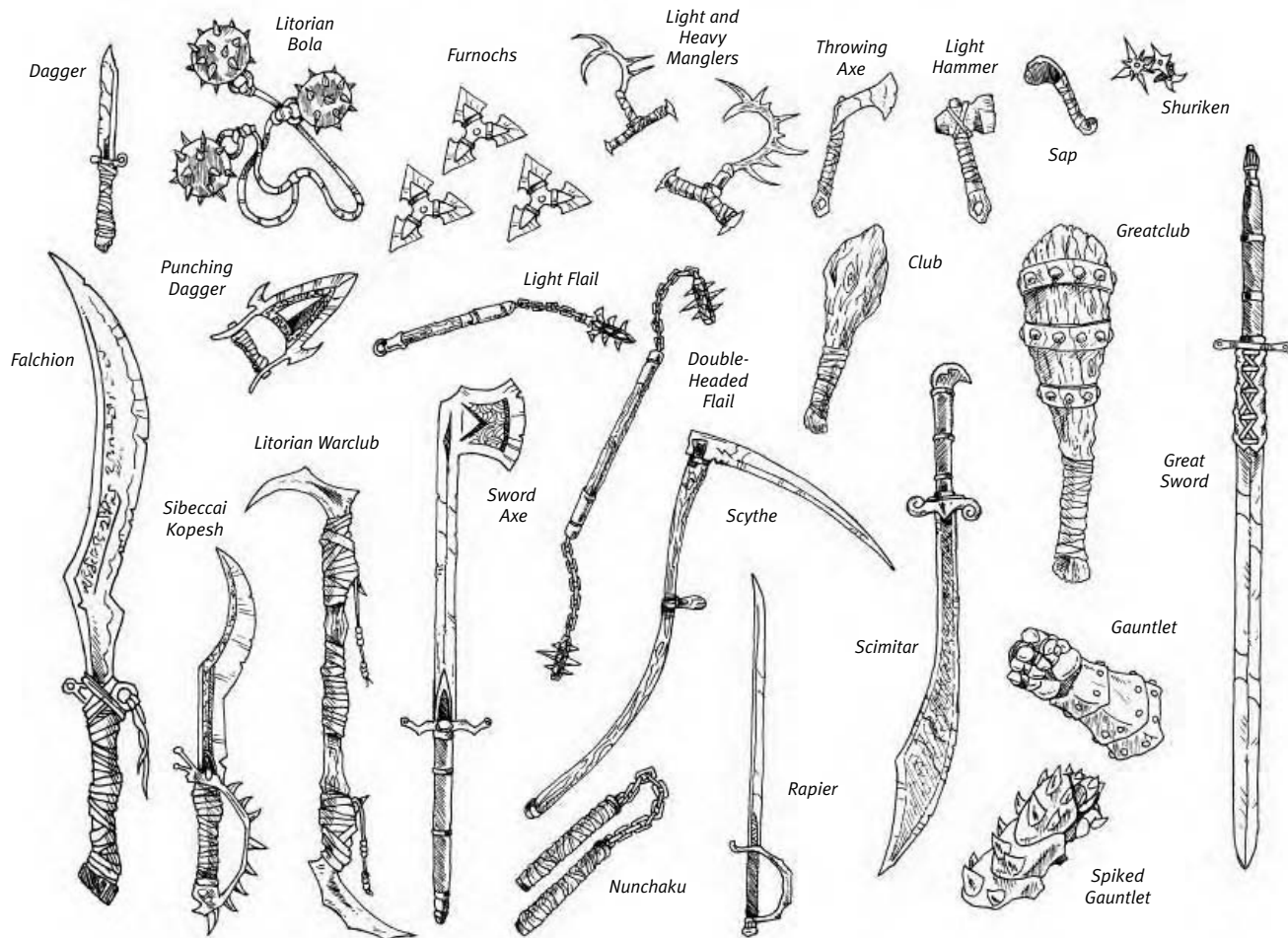
Furnoch: Giantish weapons, these large throwing wedges have a number of points and sharp edges. A Large creature can use them like shuriken, in that they can be drawn like ammunition (requiring no action to do so).

Gauntlet: These metal gloves protect the hands and let characters deal normal damage with unarmed strikes, rather than subdual damage. 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 breastplates and articulated plate jacks) come with gauntlets (see page 129 for a list of armors).

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

A giant's spiked gauntlet, otherwise identical to a normal spiked gauntlet, is sized for a Large wearer.



Giant's Bow: Like a composite longbow, this bow can be made with especially heavy pulls to take advantage of a character's above-average Strength (called a mighty bow). In fact, it's rare to find a giant's bow that is not a mighty bow.

Glaive: A glaive is a reach weapon that adds +5 feet to the wielder's reach. It cannot be used against an adjacent foe.

Greatclub: Greatclubs and giant's greatclubs are two-handed versions of a regular club. They are often studded with nails or spikes, or ringed by bands of iron.

Greatspear: A greatspear is a thicker, heavier version of the long-spear. It is a reach weapon that adds +5 feet to the wielder's reach.

Guisarme: A guisarme is a reach weapon that adds +5 feet to the wielder's reach. Because of the guisarme's curved blade, a character can use it to make trip attacks. If someone tries to trip the character during his own trip attempt, the character can drop his guisarme to avoid being tripped.

Halberd and Great Halberd: Normally, a character strikes with the halberd's axe head, but the spike on the end proves useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If someone tries to trip the character during his own trip attempt, the character can drop his halberd to avoid being tripped. It is a reach weapon that adds +5 feet to the wielder's reach.

Halfspear: The halfspear is small enough that a Small character can use it.

Hammer, Light: This is a small sledge, light enough to throw.

Javelins: The javelin is a light, flexible spear intended for throwing. The standard javelin also comes in heavy and spry-sized versions. It can be used in melee, but not well. Since it is not designed for melee combat, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

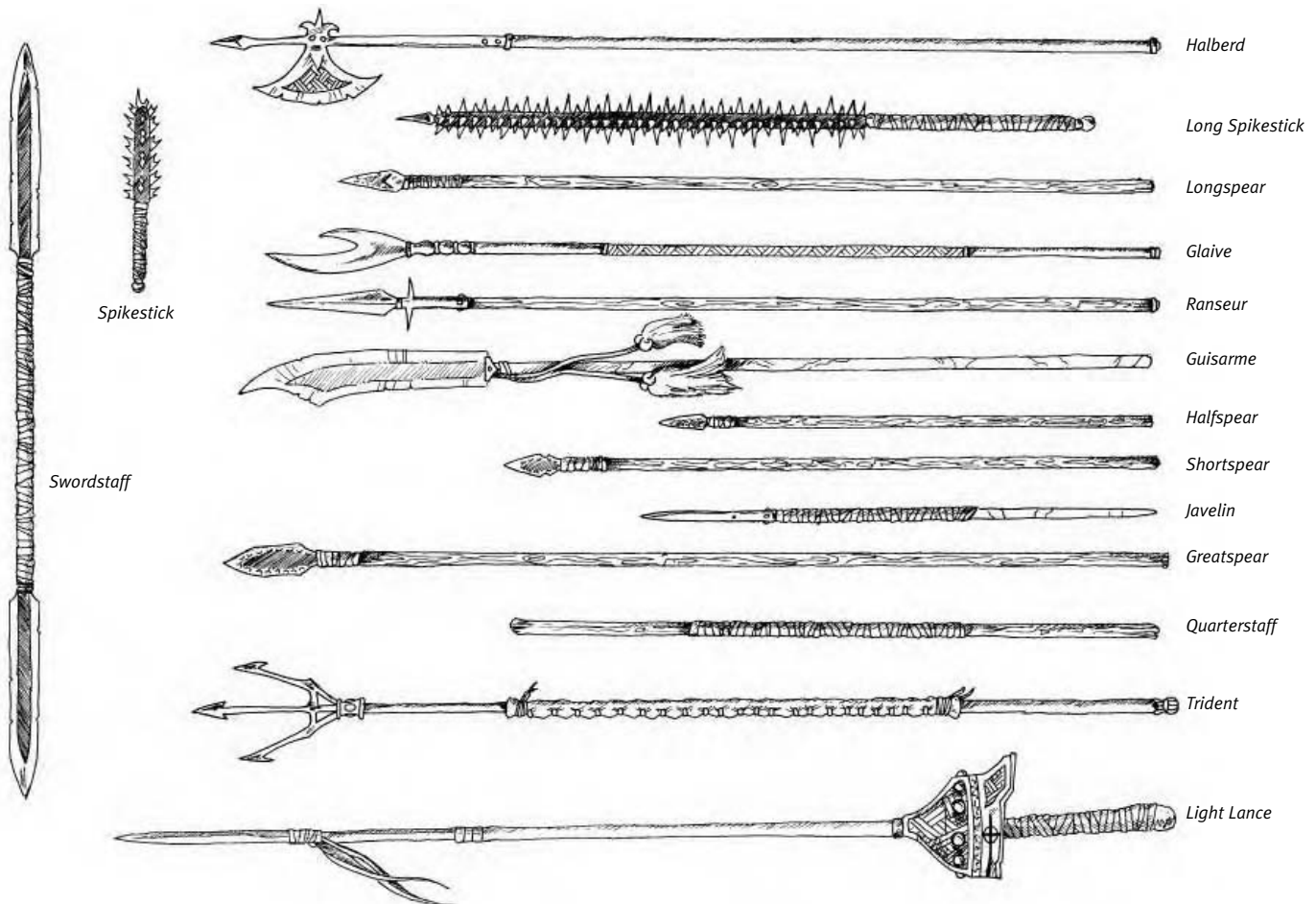
Kopesh, Sibeccai: This sword's blade is straight near the hilt but ends in a curve. It is only about 2 feet long but very heavy. If using it properly, a character can add a +1 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed himself, if he fails to disarm the enemy).

Lance, Heavy or Light: A lance deals double damage when used from the back of a charging mount. A heavy lance is a reach weapon that adds +5 feet to the wielder's reach. Light lances are primarily for Small riders.

Longbow: A character needs two hands to use a bow, regardless of its size. A longbow is too big to use while mounted.

Longbow, Composite: A character needs two hands to use a bow, regardless of its size. A character must be at least Medium size to use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that they remain bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength (called a mighty bow; see next page).

Longspear: A longspear has reach of +5 feet.



Maces/Mauls: These metal clubs have massive iron heads.

Manglers: This wicked weapon gains its name from the way it mangles bodies. Heavy manglers are essentially heavy, weighted hooks covered in barbs. Similarly, the light mangler is a large, barbed hook.

Mighty Composite Longbow or Shortbow: A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength score. The mighty bow allows a character to add his Strength bonus to damage up to the maximum bonus specified for that particular bow.

Morningstar: This is essentially a very heavy spiked mace.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade. (For more on these and other poisons, see the DMG.)

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. A character can use it to entangle foes.

When throwing a net, a character makes a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack succeeds, the target becomes entangled. An entangled creature suffers a -2 penalty on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can move at only half speed and cannot charge or run. If the character takes control of the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can move only within the limits the rope allows. An entangled creature attempting to cast a spell must first succeed at a Concentration check (DC 15) or be unable to cast it.

The entangled creature can escape the net with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is useful only against Tiny- to Large-size creatures. A net must be folded before one can throw it effectively. The first time a character throws a net in a fight, he must make a normal ranged touch attack roll. After the net has unfolded, he suffers a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net, and twice that long for a nonproficient user to do so.

Nunchaku and Faen Nunchaku: A nunchaku is two clubs connected by a cord or chain, favored by characters who prefer the martial arts. Because of the speed with which the wielder uses them, opponents attempting to parry, fight defensively, or use total defense against the wielder suffer a -1 circumstance penalty to Armor Class.

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

Ranseur: A ranseur is a reach weapon that adds +5 feet to the wielder's reach. With a ranseur, a character adds a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed himself, if he fails to disarm the opponent).

Rapier: Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his Strength modifier to attack rolls with a rapier.

Sap: A sap comes in handy when a character wants to knock out an opponent instead of killing her.

Scimitar: The curve on this blade makes the scimitar's edge effectively sharper than many other weapons.

Scythe: While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. Its design focuses tremendous force on the sharp point, as well as allowing devastating slashes with the blade edge.

Shortbow: A character needs two hands to use a bow, regardless of its size. A Medium or larger character can use a shortbow while mounted.

Shortbow, Composite: A character needs two hands to use a bow, regardless of its size. A Small or larger character can use a composite shortbow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that they remain bow-shaped even when unstrung.

They can be made with especially heavy pulls to take advantage of a character's above-average Strength (see "mighty composite shortbow").

Shortspear: Because a shortspear is not as long as a longspear, a character can throw it.

Shuriken: Although they are thrown weapons, these tiny metal starlike projectiles can be drawn like ammunition (requiring no action to do so).

Sickle: This weapon resembles a farmer's sickle, but it is strengthened for use in battle. It is favored by anyone who wants a weapon that guards might overlook.

Sling: The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap and easy to improvise from common materials. Greenbonds and faen favor slings. A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and impose a -1 penalty on attack rolls.

Weapon Size

As a weapon gets larger or smaller than the size indicated for it on the weapon tables, the damage it deals changes according to the following progression:

One Size Smaller	Original Damage	One Size Larger
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d6
1d8	1d12	2d8

For an even larger version of a weapon that does 2 or more dice of damage, convert each die to the next larger category. For instance, a Large version of a longsword deals 2d6 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it deals less than 1 point of damage becomes useless.

For each size category a weapon moves down, halve the weight and price. For each size category a weapon moves up, double the weight and price.

Spikestick: This light wooden rod is covered in barbs and spikes. The weapon is designed to spin easily in the wielder's hand. Opponents attempting to parry, fight defensively, or use total defense against the wielder suffer a -1 circumstance penalty to Armor Class.

Special and Superior Weapons/Armor

For just a little additional cost, characters can improve their weapons in the following manners:

Weapon or Armor	Cost
Weapon, Devanian*	+300 gp
Weapon, dire*	+300 gp
Weapon, masterwork*	+300 gp
Arrow, bolt, or bullet, masterwork*	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Dagger, silvered	10 gp
Mighty composite shortbow (+1 Strength bonus)	—
(+2 Strength bonus)	150 gp
Mighty composite longbow (+1 Strength bonus)	**
(+2 Strength bonus)	200 gp
(+3 Strength bonus)	300 gp
(+4 Strength bonus)	400 gp
(+5 Strength bonus)	500 gp
(+6 Strength bonus)	600 gp
(+7 Strength bonus)	700 gp
(+8 Strength bonus)	800 gp
Armor or shield, masterwork†	+150 gp
Armor or shield, Devanian	††

* See "Weapon Templates," below.

** For sprytebows, cut the cost in half; for giant's bows, multiply it by 1.5.

† See Masterwork armor/shields sections on pages 129 and 133.

†† See armor and shield tables for prices.

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his 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 considered an exotic weapon. A Medium character can use a bastard sword two-handed as a martial weapon; a Large creature can use it one-handed in the same way.

Spikestick, Long: A longer version of the spike-stick, this weapon is more like a staff than a rod.

Opponents attempting to parry, fight defensively, or use total defense against the wielder suffer a -1 circumstance penalty to Armor Class.

Sprytebow: This composite bow is meant for Tiny characters.

Staves: A quarterstaff is a double weapon. However, a Large creature using it in one hand can't use it as a double weapon. This weapon also comes sized for Tiny creatures (sprytestaff), Small creatures (faen staff), and giants (greatstaff).

Strike, Unarmed: A Medium character deals 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of subdual damage, and a Large creature inflicts 1d4 points of subdual damage. The damage from an unarmed strike is considered weapon damage for the purpose of effects that provide a bonus to weapon damage.

Swordaxes: This longsword's blade is topped with a heavy axe-head. Though difficult to wield, it can, with proper training, become a devastating weapon. You can also find smaller versions for faen.

Swordstaves: A swordstaff is a double weapon—a staff of wood with a long straight blade on either end. A creature using a sword-staff in one hand, however, can't use it as a double weapon. In addition to the standard size, you can find versions for sprytes, faen, and giants.

Swords: A longsword is an adventuring staple. Short swords are popular as off-hand weapons and as primary weapons for Small races. Great swords and giant's swords work well for larger characters.

Trident: This three-tined piercing weapon can be thrown just like a halfspear or shortspear, but its range increment is shorter because it's less aerodynamic than those weapons.

Waraxe: A waraxe is too large to use in one hand without special training; thus, it is considered an exotic weapon. A Medium character can use a waraxe two-handed as a martial weapon; a Large creature can use it one-handed in the same way.

Warclub, Litorian: This heavy, 5-foot-long, iron-tipped club sports a single, hooked spike on each end. A litorian warclub is a double weapon, but a creature wielding it in one hand can't use it as such.

Warhammer: This is a mighty sledge constructed for battle.

Whip: The whip deals subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, a character can make trip attacks with it. If someone tries to trip a character during his own trip attempt, he can drop the whip to avoid being tripped.

If using a whip, a character adds a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed himself, if the character fails to disarm the opponent).

WEAPON TEMPLATES

For a little variety, you can add any of these templates to any of the above weapons.

Dire: Melee weapons with added spikes, spines, jagged blades, and hooks, dire weapons are difficult to use—but deadly in the right hands. Dire weapons add a +2 dire bonus to damage dealt. This template adds +300 gp to the weapon's price and increases the weight by +25 percent. Dire weapons are all exotic (either ranged or melee [heavy]). Devanian (or other exotic [agile]) dire weapons require proficiency with both exotic [heavy] and exotic [agile] weapons.

Devanian: The Devanian people of old, expert crafters of light yet strong weapons and armor, developed techniques still used today. Made with special lighter materials and fashioned with a different balance, Devanian weapons are lighter than their normal counterparts, weighing half as much as a weapon of a similar

type. Treat a Devanian weapon of a character's own size as a light weapon for that character. This template adds +300 gp to the weapon's price. Devanian weapons are all exotic (either ranged or melee [agile]). Devanian dire (or other exotic [heavy]) weapons require proficiency with both exotic [heavy] and exotic [agile] weapons.

Masterwork: These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack. Before a weapon can carry an enchantment, it must first be a masterwork weapon. This template adds +300 gp to the weapon's price.

GRENADELIKE WEAPONS

While generally not used as a character's primary weapon, the thrown weapons in the table below may come in handy during combat scenarios.

GRENADELIKE WEAPON DESCRIPTIONS

Grenadelike weapons require no proficiency to use. See the descriptions below for full details on using them.

Acid: A flask of caustic, fast-acting acid. Throw a flask of acid as a grenadelike weapon.

Alchemist's Fire: Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of fire damage. The target can take a full-round action to attempt to extinguish the flames before suffering this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus to the attempt. Full immersion in water or magically extinguishing the flames automatically smothers them.

Alchemist's Frost: Similar to alchemist's fire, this is a sticky substance that freezes when it touches flesh or something of about the same temperature. Throw a flask of alchemist's frost as a grenadelike weapon that will inflict no harm on objects.

On the round following a direct hit, the target takes an additional 1d6 points of cold damage. The target can take a full-round action to attempt to wipe off the substance before suffering this

additional damage. It takes a successful Reflex saving throw (DC 15) to do so.

Flash Powder: Throw this powder-filled pellet as a grenadelike weapon. When the powder comes in contact with the air, it creates a bright flash that can blind those in a 10-foot radius unless they make a Fortitude save (DC 15). The blindness lasts 1d4 rounds.

Smoke Bomb: Throw this ceramic ball as a grenadelike weapon. When it breaks open, the contents produce a cloud of smoke with a 10-foot radius. Creatures within the radius have 50 percent concealment. Creatures on the opposite side of the cloud have 100 percent concealment. Unless conditions dictate otherwise (such as a wind that blows the smoke away in 1 round), the cloud lasts for 1d6+1 rounds.

Tanglefoot Bag: Throw this round leather bag full of alchemical goo as a grenadelike weapon. When thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or become glued to the floor, unable to move. Even with a successful save, it can move only at half speed.

A character glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off herself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character makes a damage roll to see how much of the goo she happened to scrape off. (Inflicting 15 points of damage removes the goo.) Once free, a character can move at half speed. A spellcaster bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

Thunderstone: Throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a –4 penalty on initiative and a 20 percent chance to miscast and lose any spell with a verbal component that they try to cast. The deafness lasts for 1d6+4 rounds.

GRENADELIKE WEAPONS

Weapon*	Price	— Damage —		Range	Weight
		Direct Hit	Splash	Increment	
Acid (flask)	10 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Alchemist's fire (flask)	20 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Alchemist's frost (flask)	20 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Flash powder	35 gp	Blinds	—	10 feet	1 lb.
Smoke bomb	40 gp	Smoke	—	10 feet	1 lb.
Tanglefoot bag	50 gp	Entangles	—	10 feet	4 lbs.
Thunderstone	30 gp	Sonic	—	20 feet	1 lb.

* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land.

ARMOR AND SHIELDS

A suit of armor, or armor harness, can be a combatant's best friend. However, when a character needs maneuverability, this ally can quickly become an enemy.

Armor types are categorized by weight. *Light armor* is usually quite flexible and not encumbering. *Medium armor* is more encumbering and tends to slow the character down a bit. *Heavy armor* is the most encumbering type, making it difficult for a character to even run. However, usually the heavier armor provides the wearer with a higher protective armor bonus.

Every class may grant proficiency with certain kinds of armor and shields as a class ability. For example, magisters are proficient in no armor or shields, while unfettered are proficient in Light armor and shields and warmains are proficient in Light, Medium, and Heavy armor and shields. Characters can take feats to gain proficiency in armor types that their class does not provide. (See Chapter Five: Feats and Talents.) Note that some armors are exotic and require the Exotic Armor Proficiency feat in addition to the feat appropriate to the armor type (Light, Medium, or Heavy Armor Proficiency). A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride. If a character attempts to wear articulated armor with which she is not proficient, she also moves 5 feet slower than normal.

The tables on the next page and on pages 132 to 133 list a spectrum of armors and shields and their costs, as well as the protection they provide and any detrimental effects they may have to movement, skill use, and spellcasting. For an explanation of each column, see "Armor and Shield Qualities," below. Each type of armor and shield is described starting on page 130.

Armor offers armor bonuses to Armor Class, while shields offer shield bonuses. Thus, bonuses from armor and a shield stack. An armor's armor bonus does not stack with other effects that increase an armor bonus, such as from the spell *gird the warrior* or the magic items *bracers of armor*.

ARMOR AND SHIELD QUALITIES

Depending on her class, a character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

Price: The cost of the armor.

Armor/Shield Bonus: This number represents the armor's protective value as an armor bonus to Armor Class. Shield bonuses likewise appear in the table on page 133.

Maximum Dexterity Bonus: This number is the maximum Dexterity bonus to Armor Class that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows. Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus (for the purpose of sneak attacks and similar conditions). Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather, or any shield, hurts a character's ability to use some skills, including Balance, Climb, Escape Artist, Jump, Sleight of Hand, Sneak, and Tumble. The armor check penalty number is applied as a modifier

to certain skill checks. When wearing armor and shield, both armor check penalties apply.

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

Spell Failure: Armor interferes with the gestures needed to cast a spell. When casting a spell while wearing armor or a shield, a character must make a spell failure roll. The number in the Spell Failure column is the chance that the spell could fail and be ruined. If the spell lacks a somatic (S) component, a character can cast it without making the spell failure roll. (See Chapter Eight: Magic.) When wearing armor and shield, both spell failure chances apply (cumulative).

Speed: Medium and Heavy armor slows a character down. The number shown is a character's top speed while wearing the armor (the numbers in parentheses at the top of each column represent an unarmored character's normal speed). Shields do not affect speed.

If a character has a bonus to his ground speed (such as from the Fleet of Foot feat or litorian levels), this bonus is added to the number shown on the table. So, if a character that moves at 30 without armor moves at 40 because he has Fleet of Foot, he moves at 30 while wearing a breastplate (20 + 10 from the feat).

Weight: The weight of the armor or shield. Armor fitted for Small characters weighs half as much as the table shows.

DONNING AND SLEEPING IN ARMOR

The time required to don armor depends on its type.

Armor Type*	Don	Don Hastily	Remove
Padded, leather jack, hide, studded leather jack, leather coat, or chain shirt	1 min.	5 rounds	1 min.**
Breastplate, beastscale armor, chain hauberk, banded mail, brigandine	4 min.**	1 min.	1 min.**
Heavy brigandine or chain and plates	4 min.**	2 min.	2 min.**
Plate armor, dragonscale armor, definitive harness	4 min.†	4 min.**	1d4+1 min.**

* For all Devanian armor types, cut the donning and removing times in half. For all articulated armor types, double the donning and removing times. (So Devanian articulated plate has the same donning time as normal plate armor.)

** If a 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.

† One must have help to don this armor. Without help, one can only don it hastily.

Don: This column records how long it takes to put on the armor. (One minute is 10 rounds.)

Don Hastily: This column notes how long it takes to put on the armor in a hurry. Hastily donned armor confers an extra -1 penalty to armor check penalty and armor bonus.

Remove: This column shows how long it takes to get the armor off.

ARMOR

ARMOR	PRICE	ARMOR	MAX.	CHECK	SPELL	—SPEED—		WEIGHT†
		BONUS	DEX	PENALTY	FAILURE	(30 feet)	(20 feet)	
Light Armor								
<i>Padded</i>	5 gp	+1	+8	0	5%	30 feet	20 feet	10 lbs.
<i>Leather jack</i>	10 gp	+2	+6	0	10%	30 feet	20 feet	15 lbs.
<i>Studded leather jack</i>	25 gp	+3	+5	-1	15%	30 feet	20 feet	20 lbs.
<i>Chain shirt</i>	100 gp	+4	+4	-2	20%	30 feet	20 feet	25 lbs.
<i>Leather coat</i>	200 gp	+4	+6	-2	10%	30 feet	20 feet	20 lbs.
<i>Devanian chain shirt*</i>	400 gp	+4	+8	-1	15%	30 feet	20 feet	20 lbs.
Medium Armor								
<i>Hide</i>	15 gp	+3	+4	-3	20%	20 feet	15 feet	25 lbs.
<i>Beastscale armor</i>	60 gp	+4	+4	-3	20%	20 feet	15 feet	30 lbs.
<i>Breastplate</i>	200 gp	+5	+3	-4	25%	20 feet	15 feet	30 lbs.
<i>Chain hauberk</i>	250 gp	+5	+4	-4	20%	20 feet	15 feet	40 lbs.
<i>Devanian breastplate*</i>	800 gp	+5	+6	-3	20%	20 feet	15 feet	25 lbs.
<i>Articulated plate jack*</i>	450 gp	+6	+3	-4	20%	20 feet	15 feet	35 lbs.
<i>Brigandine</i>	200 gp	+6	+0	-6	30%	20 feet	15 feet	40 lbs.
Heavy Armor								
<i>Banded mail</i>	250 gp	+6	+1	-6	35%	20 feet**	15 feet**	35 lbs.
<i>Heavy brigandine</i>	300 gp	+7	+0	-7	40%	20 feet**	15 feet**	45 lbs.
<i>Chain and plates</i>	600 gp	+7	+2	-5	30%	20 feet**	15 feet**	40 lbs.
<i>Plate armor</i>	1,500 gp	+8	+1	-6	35%	20 feet**	15 feet**	50 lbs.
<i>Devanian plate*</i>	3,000 gp	+8	+2	-5	30%	20 feet**	15 feet**	40 lbs.
<i>Dragonscale armor</i>	4,000 gp	+9	+1	-6	25%	20 feet**	15 feet**	50 lbs.
<i>Articulated plate*</i>	5,500 gp	+10	+2	-5	35%	20 feet**	15 feet**	60 lbs.
<i>Devanian articulated plate*</i>	7,000 gp	+10	+3	-4	20%	20 feet	15 feet	50 lbs.
<i>Superior articulated plate*</i>	8,000 gp	+11	+2	-5	30%	20 feet**	15 feet**	60 lbs.
<i>The definitive harness*</i>	10,000 gp	+12	+3	-4	25%	20 feet	15 feet	50 lbs.

* Exotic armor

** When running in most Heavy armors, a character moves only triple speed, not quadruple speed.

† Armor fitted for Small characters weighs half this amount.

A character who sleeps in a suit of articulated armor, or in any armor with an armor check penalty of -5 or worse, is automatically fatigued the next day. She suffers a -2 penalty to Strength and Dexterity and can't charge or run.

MASTERWORK ARMOR

A masterwork harness of armor is one crafted with extreme care. This well-made equipment functions exactly like the normal versions except that it improves the armor check penalty by 1 point. So, for example, a masterwork studded leather jack has an armor check penalty of 0 rather than -1.

DEVANIAN ARMOR

As with weapons, the techniques of the ancient Devanians can be applied to some—but not all—armor types. Since the techniques only make a difference in a few types of armor, those types are simply included in the Armor table above.

ARMOR FOR UNUSUAL CREATURES

The information on the armor table is for Medium creatures. Armor for creatures of other sizes has a different cost and weight as shown in the table on the next page. Armor for Tiny or smaller creatures normally costs half as much as it does for Medium creatures, and weighs one-tenth or less as much, but provides only half as much protection (because there is far less protective material). Characters can pay twice as much for specially-made Tiny (or smaller) armor that offers the same protection.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

Armor Extras

These items can be added onto armor.

Item	Price	Weight
<i>Armor spikes</i>	+50 gp	+10 lbs.
<i>Gauntlet, locked</i>	8 gp	+5 lbs.



Creature Size	Armor Cost	Armor Weight
Tiny or smaller*	×1/2	×1/10
Tiny or smaller	×2	×1/10
Small	×1	×1/2
Medium	×1	×1
Large	×2	×2
Huge	×4	×5
Gargantuan	×8	×8
Colossal	×16	×12

* Divide armor bonus in half if choosing this less costly option.

ARMOR DESCRIPTIONS

The types of armor listed in the table are described below.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (×2 critical) with a successful grapple attack. The spikes count as a martial weapon. Characters not proficient with them suffer a -4 penalty on grapple checks when trying to use them. The wearer can make a regular melee attack (or off-hand attack) with the spikes; in this case they count as a light weapon.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but a character can make the spikes into magic weapons in their own right.

Articulated Plate: This plate armor is the product of careful engineering. Articulated plate has many more metal plates than

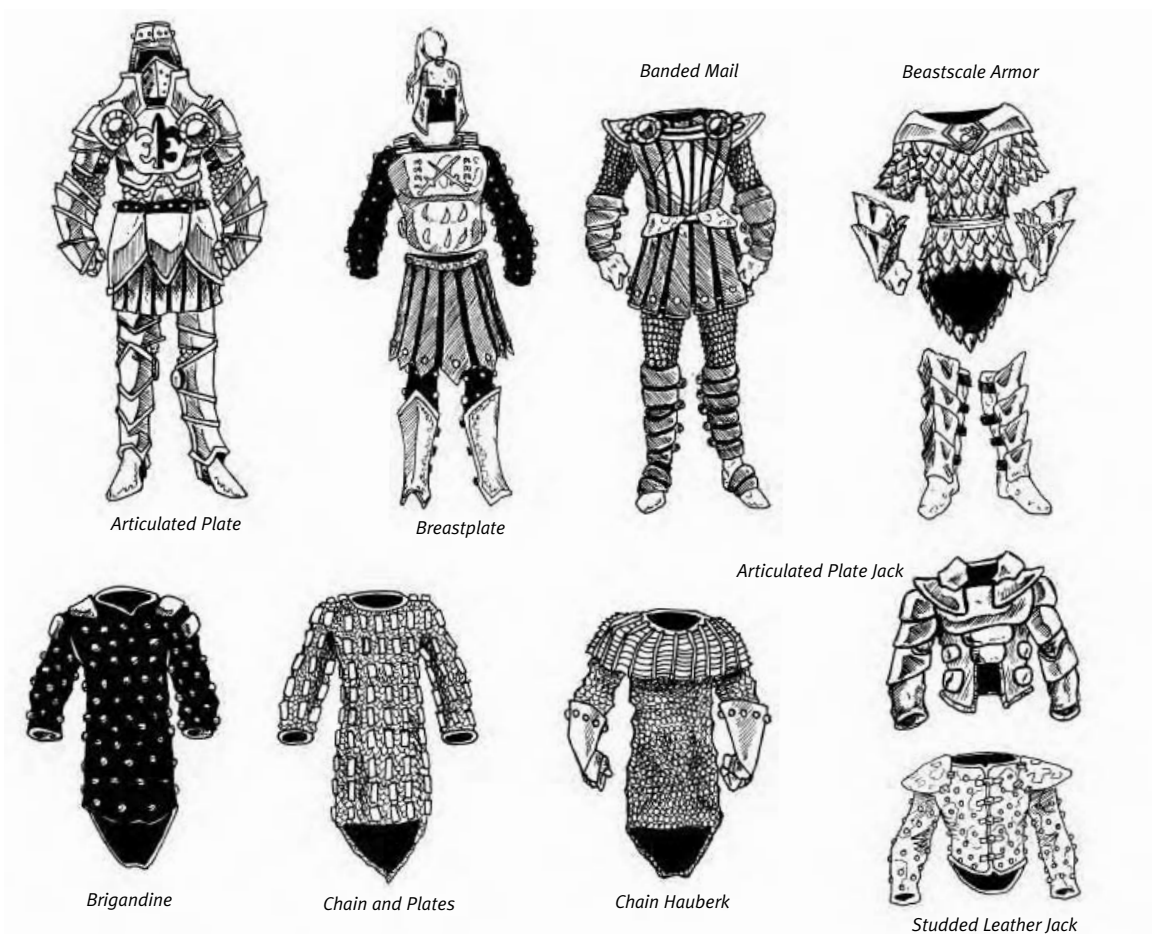
normal plate armor, and each is hinged and jointed so that the wearer—if she knows what she is doing—can divert more protection to a needed area just by adjusting posture slightly (like using a shield, this does not require an action). If the wearer is unaware of an incoming attack, this offers protection as a harness of normal plate armor (armor bonus +8 rather than +10).

Articulated Plate Jack: Similar to articulated plate, this is a breastplatelike armor. However, its flexibility makes it seem more like a metal jacket than a rigid breastplate. If the wearer is unaware of an incoming attack, this offers protection as a normal breastplate (armor bonus +5 rather than +6).

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. Banded mail includes gauntlets.

Beastscale Armor: This is a coat and leggings (and perhaps a separate skirt) of leather made from the hide of a scaly beast like a giant lizard, a giant snake, or a wyvern. It includes gauntlets. It offers a +2 circumstance bonus to Sneak checks made in natural surroundings (not a city or underground).

Breastplate: A breastplate covers the front and back of the chest. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.



Brigandine: Essentially a studded leather coat, this flexible torso armor consists of small plates riveted inside a leather or fabric covering.

Chain and Plates: This long coat of chainmail is covered with separate (usually rectangular) metal plates. They do not overlap and are each attached to the mail independently.

Chain Hauberk: Chain armor is made of interlocking metal rings. The hauberk is a long coat of this mail that includes a layer of quilted fabric underneath to prevent chafing and to cushion the impact of blows. Several layers of mail protect vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. A chain hauberk includes gauntlets.

Chain Shirt: A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

The Definitive Harness: The ultimate suit of armor, combining Devanian craftsmanship and superior articulation. If the wearer is unaware of an incoming attack, this suit offers protection as a harness of normal plate armor (armor bonus +8 rather than +12).

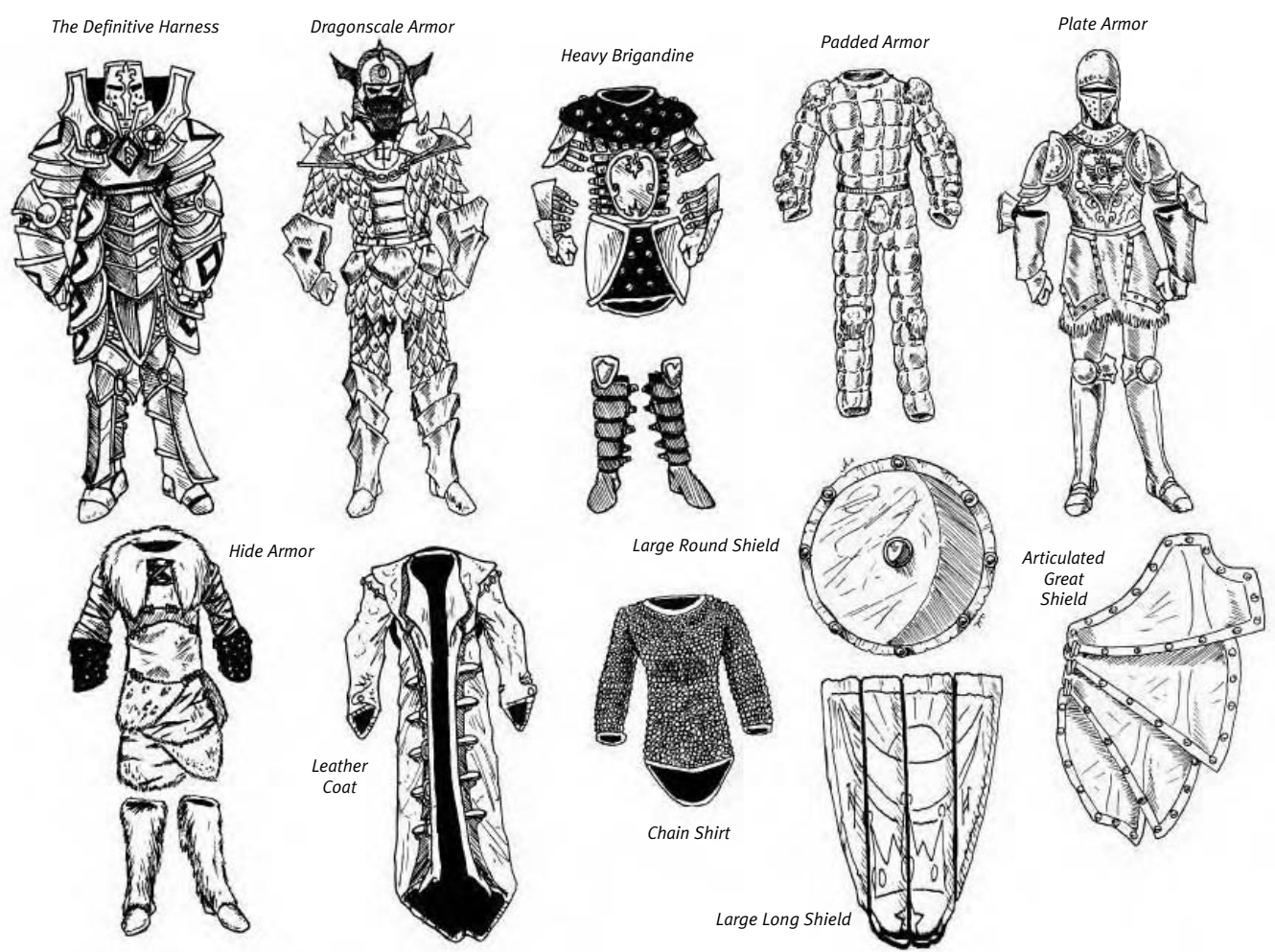
Devanian Articulated Plate: Identical to articulated plate, this armor is crafted to be lightweight and non-encumbering as well. If the wearer is unaware of an incoming attack, it offers protection as a harness of normal plate armor (armor bonus +8 rather than +10).

Devanian Breastplate: Made with skill and superior materials to be lighter and easier to wear than normal armor, a Devanian breastplate requires special training to use properly (otherwise the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be a normal breastplate.

Devanian Chain Shirt: Made with skill and superior materials specifically to be lighter and easier to wear than normal chainmail, this armor requires special training to use properly (otherwise the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be a normal chain shirt.

Devanian Plate: Made with skill and superior materials specifically to be lighter and easier to wear than normal plate, this armor requires special training to use properly (otherwise the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be normal plate armor.

Dragonscale Armor: Similar to beastscale armor, this long coat is made of the scaly hide of a beast—but in this case, it is no ordinary creature, but a true dragon. It comes with greaves and a coif and helm. Because of its draconic nature, it is not only tough but flexible and particularly easy to cast spells in.



Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that she cannot drop it easily. It adds a +10 bonus to any roll to prevent 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 the character is wearing a breastplate, Light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of her armor.

While the gauntlet is locked, the hand wearing it can't be used to cast spells or employ skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Heavy Brigandine: As the name implies, this armor resembles brigandine, but it has reinforced areas of chainmail covering vital areas. Also, the metal plates are larger and more substantial, making the armor bulky and more difficult to move in than normal brigandine.

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

Leather Coat: Portions of this long coat around the chest, shoulders, and bottom edges are made rigid from boiling, but most of the armor is composed of softer and more flexible leather.

Leather Jack: This short jacketlike garment is really more of a leather breastplate with shoulder protectors. The leather has been stiffened by boiling in oil.

Padded: Padded armor features quilted layers of cloth and batting.

Plate Armor: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet. 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.

Studded Leather Jack: This armor resembles a leather jack made from tough but flexible leather (not hardened leather) reinforced with close-set metal rivets.

Superior Articulated Plate: Very similar to articulated plate, the engineering of the moving plates is more sophisticated in this superior harness, allowing even more precise protection and overall dispersal of the force of incoming blows. If the wearer is unaware of an incoming attack, this armor offers protection as a harness of normal plate armor (armor bonus +8 rather than +11).

SHIELDS

In some ways, shields are treated more like weapons than armor. A shield's protection and usefulness are based on its relative size. Like weapons, shields are rated for size. A character can use a shield two sizes smaller than his own size, and at most a shield of his own size (unless it is a Devanian shield, in which case he can use a shield one size larger than he is).

A character using a shield as an off-hand weapon can bash an opponent with it. Damage is based on the size of the wielder and the size of the shield. Shields inflict ×2 criticals. Used this way, the

SHIELDS

Size	Shield	Price	Check Penalty	Spell Failure	Weight
Fine	Spryteshield	6 gp	-1	5%	1 lbs.
Tiny	Buckler	15 gp	-1	5%	5 lbs.
Tiny	Faen round shield	5 gp	-1	5%	3 lbs.
Small	Giant's buckler	30 gp	-1	5%	10 lbs.
Small	Round shield	9 gp	-1	5%	6 lbs.
Small	Devanian round shield*	40 gp	-1	5%	3 lbs.
Small	Faen long shield	9 gp	-1	5%	6 lbs.
Medium	Long shield	20 gp	-2	15%	15 lbs.
Medium	Devanian long shield*	75 gp	-1	10%	12 lbs.
Medium	Articulated long shield*	150 gp	-3	20%	15 lbs.
Large	Great shield	120 gp	-4	30%	35 lbs.
Large	Devanian great shield*	250 gp	-3	20%	18 lbs.
Large	Articulated great shield*	350 gp	-5	40%	45 lbs.
Huge	Devanian giant's wall shield*	400 gp	-4	30%	35 lbs.

* Exotic armor

SHIELD EXTRAS

Item	Price	Weight
Shield spikes	+10 gp	+5 lbs.
Shield blade	+60 gp	—

SHIELD BASH DAMAGE

Creature Size	Shield Size			
	Tiny	Small	Medium	Large
Tiny	1d2	1d2	—	—
Small	1d2	1d3	1d3	—
Medium	—	1d3	1d4	1d4
Large	—	—	1d4	1d6

SHIELD SIZES

Shield vs. Character Size	Shield Bonus to AC	Other Factors
Two sizes smaller	+1*	Shield is a buckler (see description)
One size smaller	+1	Character can carry other items in the same hand (character cannot use weapons in the shield hand)
Same	+2	Character cannot use shield hand for anything else
One size larger	+3	Only possible with a Devanian shield; character suffers additional -1 check penalty and 5% spell failure chance

* Bucklers offer no AC bonus against ranged attacks.

shield becomes a bludgeoning martial weapon. For purposes of attack penalties, treat a shield as a light weapon. A character using the shield as a weapon loses its Armor Class bonus until her next action (usually until the next round).

SHIELD DESCRIPTIONS

Different sizes within the same category of shield available on the table all share very similar general qualities.

Articulated Shields: These metal shields are made up of movable plates that allow a trained user to shift additional protection to areas of the shield that need it from moment to moment. Unlike articulated armor harnesses, articulated shields are more cumbersome, not less. This shield is considered exotic armor. No shield smaller than Medium size can be articulated.

Articulated shields offer a +1 higher shield bonus to Armor Class than their size would normally suggest. This bonus is lost to flat-footed characters or those denied a Dexterity bonus for any reason.

Bucklers: A character straps this undersized shield to the forearm, allowing her to wear it and still use the hand. She can use a bow or crossbow without penalty. The character also can wield an off-hand weapon, but with a -1 penalty on attack rolls because of the extra weight on her arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if using a weapon in the off hand, the character doesn't get the buckler's Armor Class bonus for the rest of the round.

Devanian Shields: These metal shields are created with special materials and construction secrets that make them lightweight and easy to use with the proper training.

Long Shields: These shields often bear the owner's family crest.

Round Shields: These shields can be metal or banded wood.

Shield Blade: One outer edge of the shield is a sharpened blade, turning the shield into a martial slashing weapon that deals +2 points of damage (19–20/x2 critical).

Shield Spikes: These spikes turn a shield into a martial piercing weapon that deals +2 points of damage (x2 critical).

Sprytesthields: Spryte-sized shields can be either round or long.

Wall Shields: Immense rectangular shields are coveted by giants.

MASTERWORK SHIELDS

A masterwork shield is one crafted with extreme care. These well-made items function like the normal versions, except they improve the armor check penalty by 1 point. So, a masterwork long shield has an armor check penalty of -1, not -2. Masterwork shields cost 150 gp extra.

GOODS AND SERVICES

Prices and weights for a variety of items are listed on tables starting on the next page. Indicated weights are the items' filled weights, except where otherwise designated.

Antitoxin: After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for one hour.

Caltrops: Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point always faces up. Scatter them on the ground in the hope that enemies step on them or at least are forced to slow down to avoid them. One bag of caltrops (the 2 lb. unit listed on the table) 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), the creature may step on one. Make an attack roll for the caltrops (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character from touching something dangerous.) A creature wearing shoes or other footwear gets a +2 armor bonus to Armor Class. If the caltrop attack succeeds, the creature has stepped on one. The caltrop deals 1 point of damage and reduces the creature's speed by one-half due to its wounded foot. This movement penalty lasts for one day, until someone treats the creature successfully with the Heal skill (DC 15), or until someone offers it 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.

DMs judge caltrops' effectiveness against unusual opponents.

Candle: A candle clearly illuminates a 5-foot radius for one hour.

Chain: Chain has a hardness of 10 and 5 hit points. A character can burst it with a Strength check (DC 26).

Flask: This ceramic, glass, or metal container, fitted with a tight stopper, holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is black ink. Ink in other colors costs twice as much.

Jug, Clay: This basic ceramic jug with a stopper holds one gallon.

Lamp, Common: A lamp clearly illuminates things in a 15-foot radius and burns for six hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and can spill easily, making it too dangerous for most adventuring. A character can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for six hours on a pint of oil. One can carry a lantern in one hand.

ADVENTURING GEAR

Item	Price	Weight
Acid (flask)	10 gp	*
Antitoxin (vial)	50 gp	*
Bedroll	1 sp	5 lbs.
Bell	1 gp	*
Blanket, winter	5 sp	3 lbs.
Block and tackle	5 gp	5 lbs.
Caltrops	1 gp	2 lbs.
Candle	1 cp	*
Canvas (sq. yard)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 feet)	30 gp	2 lbs.
Chalk, 1 piece	1 cp	*
Crowbar	2 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	*
Fishing net (25 sq. feet)	4 gp	5 lbs.
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Ladder, 10-foot	5 cp	20 lbs.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lbs.
Lantern, hooded	7 gp	2 lbs.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.
Lock (amazing)	150 gp	1 lb.
Manacles	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Mirror, small steel	10 gp	1/2 lb.
Muzzle	5 gp	1 lb.
Muzzle, masterwork	18 gp	1 lb.
Oil (1 pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lbs.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lbs.
Protective oil	25 gp	1 lb.
Ram, portable	10 gp	20 lbs.

* No weight worth noting.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. It clearly illuminates a 30-foot radius and burns for six hours on a pint of oil. One can carry a lantern in one hand.

Lock: A lock is worked with a large, bulky key. The Difficulty Class to open this kind of lock with the Open Lock skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), or amazing (DC 40).

Manacles: These manacles can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or

Item	Price	Weight
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 feet)	1 gp	10 lbs.
Rope, silk (50 feet)	10 gp	5 lbs.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	*
Signet ring	5 gp	*
Sledge	1 gp	10 lbs.
Smokestick	20 gp	*
Soap (per pound)	5 sp	1 lb.
Spade or shovel	2 gp	8 lbs.
Spyglass	1,000 gp	1 lb.
Sunrod	2 gp	1 lb.
Tent	10 gp	20 lbs.
Tindertwig	1 gp	*
Torch	1 cp	1 lb.
Trollbane powder	10 gp	1 lb.
Whetstone	2 cp	1 lb.

* No weight worth noting.

CONTAINERS AND CARRIERS

Dry Good Item	Price	Weight	Holds or Carries
Backpack	2 gp	2 lbs.	1 cubic foot
Barrel	2 gp	30 lbs.	10 cubic feet
Basket	4 sp	1 lb.	2 cubic feet
Bucket	5 sp	2 lbs.	1 cubic foot
Chest	2 gp	25 lbs.	2 cubic feet
Pouch, belt	1 gp	1/2 lb.	1/5 cubic foot
Sack	1 sp	1/2 lb.	1 cubic foot
Saddlebags	4 gp	8 lbs.	5 cubic feet
Witchbag*	5 gp	1/4 lb.	1/8 cubic foot

* Spell component pouch.

Liquid Item	Price	Weight	Holds or Carries
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lbs.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

* No weight worth noting.

DC 35 for masterwork manacles). Breaking the manacles requires a successful Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most of them have locks; in this case, add the price of the lock to the price of the manacles.

For the listed price, one can buy manacles for Small creatures as well as Medium. Manacles for Large creatures cost 10 times the listed amount; those for Huge creatures cost 100 times the listed amount. Only specially made manacles can hold Gargantuan, Colossal, Tiny, Diminutive, or Fine creatures.

Muzzle: This leather device can be put on a creature with a dangerous bite to keep it from moving its jaws. A muzzled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for a masterwork muzzle). Breaking the muzzle requires a successful Strength check (DC 22, or DC 24 for a masterwork muzzle). A muzzle has a hardness of 1 and 5 hit points.

Oil: A pint of oil burns for six hours in a lantern. A character can throw a flask of oil as a grenadelike 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 only a 50 percent chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his own. A piton is a steel spike with an eye through which one can loop a rope.

Protective Oil: Coating this alchemical oil on an inanimate object increases its hardness by 1. The effects wear off after one month.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

Rope, Hemp: This rope has 2 hit points. A character can burst it with a successful Strength check (DC 23).

Rope, Silk: This rope has 4 hit points. A character can burst it with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

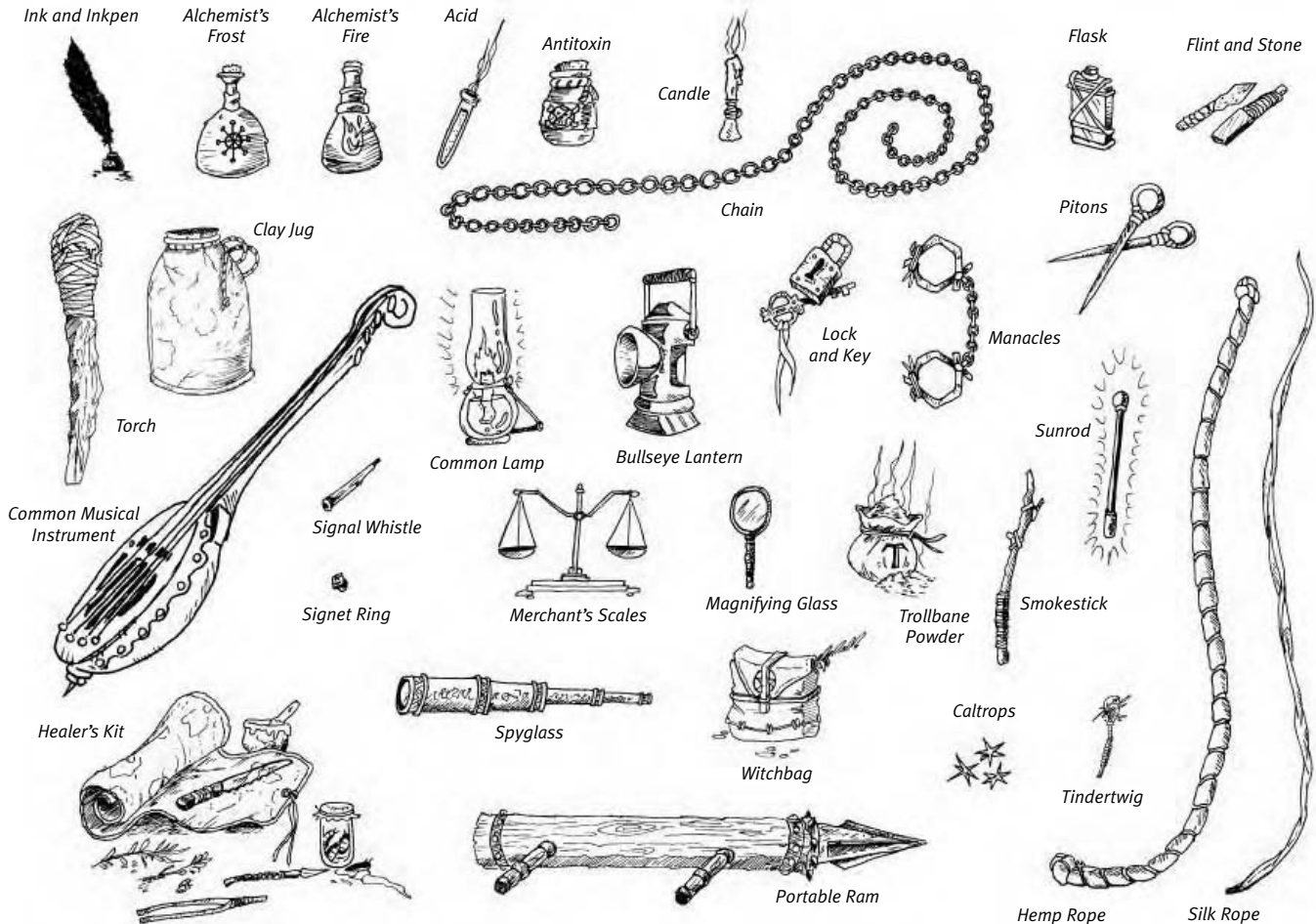
Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Sunrod: This nonmagical, foot-long, gold-tipped iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for six hours, after which the gold tip burns out and renders the item worthless.

Tent: This simple tent sleeps two.

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 takes at least a standard action.

Torch: A torch is a wooden rod capped with twisted flax soaked in tallow. It clearly illuminates a 20-foot radius and burns for one hour.



Trollbane Powder: A character can sprinkle this extremely pungent powder over an area 100 feet square. In that area, the stench negates the Scent ability for 1d6+4 minutes.

Vial: A vial is a ceramic, glass, or metal tube fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

SPELLS FOR HIRE

The table below indicates how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at her convenience.

Spell Level	Price
0	Caster level × 5 gp
1st	Caster level × 10 gp
2nd	Caster level × 20 gp
3rd	Caster level × 30 gp
4th	Caster level × 40 gp
5th	Caster level × 50 gp
6th	Caster level × 60 gp
7th	Caster level × 70 gp
8th	Caster level × 80 gp
9th	Caster level × 90 gp

The price listed is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the component's cost to the spell's price. If the spell requires a focus component, add one-tenth the cost of the focus to the spell's price.

CLASS TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab includes beakers, bottles, mixing and measuring equipment, and a miscellany of chemicals and substances. Because it is the perfect tool for the job, it adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the 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: This is the set of special tools needed for any craft. Without them, a character has to use improvised tools (–2 penalty on the Craft check)—if he can do the job at all. The masterwork version, considered the perfect tools for the job, grants the character a +2 circumstance bonus on the Craft check.

Book: Each book has a specific subject. A researcher using one adds the book's bonus to Knowledge checks, if its topic applies.

Climber's Kit: This kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

Disguise Kit: This bag contains cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after 10 uses.

Healer's Kit: This kit is full of herbs, salves, bandages, and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after 10 uses.

CLASS TOOLS AND SKILL KITS

Item	Price	Weight
Alchemist's lab	500 gp	40 lbs.
Artisan's tools	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Book +1	10 gp	1 lb.
Book +2	40 gp	1 lb.
Book +3	90 gp	2 lbs.
Book +4	160 gp	2 lbs.
Book +5	250 gp	3 lbs.
Climber's kit	80 gp	5 lbs.
Disguise kit	50 gp	8 lbs.
Healer's kit	50 gp	1 lb.
Holy symbol, wooden	1 gp	*
Holy symbol, silver	25 gp	*
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Musical instrument	5 gp	3 lbs.
Musical instrument, masterwork	100 gp	3 lbs.
Scale, merchant's	2 gp	1 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Tool, masterwork	+50 gp	*
Water clock	1,000 gp	200 lbs.
Witchbag (spell component pouch)	5 gp	3 lbs.

* No weight worth noting.

Holy Symbol: Each religion has its own holy symbol. A silver holy symbol serves as a mark of status for the wielder.

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint and steel when starting fires (though it takes light as bright as direct sunlight to light tinder, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any small or highly detailed item, such as a gem.

Musical Instrument: Popular instruments include fifes, recorders, lutes, and mandolins. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and denotes status.

Scale, Merchant's: This scale includes a small balance, pans, and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving small items that are valued by weight, including those made of precious metal.

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without them, a character would have to improvise tools and suffer a –2 circumstance penalty on Disable Device and Open Locks checks. The masterwork version of this kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to 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 accuracy to within half an hour per day since it was last set. It requires a source of water and must be kept still—it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.M. if nobody else does.

Witchbag (Spell Component Pouch): This small, watertight leather belt pouch has many small compartments. A witch, who requires material components to cast spells, is assumed to have all she needs with this pouch, except components that have a listed cost.

CLOTHING

Characters start with an adventurer's outfit (or one of up to that price). Listed weights are for Medium characters; for Small characters, divide the weight in half. For Tiny or smaller characters, the item costs half as much as listed and weighs one-tenth as much.

Item	Price	Weight
Adventurer's outfit	5 gp	2 lbs.
Artisan's outfit	1 gp	4 lbs.
Cold weather outfit	8 gp	7 lbs.
Courtier's outfit	30 gp	6 lbs.
Entertainer's outfit	3 gp	4 lbs.
Explorer's outfit	10 gp	8 lbs.
Noble's outfit	75 gp	10 lbs.
Peasant's outfit	1 sp	2 lbs.
Royal outfit	200 gp	15 lbs.
Scholar's outfit	5 gp	6 lbs.
Traveler's outfit	1 gp	5 lbs.

Adventurer's Outfit: This simple outfit includes boots, breeches, and a loose shirt. Though it looks casual, it is designed to give a character maximum mobility, and it's made of high-quality fabric. A character can hide small weapons in pockets secreted in the folds of this clothing.

Artisan's Outfit: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: 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. Without jewelry (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner, even if he has this outfit.

Entertainer's Outfit: A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character 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 breech-

es or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, the character instead may wear a leather overtunic on top of a cloth skirt. These clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Noble's Outfit: This set of clothes is designed specifically to be expensive—and 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, or at least appearing to be worth that much). And it would be advisable to not show up to a ball in the same noble's outfit twice.

Peasant's Outfit: A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used as shoes.

Royal Outfit: This is just the clothes, not the royal scepter, crown, ring, and other accouterments. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: A robe, belt, cap, soft shoes, and possibly a cloak. The robe has many pockets.

Traveler's Outfit: Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with hood.

FOOD, DRINK, AND LODGING

These items come up frequently for adventurers on their travels.

Item	Price	Weight
Ale (gallon)	2 sp	8 lbs.
Ale (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.
Rations, trail (per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lbs.
Fine (bottle)	10 gp	1 1/2 lbs.

Inn Stay: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might consist of bread, baked turnips, onions, and water. Common meals might include bread, chicken stew (easy on the chicken), 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

See the descriptions below for explanations of some terms and notations found in the table below.

Item	Price	Weight
Barding (Medium creature)	×2 armor	×1 armor
Barding (Large creature)	×4 armor	×2 armor
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lbs.
Dog, riding	150 gp	N/A
Donkey or mule	8 gp	N/A
Feed (per day)	5 cp	10 lbs.
Horse, heavy	200 gp	N/A
Horse, light	75 gp	N/A
Pony	30 gp	N/A
Radont	900 gp	N/A
Saddle, exotic		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddle, common		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddlebags	4 gp	8 lbs.
Sled	20 gp	300 lbs.
Stabling (per day)	5 sp	N/A
Wagon	35 gp	400 lbs.
Warhorse, heavy	400 gp	N/A
Warhorse, light	150 gp	N/A
Warpony	100 gp	N/A

Barding, Medium or Large Creature: Barding is simply armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types of barding provide better protection at the expense of reduced speed. Barding comes in most of the types found on the "Armor" table. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium creature's) armor costs and also weighs twice as much as the armor found on the "Armor" table. (Barding for a pony, which is Medium, costs only double and weighs the same.)

Medium or Heavy barding slows mounts as follows:

Barding	(40 feet)	(50 feet)	(60 feet)
Medium	30 feet	35 feet	40 feet
Heavy	30 feet*	35 feet*	40 feet*

* A mount wearing Heavy barding moves at three times the normal rate when running (not four times the normal rate).

Flying mounts can't fly in Medium or Heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The barding must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes

five times as long as the figures given in the "Donning and Sleeping in Armor" section on page 128. Barded animals cannot carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second animal for carrying gear and supplies.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. A character takes no damage when falling from a riding dog.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're 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 (such as oats) is much better, because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the listed amount.

Radont: A radont is a huge, regal steed. It has the appearance and temperament of a warhorse, but it is large enough and strong enough to carry even a 10-foot-tall giant. A radont is a Huge creature.

Saddles: An exotic saddle is like a common saddle of the same type, except that it is designed for an unusual mount, such as a pegasus. Saddles come in military, pack, and riding styles, as described below.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character falls unconscious while in a military saddle, he has a 75 percent chance to stay in the saddle (compared to 50 percent for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Stabling: Stabling for a mount includes a stable, feed, and grooming.

HAULING VEHICLES

From time to time, player characters might have to employ their mounts to pull vehicles for hauling goods and materials.

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lbs.	1/2 ton
Sled	20 gp	300 lbs.	1 ton
Wagon	35 gp	400 lbs.	2 tons

Cart: This two-wheeled vehicle drawn by a single horse (or other beast of burden) comes with a harness.

Sled: This wagon on runners moves through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Wagon: This four-wheeled, open vehicle transports heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

HOUSING AND MODES OF TRAVEL

Characters can find residences and transport options to suit their needs, whether they have a few gold pieces to spend or thousands.

BOATS AND SHIPS

Item	Price
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Longship	10,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

Rowboat: This 8- to 12-foot-long boat for two or three people moves about one and one-half miles per hour on the average.

Galley: A galley is a three-masted ship with 70 oars on either side and a total crew of 200. This vessel, at 130 feet long and 20 feet wide, can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, the buyer can fit it out with a ram and castles with firing platforms fore, aft, and amidships. A galley cannot make sea voyages but sticks to the coast. It moves an average of four miles per hour when being rowed or under sail.

Longship: The 75-foot longship has 40 oars and a total crew of 50. It has a single mast and a square sail. It can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves an average of three miles per hour when being rowed or under sail.

Keelboat: A keelboat measures 50 to 75 feet long and 15 to 20 feet wide. The ship has a few oars to supplement its single mast with a square sail. With a crew of eight to 15, it can carry 40 to 50 tons of cargo or 100 soldiers. This flat-bottomed vessel can make sea voyages as well as sail down rivers. It moves an average of one mile per hour.

Sailing Ship: This large, seaworthy ship measures 75 to 90 feet long and 20 feet wide. It has a crew of 20 and can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves an average of two miles per hour.

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 up to 160 soldiers, but not for long distances, since it cannot hold supplies for that many. The warship cannot make sea voyages, so it sticks to the coast. It is not used for cargo. It moves an average of two and one-half miles per hour when rowed or under sail.

TRANSPORTATION

Item	Price
Coach cab	3 cp per mile
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Teleportation	Varies

Coach Cab: The price listed buys 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 cp usually takes a character anywhere he needs to go.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for its upkeep and patrols. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

Ship's Passage: Most ships do not specialize in passengers, but many have the capacity to take a few along when transporting cargo.

Teleportation: The cost to be teleported is based on caster level, although the customer will have to pay double because the caster will need to teleport herself back. Further, some casters will charge as much as double to teleport into a dangerous area.

BUILDINGS

Item	Price
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Grand House: The four- to 10-room grand house is made of wood and has a thatched roof.

Mansion: A 10- to 20-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

Tower: This round or square, three-level tower is made of stone.

Keep: This fortified stone building has 15 to 25 rooms.

Castle: The castle is a keep surrounded by a 15-foot-high stone wall with four towers. The wall is 10 feet thick.

Huge Castle: A particularly large keep features numerous associated buildings (stables, forge, granaries, etc.) and an elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge: This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

Playing the Game

If the Races and Classes chapters are the heart of the game, this chapter is the brain. While the previous chapters showed you how to polish your character with skills and feats, this chapter tells you how to actually figure out what your character can do.

This chapter covers all the various ways in which characters physically interact with the campaign world during the course of an adventure—moving, looking around, having encounters, fighting battles, getting wounded, getting healed, and more.

MOVEMENT

The game includes three different movement scales:

- *Tactical*, for combat, measured in feet 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 day.

MODES OF MOVEMENT

While moving at the different movement scales, creatures generally *walk, hustle, or run*. To find your character's movement at each of these rates, refer to the column in the "Movement and Distance" table that matches your character's base speed.

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about six miles per hour for an unencumbered human. The double move action (see page 154) represents a hustle.

Run (×3): Moving three times your character's standard speed is a running pace for a character in Heavy armor.

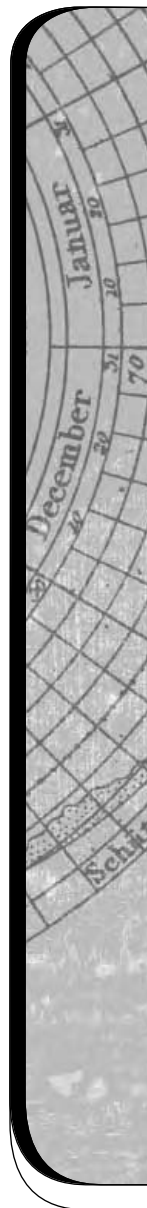
MOVEMENT AND DISTANCE

	BASE SPEED			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 feet	20 feet	30 feet	40 feet
Hustle	30 feet	40 feet	60 feet	80 feet
Run (×3)	45 feet	60 feet	90 feet	120 feet
Run (×4)	60 feet	80 feet	120 feet	160 feet
One Minute (Local)				
Walk	150 feet	200 feet	300 feet	400 feet
Hustle	300 feet	400 feet	600 feet	800 feet
Run (×3)	450 feet	600 feet	900 feet	1,200 feet
Run (×4)	600 feet	800 feet	1,200 feet	1,600 feet
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	—	—	—	—

HAMPERED MOVEMENT

Condition	Example	Movement Penalty
Obstruction		
Moderate	Undergrowth	× 3/4
Heavy	Thick undergrowth	× 1/2
Surface		
Bad	Steep slope or mud	× 1/2
Very bad	Deep snow	× 1/4
Poor visibility	Darkness or fog*	× 1/2

* Includes any effects that create a "fog."



Run (×4): Moving four times your character's standard speed is a running pace for a character in Light, Medium, or no armor.

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement. The DM determines the category that applies for a specific condition (see the "Hampered Movement" table above). When movement is hampered, multiply the standard distance your character could travel by the movement penalty (a fraction) to determine the distance actually covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

TACTICAL MOVEMENT

During combat sequences, characters use tactical speed. However, some creatures have other modes of tactical movement as well. You will see references to these modes in NPC stat blocks and creature descriptions.

BURROW

The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot use the run action while burrowing.

CLIMB

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope with a Difficulty Class of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at its listed speed while climbing. If it chooses an accelerated climb, it moves at double its listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing.

FLY

A creature can fly at its listed speed if carrying no more than a medium load. All fly speeds in creature descriptions include a parenthetical note indicating maneuverability, as follows.

- **Perfect:** The creature can perform almost any aerial maneuver it wishes.

- **Good:** The creature is very agile in the air (like a house fly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- **Average:** The creature can fly as adroitly as a small bird.
- **Poor:** The creature flies as well as a very large bird.
- **Clumsy:** The creature can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature's maneuverability rating defines how it moves when flying.

For example, a spryte, with average maneuverability and a speed of 30, doing nothing but moving in a single round, can move straight ahead down a passage 30 feet, make a wide turn around a 90-degree corner, and move 20 more feet. If charging into melee, the spryte can move 30 feet and make an attack, at which point she must immediately land. A spryte with enough spryte levels to achieve perfect maneuverability can move 30 feet down the same passage, turn (on a dime) around that corner and move 30 feet. Charging into battle, the spryte can move 30 feet, attack, and hover. The spryte with perfect maneuverability can take her 5-foot "steps" while flying, but the other spryte needs to be on the ground and actually take the step on the ground.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. Should this distance bring it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it spends its next turn recovering from the stall. It must succeed at a Reflex saving throw (DC 20) to recover, otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. If it doesn't hit, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

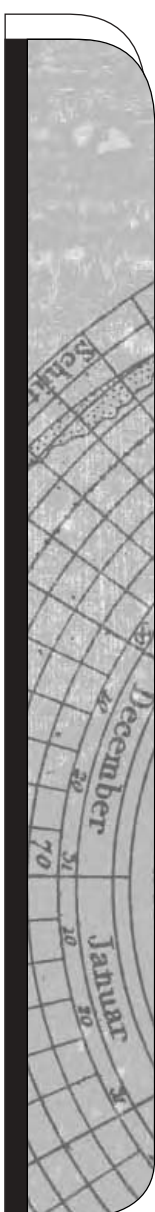
Fly Backward: The ability to fly backward.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

FLIGHT MANEUVERABILITY

Type	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	-5 feet	—	—	—
Turn	Any	90°/5 feet	45°/5 feet	45°/5 feet	45°/10 feet
Turn in place	Any	+90°/-5 feet	+45°/-5 feet	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 feet	10 feet	20 feet



Turn in Place: A creature with good or average maneuverability can “spend” some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The steepest angle at which the creature can climb while flying.

Up Speed: How fast the creature can climb while flying.

Down Angle: The steepest angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

SWIM

A creature with a swim speed can move through water at its listed speed without making Swim checks. It gains a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

LOCAL MOVEMENT

Characters exploring an area use local movement, measured in minutes.

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 hours.

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 about 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 hours or days. A day represents eight hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: Your character can walk eight hours in a day of travel without a problem.

Hustle: Your character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles causes your character 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

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

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day.

Forced March: In a day of normal walking, a character walks for eight hours. He spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, he makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of subdual damage. A character can't recover this subdual damage normally until he halts and rests for at least four hours. It's possible for characters to march into unconsciousness by pushing themselves too hard.

Mounted Movement: A horse bearing a rider can move at a hustle. The damage it takes after the second hour, however, is normal damage, not subdual damage. A mount can also be force-marched, but its Constitution checks automatically fail, and, again, the damage it takes is normal damage.

See the “Mounts and Vehicles” table below for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See the “Mounts and Vehicles” table for water vehicle speeds.

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 lbs.)	4 miles	32 miles
Light warhorse (231–690 lbs.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201–600 lbs.)	3 1/2 miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (301–900 lbs.)	3 miles	24 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lbs.)	3 miles	24 miles
Warpony (101–300 lbs.)	3 miles	24 miles
Radont	6 miles	48 miles
Radont (1,836–5,520 lbs.)	4 miles	32 miles
Donkey or mule	3 miles	24 miles
Mule (231–690 lbs.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	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

* Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically three 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 another 42 miles to the daily distance traveled. Characters can't row these vehicles against any significant current, but draft animals on the shores can pull them upstream.

TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road	Trackless
Plains	×1	×1	×1
Scrub, rough	×1	×1	×3/4
Forest	×1	×1	×1/2
Jungle	×1	×3/4	×1/4
Swamp	×1	×3/4	×1/2
Hills	×1	×3/4	×1/2
Mountains	×3/4	×1/2	×1/4
Sandy desert	×1	—	×1/2

VISION

Characters need a way to see in the dark. Characters with low-light vision can see objects twice as far away as the radius given in the table below.

Light Source	Light	Duration
Candle	5 feet	1 hour
Lamp, common	15 feet	6 hours/pint of oil
Lantern, bullseye	60-foot cone*	6 hours/pint of oil
Lantern, hooded	30 feet	6 hours/pint of oil
Sunrod	30 feet	6 hours
Torch	20 feet	1 hour

*Illuminates a cone 60 feet long and 20 feet wide at the far end.

STAGING ENCOUNTERS

When the PCs are about to encounter an NPC or creature, follow these basic steps:

1. Determine vision conditions and terrain. Choose from the choices on the “Spotting Distance” table below.
2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the encounter there. Otherwise, roll for spotting distance on “Spotting Distance” table below.
3. All creatures involved in the encounter make Spot checks. Success means that creature sees the other creature or group. See the “Spotting Difficulty” table for modifiers on these checks.
4. If neither side succeeds, all creatures spot each other at one-half the rolled range.

SPOTTING DISTANCE

Terrain	Distance
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)
Jungle or dense forest	2d4 × 10 feet (50 feet)
Light forest	3d6 × 10 feet (105 feet)
Scrub, brush, or bush	6d6 × 10 feet (210 feet)
Grassland, little cover	6d6 × 20 feet (420 feet)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

The circumstances can affect the Difficulty Class of a Spot check:

Size: Apply a +4 bonus to the base DC 20 for each size category the creature being spotted is smaller than Medium, or a -4 penalty

for each size category larger. You can make exceptions for creatures with unusual shapes, such as a Large snake that’s low to the ground and thus as hard to see as a Small creature.

Contrast: This circumstance refers to how starkly the creature’s coloring stands out against the surroundings. It’s easy to spot one of the brightly colored amphibious ishons in a dark jungle but hard to see winter wolves in the snow.

Stillness: It’s harder to see creatures that are not moving.

Six or More Creatures: Groups of creatures are easier to spot, even if they are smaller than Medium.

Moonlight: Nighttime, but with moonlight (or similar lighting conditions).

Starlight: Nighttime with no moon but a clear, starry sky (or similar lighting conditions).

Total Darkness: Overcast at night, or otherwise lightless.

SPOTTING DIFFICULTY

Circumstances	DC
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

* 25 if one side is hiding, and ignore size modifiers (see text).

** +5 bonus on Spot check if the spotter has low-light vision or darkvision that extends far enough.

† +5 bonus on Spot check if the spotter has low-light vision, or +10 if she has darkvision that extends far enough.

†† Unless the spotter has darkvision that extends far enough.

HIDING AND SPOTTING

If creatures are trying not to be seen, it’s usually harder to spot them, but keeping low to avoid being spotted makes them less likely to notice other creatures as well.

If creatures are hiding, they can move at only half their normal overland speed. They also suffer a -2 penalty on their Spot checks to notice other creatures, because they are staying low.

Instead of a base DC 20 for others to spot them at the standard spotting distance, the Difficulty Class to spot someone who’s hiding becomes 25 plus the hiding character’s Sneak skill modifier. The modifiers from the “Spotting Difficulty” table still apply, except for the size modifier (which is already part of the character’s skill modifier). A character whose Sneak ranks, Dexterity modifier, and armor check penalty total -6 or lower actually has a lower Difficulty Class while hiding than if she weren’t hiding. In such cases, simply calculate the Spot Difficulty Class as if she weren’t hiding (according to the “Spotting Difficulty” table). If a creature gets a special bonus to Hide because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from the table.

Additionally, the other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hidiers' Sneak checks.

MISSED ENCOUNTERS

The rules for spotting creatures assume that both sides eventually will notice each other—they simply establish the distance at which they do so. But sometimes you want to take into account the possibility that the two groups will miss each other entirely.

To handle these possibilities, simply establish a 50 percent chance that the other creatures and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

COMBAT SEQUENCE

At the start of a battle, each character makes a single *initiative check*. An initiative check is a Dexterity check adjusted by the character's initiative modifier (if any). If two or more characters get the same initiative check result, the ones that tied act in order of Dexterity (highest first). If the tie persists, roll dice to break it.

Flat-Footed Characters: At the start of a battle each character is flat footed. A character can't use a Dexterity bonus to Armor Class (if any) while flat footed. A flat-footed character can't make attacks of opportunity. Once the character acts in combat, however (when his first turn comes in the initiative order), he is no longer flat footed.

Handle the procedure of starting an encounter and determining initiative in these steps:

STEP 1: SURPRISE

The DM determines which characters are aware of their opponents at the start of the battle (see "Staging Encounters," above). If some but not all of the characters are aware of their opponents, a surprise round happens before regular rounds begin. The characters who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest result to lowest), the characters that started the battle aware of their opponents each take a standard action OR a move (or move-equivalent) action during the surprise round (but not both). Characters 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. (For more on actions, see "Actions in the Round" on page 152.)

STEP 2: INITIATIVE

Characters who have not yet rolled initiative do so.

STEP 3: ACTIONS

Characters act in initiative order (highest result to lowest).

STEP 4: REPEAT

When everyone has had a turn, the character with the highest initiative result acts again. Repeat Steps 3 and 4 until combat ends.

THE COMBAT ROUND

The combat sequence occurs in *rounds*. Each round represents about six seconds in the game world. (Thus, one minute is the equivalent of 10 rounds.) So, anything a person could reasonably do in six seconds, a character can do in 1 round.

When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. Normally, a character can take a standard action and a move action (or a move-equivalent action) in a single round. Alternatively, a character can take two move or move-equivalent actions in a round. Taking two move actions is called a "double move." Lastly, a character can take a full-round action in a round. A character can also do things that are not actions, or that are free actions (like talking), in addition to any other actions in a round, as the DM sees fit. (For more on the various types of actions, see "Actions in the Round" on page 152.)

There are no simultaneous actions. All effects of a character's action fully resolve before the next character acts. A character cannot split an action to allow another character to act between portions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

ARMOR CLASS

Armor Class is an indication of how difficult it is to hit and do damage to a target. Every character (and even items, in some circumstances) have an Armor Class (AC). The base Armor Class for a Medium character or item is 10. Bonuses and penalties are applied to this base Armor Class to reflect the effects of armor, Dexterity, etc.

DEXTERITY MODIFIER

Apply a character's Dexterity modifier to the character's Armor Class any time that character can physically react to an attack. Characters lose their Dexterity modifier when they are flat footed, unaware of an attacker, or when they are restrained or otherwise rendered immobile.

ARMOR AND SHIELD MODIFIERS

Armor and shields offer bonuses to Armor Class as described in Chapter Six: Equipment. Touch attacks ignore armor and shield bonuses to Armor Class (see "Making Attacks").

SIZE MODIFIER

A character's size provides a standard Armor Class modifier.

Size	AC/Attack Modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Thus, applying these modifiers to the base AC 10, a Large giant has an Armor Class of 9, a loresong faen has AC 11, and a spryte has AC 12. This is, of course, before we figure in other modifiers such as Dexterity and armor.

OTHER MODIFIERS

Other factors also offer bonuses to Armor Class. These include spells (like *eldritch armor* or *lesser beastskin*), a creature's natural armor (thick leathery flesh, scales, and so on), as well as protective magic items like *rings of protection* or *bracers of armor*.

HIT POINTS

Hit points represent a character's luck, health, and basic physical condition. They also represent a character's mental and spiritual condition. All characters (and some items) have a certain number of hit points.

Since a character's Constitution modifier affects her hit point total, if a character's Constitution changes, modify that character's hit point total immediately.

FACING AND FLANKING

Facing is how much area a character occupies in combat. Most characters have a 5-foot-by-5-foot facing, meaning that they occupy a space 5 feet square on the battlefield. Facing is abstract, so characters do not need to worry about which is their "front," "back," "left," or "right." Characters are assumed to be constantly moving and turning in battle. Unless a character is immobile, for all practical purposes he doesn't have a "front" or a "left side"—at least not one that you can identify on the tabletop.

FLANKING

If a character is making a melee attack against an opponent, and an ally directly opposite the character threatens the opponent, the character and his ally flank the opponent. A character gains a +2 flanking bonus on his attack roll. A character in this position who can make sneak attacks—such as an unfettered—can also sneak attack the target while flanking. The ally must be on the other side of the opponent, so that the opponent is directly between the character and the ally.

For more details, see "Threatened Area" under "Attacks of Opportunity" on page 147

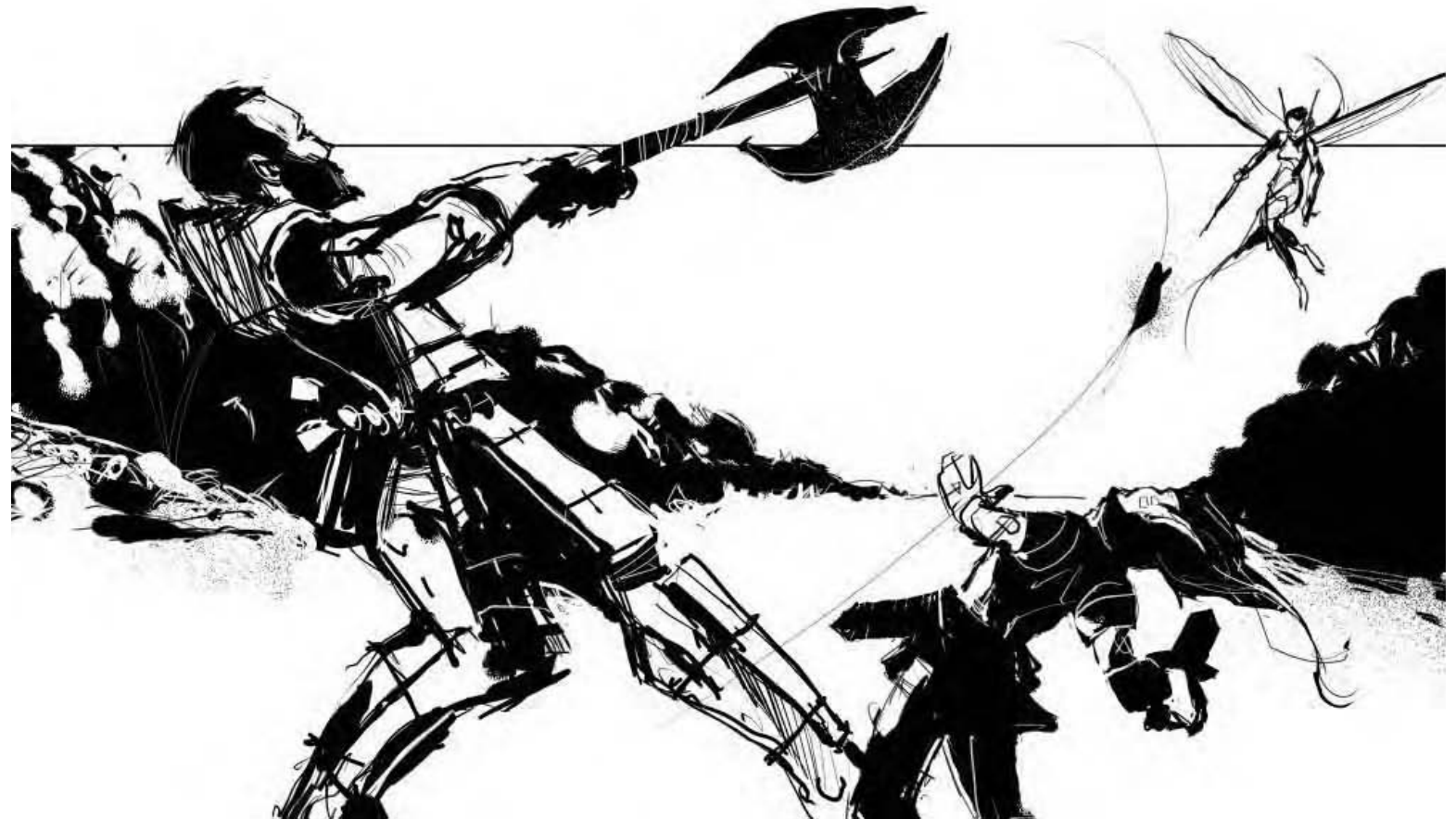
MAKING ATTACKS

Characters attack their foes by swinging a sword, firing a bow, slashing with claws, snapping with fierce jaws, and so on. While many magical powers can be attacks, like blasts of magical energy or the gaze of a basilisk, right now we are talking about the two kinds of conventional attacks: *melee attacks* (like with a sword or claws) and *ranged attacks* (as with a bow or a thrown axe).

A character can make a melee attack against any foe in a space that he threatens and a ranged attack against any foe in range and in line of sight. A melee combatant threatens the space within his reach.

Reach: Most characters have a 5-foot reach, although Large characters and those with reach weapons (like a halberd—see Chapter Six: Equipment) have 10-foot reach. Some massive creatures, like Huge dragons, enjoy even greater reach. Saying that a creature "has reach" means that it has at least a 10-foot reach.

Note that sprytes, although they are Tiny, still have a 5-foot reach.



To determine whether an attack hits, use the following general procedure:

d20 + attack modifiers vs. target's Armor Class

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the target's Armor Class, the attack succeeds and the attacker makes a damage roll. The attack may also be a threat. See "Critical Hits" on page 149 for more details.

Sometimes creatures get more than one attack in a round, such as a beast with two claws or a 6th-level warman. In order to use multiple attacks in 1 round, a character must make a full-attack action. This full-round action does not allow the character to also make a move action. If a character takes a move action (such as standing up from being prone), he can make only a single attack that round.

MELEE ATTACKS

The character attacks an opponent in a space that he threatens.

Attack modifiers consist of the character's base attack bonus, size adjustment, Strength adjustment, and any other bonuses that apply to the attack roll.

Stacking Modifiers

In play, you cannot add two bonuses with the same name together and apply them both to your Armor Class, ability score, ability check, skill check, attack roll, combat action, saving throw, or other action. Thus, two enhancement bonuses of +2 do not "stack" to make a modifier of +4 to a character's check. However, because they are different bonus types, an enhancement bonus of +2 and a luck bonus of +2 would stack to make a modifier of +4.

There are exceptions to this rule. Circumstance bonuses always stack together. Dodge bonuses to Armor Class always stack as well. If a character receives a bonus that does not have a name, it always stacks with all other modifiers, even other bonuses without names.

If the character is attacking an armed opponent while unarmed, he provokes an immediate attack of opportunity from the target, which is resolved before the character's own attack. (See "Attacks of Opportunity.") Note that under certain circumstances, a character attacking without a weapon is still considered "armed."

RANGED ATTACKS

The character attacks an opponent in his line of sight, within range of his ranged weapon. A target is considered to be in line of sight if no obstructions between the character and the target grant 100 percent cover. The maximum range for a thrown weapon is five range increments; for projectile weapons it is 10 range increments.

Attack modifiers consist of the character's base attack bonus, size adjustment, Dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the character and the target after the first imposes a penalty, per the weapon description in Chapter Six: Equipment.

A character who shoots or throws a ranged weapon at a target that is engaged in melee with an ally suffers a -4 penalty on his attack roll. This penalty represents the difficulty of aiming at the target while avoiding hitting an ally in close proximity. Two charac-

ters are engaged in melee if they are each other's enemies and if either threatens the other. (A held, unconscious, or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If the target (or the part of the target that the character is aiming at, if it's a big target) is at least 10 feet away from the nearest ally, the character can avoid the -4 penalty, even if the target is engaged in melee with an ally.

The character can fire into the dark or at an invisible creature and hope to hit something. The character must guess which 5-foot by 5-foot area he is firing into (which may or may not be where the unseen target is), and then still has a 50 percent chance to miss outright, even if the attack roll succeeds.

FULL ATTACK

If a character gets more than one attack per action, he must use the full-attack action to use those additional attacks. A character does not need to specify the targets of the attacks ahead of time. A character can see how the earlier attacks turn out before assigning targets to the later ones.

A character may make more than one attack in a round due to having a high base attack bonus, using two weapons, or through use of a feat like Rapid Reload, Rapid Strike, or Whirlwind Attack.

A character who gets multiple attacks based on his base attack bonus must make the attacks in order from highest bonus to lowest. Otherwise, multiple attacks can be made in whatever order the character wishes.

The character may take a 5-foot step before, after, or between the attacks. This is not considered a move action.

After a character's first attack, if he has not yet taken a 5-foot step, he can decide to move (or take a move-equivalent action) instead of making his remaining attacks.

The character uses each attack to attack an opponent in a space that character threatens or, in the case of a ranged weapon, at opponents within range and in line of sight.

TOUCH ATTACKS

For a touch attack, it is only important to touch a foe, not necessarily to wound or penetrate armor. Touch attacks come in two types: melee touch attacks and ranged touch attacks. A spellcaster who casts *touch of pain* makes a touch attack. A character can score critical hits with either type of attack. An opponent's Armor Class against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

FIGHTING DEFENSIVELY

A character can choose to fight defensively when taking either an attack or full-attack action (either melee or ranged). If a character does so, he takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Armor Class for the same round.

ATTACKS OF OPPORTUNITY

Sometimes an opponent takes an action that gives the character a “free attack,” because the action exposes the opponent or is so distracting that he opens himself up to attack. This is called an *attack of opportunity*. Only characters who are not flat footed can make attacks of opportunity.

THREATENED AREA

A character *threatens* the area into which she can make a melee attack, even when it is not her action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity from a character.

A Small or Medium character normally has a 5-foot threat radius. “Reach weapons” and “natural reach” can change the threatened area. For example, a giant that attains Large size has a reach of 10 feet rather than 5 feet.

Note that sprytes, even though they are Tiny, still enjoy a 5-foot threat radius.

PROVOKING ATTACKS OF OPPORTUNITY

A character can provoke an attack of opportunity from an opponent in several different ways:

BY MOVING

A character usually provokes an attack of opportunity by moving from one place within a foe’s threatened area to another part of the same foe’s threatened area or by moving out of the threatened area.

If all a character does during her turn is make a normal move or a double move (not a run), the space that she started out in is not considered threatened. This means that, unless the foe has reach, it’s safe for a character to run away from an adjacent foe—assuming she does nothing else that round. If the adjacent foe does have reach, running away is not guaranteed to be safe, because while the space where a character starts the move is safe, the next space (threatened by the creature with reach) is not.

If a character’s entire move for the round is 5 feet, the 5-foot move does not provoke an attack of opportunity.

BY TAKING AN ACTION

Some kinds of actions, such as drinking a potion or casting a spell, provoke attacks of opportunity. For details, see the rules for each action type starting on page 152.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack, and a character can only make one per round. The character does not have to make an attack of opportunity if she doesn’t want to. The character makes the attack of opportunity at her normal base attack bonus. She does so immediately, without waiting for her normal turn in the initiative order.

If a character provokes an attack of opportunity while more than one foe threatens her, all the foes threatening her may attempt an attack of opportunity against her that round, as long as they have not already used up their opportunity attack for the round.

ATTACK ROLL MODIFIERS

Use these adjustments, depending on the circumstances, whenever a character makes a melee, ranged, full, or other type of attack action.

Circumstance	Melee Mod.	Ranged Mod.
Attacker flanking defender*	+2	—
Attacker on higher ground	+1	+0
Attacker prone	−4	**
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	−2
Defender prone	+4	−4
Defender stunned, cowering, or off balance	+2†	+2†
Defender climbing (cannot use shield)	+2†	+2†
Defender surprised or flat footed	+0†	+0†
Defender running	+0†	−2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	−4†
Defender has cover	see “Cover”	
Defender concealed or invisible	see “Concealment”	
Defender helpless	see “Helpless Defenders”	

* A character flanks a defender when he has an ally on the opposite side of the defender, and that ally threatens the defender.

** A character can’t use most ranged weapons while prone; a crossbow is an exception.

† The defender loses any Dexterity bonus to Armor Class.

†† When someone makes an attack against two or more grappling characters, roll randomly to see which grappling character is struck. The character attacked also loses any Dexterity bonus to Armor Class.

HELPLESS DEFENDERS

A character attempting a melee attack against a helpless defender gets a +4 circumstance bonus on her attack roll. A ranged attack against a helpless character confers no special bonus. A helpless defender has a Dexterity score of 0. Foes can make *coup de grace* attacks against helpless defenders.

TWO-WEAPON FIGHTING

If a normal character wields a second weapon (fights two handed), she can make one extra attack per round with that weapon. Gaining the extra attack from fighting with two weapons always requires the use of the full-attack action.

Fighting in this way is very hard, however, and the character suffers a −6 penalty for regular attacks with the first hand and a −10 penalty to the attack with the off hand. A character can reduce these stiff penalties with the Two-Weapon Fighting feat, using a light weapon in her off hand (or using the Massive Two-Weapon Fighting feat), and with the Ambidexterity talent.

Condition	Primary Hand	Off Hand
Normal	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-2	-6
Off-hand weapon is light and Two-Weapon Fighting feat	+0	-4
Ambidexterity talent	-6	-6
Off-hand weapon is light and Ambidexterity talent	-4	-4
Two-Weapon Fighting feat and Ambidexterity talent	-2	-2
Off-hand weapon is light and Two-Weapon Fighting feat and Ambidexterity talent	+0	+0
Massive Two-Weapon Fighting feat	+0	-4
Massive Two-Weapon Fighting feat and Ambidexterity talent	+0	+0

DOUBLE WEAPONS

A character can use a double weapon, such as a quarterstaff, to make an extra attack as if she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

If the character does not elect to take the extra attack, she suffers no penalty for fighting with two weapons.

Gaining the extra attack from fighting with two weapons always requires the use of the full-attack action, even when using a double weapon.

COVER AND CONCEALMENT

Depending on the situation, a character may gain bonuses or suffer penalties due to cover. The DM judges what bonuses and penalties apply.

COVER

Cover, such as a tree or low wall, provides a bonus to a character's Armor Class and Reflex saving throws. The more cover a character has, the bigger the bonus.

Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	—	—

* Character suffers half damage upon failing the save, no damage on a success.

Degree of Cover: The DM determines the value of cover by subjectively assessing how much protection it offers a character.

Cover Reflex Save Bonus: Add this bonus to Reflex saving throws against attacks that affect an area. For nine-tenths cover, a character also effectively has improved evasion (successful Reflex saving throws for half damage result in no damage, and failed saves result in half damage). These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

COVER AND ATTACKS OF OPPORTUNITY

An attacker can't execute an attack of opportunity against a character with one-half or better cover.

COVER AND REACH WEAPONS

If a character is using a reach weapon, such as a long spear, someone standing between the attacker and the target provides cover to the target. Generally, if both the other characters are the same size, the one farther from the attacker has one-half cover (+4 AC).

STRIKING THE COVER INSTEAD

OF A MISSED TARGET

Should it ever become important to know whether an attacker actually struck the cover instead of the intended target on a miss, the DM determines whether the attack roll would have hit the target without the cover. If the attack roll result was low enough to have missed the target with cover but high enough to have hit it without the cover, the attack did strike the object used as cover. This can prove important to know in cases where a character uses another character as cover. In such a case, if the attack strikes the cover and the attack roll result exceeds the covering character's Armor Class, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Armor Class or a dodge bonus, and this bonus keeps him from being hit, then the attack hits the original target instead—the covering character dodged out of the way and didn't provide any cover after all. A covering character can choose not to apply his Dexterity bonus to Armor Class and/or his dodge bonus, if he actually seeks to take the damage to safeguard the covered character.

CONCEALMENT

Concealment includes all circumstances where nothing physically blocks a blow or shot, but where something interferes with an attacker's accuracy.

Concealment	Example	Miss Chance
1/4	Light fog, moderate darkness, light foliage	10%
1/2	Dense fog at 5 feet	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
Total	Attacker blind, target invisible, total darkness, dense fog at 10 feet	50%

Concealment is subjectively measured according to how well concealed the defender is. Concealment always depends on the attacker's point of view.

CONCEALMENT MISS CHANCE

Concealment gives the target of a successful attack a chance that the attacker missed thanks to the concealment. If the attacker hits, the target must make a miss chance percentile roll to avoid being struck.

When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

INFLECTING DAMAGE

If the attack roll result equals or exceeds the target's Armor Class, the attack succeeds, and the attacker deals damage to the defender. Roll the appropriate damage for the attacker's weapon, according to the damage rating listed for the weapon in Chapter Six: Equipment.

Damage with a melee weapon is always calculated as:

Weapon's damage (expressed as dice) + wielder's Strength modifier + other bonuses (like enhancement bonus of weapon, a weapon's dire quality, weapon specialization, and so on).

Damage with a ranged weapon is normally only the weapon's damage (expressed as dice) unless it is a thrown weapon or a mighty bow, in which case the Strength modifier applies.

Sometimes, bonus damage is expressed as additional damage dice, such as in the case of sneak attacks, the First Strike feat bonus, or magical effects like the *flaming* weapon special ability.

Deduct the damage from the target character's current hit points.

MINIMUM WEAPON DAMAGE

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

FIGHTING WITH TWO WEAPONS

When a character fighting with two weapons or a double weapon deals damage with the extra attack, add only half of the character's Strength bonus to the damage roll for the extra attack.

WIELDING A WEAPON TWO-HANDED

When a character deals damage with a weapon that she is wielding two-handed, she adds one and one-half times her Strength modifier to the damage roll. Light weapons don't get this higher Strength bonus when used two-handed.

UNARMED STRIKE DAMAGE

An unarmed strike from a Medium character deals 1d3 points of damage (plus a character's Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage. All unarmed strike damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Normal Damage: A character can specify that her unarmed strike will deal normal damage before she makes an attack roll, but in this case the attack suffers a -4 penalty.

CRITICAL HITS

When a character makes an attack roll and gets a natural 20, the character hits regardless of the target's Armor Class, and the character has scored a critical threat. The hit might be a critical hit. To find out if it's a critical hit, the character immediately makes a critical roll—another attack roll with all the same modifiers as the one she just made. If the critical roll also results in a hit against the target's Armor Class, the character's original hit is a critical hit. If the critical roll misses, then the character's hit is just a regular hit.



A critical hit means that the attacker rolls for damage more than once, as indicated in the description of the weapon that scored the threat, with all the attacker's usual bonuses. Then she adds the rolls together to get the total damage.

Exception: Bonus damage represented as extra dice, such as with a sneak attack, is not multiplied when a character scores a critical hit.

INCREASED THREAT RANGE

Normally, a character threatens a critical hit on a roll of 20. Sometimes a character's threat range is greater than 20. Using a longsword, for example, a character's threat range is 19–20. In such cases, a roll below 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 with a critical hit. See the weapon tables in Chapter Six: Equipment.

MULTIPLYING DAMAGE

Sometimes, such as when a character scores a critical hit, the character gets to multiply damage by some factor. In this situation only, roll the damage (with all modifiers) multiple times and total the results.

DEATH, DYING, AND HEALING

As a character takes damage, subtract that damage from the character's hit points.

EFFECTS OF HIT POINT DAMAGE

In the descriptions below, M equals the character's Constitution modifier (if above 0, otherwise it is 0) and S equals his Constitution score.

- As long as a character still has at least 1 hit point, he can act normally.
- Between 0 to $-M$ hit points, a character is disabled.
- Between $-M$ to $-S$ hit points, a character is dying.
- At lower than $-S$, a character is dead.

DISABLED

Hit Points < 0 but \geq Negative Constitution Bonus

When a character's current hit point total drops to a number between 0 and his Constitution bonus (if any) expressed as a negative number, the character becomes disabled. The character is not unconscious, but is close to it. He can only take a standard OR move-equivalent action each round, and if he performs any strenuous activity, he takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. A disabled character makes all attack and damage rolls, saving throws, and checks at a -2 circumstance penalty.

If the character has a Constitution bonus, any hit point total from 0 to a negative number equal to his Constitution bonus results in disabled status. This means that a character with a $+3$ Constitution bonus has a disabled range of 0 to -3 . If the character at 0 hit points

takes a strenuous action, his hit points drop to -1 , and he remains disabled. If he drops to -4 hp, the character is dying. A character with no Constitution bonus or one with a Constitution penalty becomes disabled at 0 hit points and is dying at -1 hit points.

DYING

Hit Points $<$ Negative Constitution Bonus but \geq Negative Constitution Score

When a character's current hit point total drops to a negative number between his Constitution bonus + 1 and his negative Constitution score (inclusive), the character is dying. The character immediately falls unconscious and can take no actions. For example, take a character with a Constitution score of 16, giving him a Constitution bonus of $+3$. Should that character's hit points drop to anywhere between -4 to -16 , he is dying.

At the end of each round, starting with the round in which the character began dying, roll $d\%$ to see whether he stabilizes. The character has a percentage chance equal to his Constitution score to stabilize. So a character with a Constitution 16 has a 16 percent chance to stabilize. If he doesn't, he loses 1 hit point.

If the character's hit points drop to a negative number lower than his Constitution score, he is dead.

An ally can stabilize a dying character with a successful Heal check. The Difficulty Class for the check is equal to $10 +$ the character's number of negative hit points. Thus, stabilizing a character with -11 hit points requires a Heal check (DC 21).

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 back to equal his negative Constitution bonus makes him conscious and disabled. Healing that raises the character's hit points to 1 or more makes him fully functional again, just as if he had never been disabled or dying.

DEAD

Hit Points $<$ Negative Constitution Score

If the character's hit points drop to a negative number lower than his Constitution score, or if he takes massive damage and fails the saving throw (see "Massive Damage," below), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0. Some spells, such as *finger of destruction* or *disintegration*, can kill a character outright.

STABLE CHARACTERS AND RECOVERY

An hour after a tended, dying character becomes stable, roll $d\%$. The character has a percentage chance equal to his Constitution score of becoming conscious, at which point he becomes disabled. If the character remains unconscious, he has the same chance to revive and rise to disabled status every hour. Even if unconscious, the character recovers hit points naturally. He returns to normal when his hit points rise to 1 or higher.

A character who stabilizes on his own (by making the $d\%$ roll while dying) and has no one to tend him still loses hit points, just at a slower rate. The character has a percentage chance equal to his

Constitution score each hour of becoming conscious. Each time he misses the hourly roll to become conscious, he loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and disabled, if unaided he still will not recover hit points naturally. Instead, each day an unaided character has a percentage chance equal to his Constitution score to start recovering hit points naturally (starting with the day he regains consciousness); 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 point total is negative).

MASSIVE DAMAGE

If a character ever sustains damage so massive that he takes 50 points of damage or more in one deduction—and it doesn't kill him outright—the character must attempt a Fortitude save (DC 15). If this saving throw fails, the character dies regardless of current hit points.

DMs wishing to run a more lethal game can lower the massive damage threshold to 40, 30, or even lower.

HEALING

There are many modes of healing open to characters in the game. However, a character can never get back more hit points through healing than he lost.

NATURAL HEALING

A character recovers 1 hit point per character level per day of rest. If the character undergoes complete bed rest (doing nothing for an entire day), he recovers one and one-half times his character level in hit points. A character making a successful Heal check (DC 15) on behalf of a wounded character doubles the number of hit points a wounded character regains from resting.

MAGICAL HEALING

Various abilities and spells can give a character back hit points. Each use of the spell or ability restores a different number of hit points. Magical healing won't raise a character's current hit points higher than his hit point total.

HEALING ABILITY DAMAGE

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

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 back to that total. If the character's hit points are already below that total at that time, all the temporary hit points have already been lost and the character's hit point score does not drop. For example, say a 10th-level character's Constitution goes up by +2

for three hours. That gives the character 10 temporary hit points, bringing his original total of 55 hp to 65 hp. At the end of the three hours, if his hit point total remains above 55, it falls back to 55. If it's below 55, however, it does not change.

Lost temporary hit points cannot be restored the way real hit points can be.

SUBDUAL DAMAGE

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock her out or make her faint.

Nonlethal damage is *subdual damage*. If a character takes sufficient subdual damage, she falls unconscious, but doesn't die.

DEALING SUBDUAL DAMAGE

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much has accumulated. Do not deduct the subdual damage number from the character's current hit points—it is not "real" damage. Instead, when a character's subdual damage equals her current hit points, she is staggered, and when it exceeds her current hit points + her Constitution modifier (if positive), she goes unconscious. It doesn't matter whether the subdual damage equals or exceeds the character's current hit points, because the subdual damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to inflict subdual damage instead, but she suffers a -4 penalty on the attack roll. A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but she likewise suffers a -4 penalty on the attack roll.

STAGGERED AND UNCONSCIOUS

When a character's subdual damage exactly equals her current hit points, the character is staggered: She is so badly weakened or roughed up that she can take only a standard OR move-equivalent action each round (but not both). A character ceases being staggered when her hit points exceed her subdual damage again.

When a character's subdual damage exceeds her current hit points plus her Constitution modifier (if positive), she falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, she has a percentage chance equal to her Constitution score to wake up and become staggered until her hit points exceed her subdual damage again. Nothing bad happens to a character who misses this roll.

Spellcasters rendered unconscious retain any spellcasting ability they had before going unconscious.

HEALING SUBDUAL DAMAGE

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage, if any.

ACTIONS IN THE ROUND

In general, in a round, a character can take a *move action* and a *standard action* (in any order). Alternatively, he can take two move actions (often called a “double move”) or a *full-round action*. A *move-equivalent action* can replace a move action—so a character could take a move-equivalent action and a move action, a move-equivalent action and a standard action, or two move-equivalent actions in a round. If a character does not take a move action in a round, he can almost always take a simple *5-foot step* in any direction.

ACTION TYPES

Free Action: A character can perform one or more *free actions*, like talking or dropping something held, while taking another action normally. However, the DM puts reasonable limits on what a character can really do for free.

Move Action: A character can move his speed. If a character takes a move action, he cannot also take a 5-foot step that round.

Move-Equivalent Action: Move-equivalent actions take the place of a move action. Thus, they can be coupled with a standard action, a move action, or another move-equivalent action. The character can normally also take a 5-foot step. Opening a door or pulling something out of a backpack is a move-equivalent action.

Standard Action: A standard action is usually the main focus of a character’s turn, such as an attack or a spell. A character can take a move or move-equivalent action in the same round as a standard action, but he can’t take two standard actions.

Full-Round Action: A full-round action consumes all a character’s effort during a round. Taking the full attack action (page 154) is a full-round action. The only movement a character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions, like climbing, do not allow a 5-foot step. A character can also perform free actions.

Not an Action: Some activities 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. Using a character’s bonus of +10 feet to ground speed gained through the Fleet of Foot feat is not an action, it’s just a part of a move action.

ACTION DESCRIPTIONS

This section describes the actions you’ll see used most often during encounters in the game. Each description follows the format below:

Name: The name of the action.

Type: What type of action is it? Not an action, free action, move-equivalent, standard, or full-round?

Attack of Opportunity: Does this action type grant an attack of opportunity? Yes, no, or varies, depending on the action description.

Description: A brief description of the action.

ACTIVATE MAGIC ITEM

STANDARD; ATTACK OF OPPORTUNITY: VARIES

Many magic items, like a *ring of protection*, don’t need to be activated. However, certain magic items, like a *wand of fiery burst*, do. Activating a magic item is a standard action (unless the item’s description indicates otherwise).

Activating a spell-completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. The spell fizzles if something breaks the character’s concentration while he’s activating the spell-completion item.

The character can attempt to activate the spell-completion item while on the defensive, as with casting a spell.

Activating a spell-trigger, command word, or use-activated item does not require concentration and does not provoke attacks of opportunity.

AID ANOTHER

STANDARD; ATTACK OF OPPORTUNITY: NO

If a character threatens an opponent engaged in melee combat with an ally, the character can attempt to aid the ally as a standard action. The character makes an attack roll against AC 10. If he succeeds, his ally gains either a +2 circumstance bonus to attack the opponent or a +2 circumstance bonus to Armor Class against that opponent (the character’s choice).

A character can also aid another on other actions that more than one character can try at once, such as breaking down a door with Strength checks, convincing someone of a lie with Bluff checks, tending wounds with a Heal check, and so on.

ATTACK (MELEE)

STANDARD; ATTACK OF OPPORTUNITY: NO

The character attacks an opponent in a space that he threatens.

A character attacking an armed opponent while unarmed provokes an immediate attack of opportunity from the target, which is resolved before the character’s attack. Note that under certain circumstances, such as when a character is an oathsworn, or when a spellcaster uses a touch spell, the character attacking without a weapon is still considered “armed.”

A character can choose to fight defensively when taking the attack action. Doing so imposes a –4 penalty on all his attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

ATTACK (RANGED)

STANDARD; ATTACK OF OPPORTUNITY: YES

The character attacks an opponent in his line of sight, within range of his ranged weapon.

A character can choose to fight defensively when taking the attack action. Doing so imposes a –4 penalty on all his attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

BULL RUSH

STANDARD; ATTACK OF OPPORTUNITY: YES

A character can bull rush as an attack action or a charge action. When a character bull rushes, he attempts to push an opponent straight back instead of attacking her. A character can only bull rush an opponent who is one size category larger than himself, the same size, or smaller.

Initiating a Bull Rush: First, the character moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens him, probably including the defender. An attack of opportunity made by anyone other than the defender against the character during a bull rush has a 25 percent chance of accidentally targeting the defender instead, and, likewise, an attack of opportunity against the defender by anyone other than the character has a 25 percent chance of accidentally targeting the character.

Opposed Strength Check: Second, the character and the defender make opposed Strength checks. The character adds a +4 bonus for each size category that he is above Medium or a -4 penalty for each size category that he is below Medium. The character gets a +2 charge bonus if attempting the bull rush at the end of a charge. The defender gets a +4 stability bonus if she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the character beat the defender, he pushes her back 5 feet. If he wishes to move with the defender, he can push her back up to an additional 1 foot for each point by which he exceeded the defender's check result. However, a character can't exceed his normal movement limit.

If the character fails to beat the defender's Strength check, the character moves 5 feet straight back, as with a rebound or recoil. If that space is occupied, he falls prone in that space.

CAST A QUICKENED SPELL

FREE; ATTACK OF OPPORTUNITY: NO

Caster's spell has a quickened casting time; see the Quicken Spell feat.

CAST A SPELL (STANDARD-ACTION)

STANDARD; ATTACK OF OPPORTUNITY: YES

The casting time of many spells is a standard action. A character can move and then cast the spell, or cast the spell and then move.

A character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC equal to opponent's attack bonus [or 10, whichever is higher] + spell level). Failure means the character loses the spell.

CAST A SPELL (FULL-ROUND)

FULL; ATTACK OF OPPORTUNITY: YES

The spell takes effect just before the caster's action in the next round.

A character can take a 5-foot step before, during, or after casting such a spell, but otherwise cannot move.

The character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC = opponent's attack bonus [or 10, whichever is higher] + spell level). Failure means the character loses the spell.

CEASE CONCENTRATION ON A SPELL

FREE; ATTACK OF OPPORTUNITY: NO

Self explanatory; see Chapter Eight: Magic.

CHARGE

FULL; ATTACK OF OPPORTUNITY: NO

The charging character must move before attacking, not after. The character must move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the character threatens the target. A character can't run past the target and attack from another direction.

After moving, the character may make a single melee attack or a bull rush. He gets a +2 bonus on the attack roll. He also suffers a -2 penalty to Armor Class for 1 round.

A lance deals double damage if employed by a mounted character in a charge.

A target can ready any piercing weapons, like spears or polearms, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack succeeds (only the weapon's damage doubles, not other bonuses).

CLIMB

FULL OR MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

As a full-round action, a character can climb at one-half base speed.

As a move-equivalent action, a character can climb at one-quarter base speed.

CONCENTRATE TO MAINTAIN

OR REDIRECT A SPELL

STANDARD; ATTACK OF OPPORTUNITY: NO

Anything that could break a character's concentration when casting a spell can keep him from concentrating to maintain a spell. If a character's concentration breaks, the spell ends.

CONTROL A FRIGHTENED MOUNT

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

The character must make a Ride check (DC 20) each round to control a mount untrained for war (untrained mounts include light and heavy horses, and ponies). If the check succeeds, the character can perform a standard action after the check. If the Ride check fails, controlling the mount is considered to have been a full-round action.

COUP DE GRACE

FULL; ATTACK OF OPPORTUNITY: YES

A *coup de grace* is a killing blow. A character can use a melee weapon to deliver a *coup de grace* to a helpless foe. A character can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A target who survives the damage must make a Fortitude save (DC 10 + damage dealt) or die.

A character can't deliver a *coup de grace* against an opponent that is immune to critical hits, such as a golem.

DELAY

NOT AN ACTION; ATTACK OF OPPORTUNITY: NO

When a character delays, he voluntarily reduces his initiative result for the rest of the combat. When a character's new, lower initiative count comes up later in the same round, he can act normally. A character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing his new initiative count at that point. A character can even delay into the following round(s), waiting to take his action at just the right moment.

If multiple characters are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after the other, the one with the highest initiative bonus gets to go last.

DISARM

VARIES; ATTACK OF OPPORTUNITY: YES

The character and an adjacent target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 for each difference in size category. If the target is using a weapon in two hands, she gets an additional +4 bonus. If the character beats the target, the target is disarmed. If a character attempted the disarm action unarmed, he now has the weapon. Otherwise, it drops to the ground at the target's feet. If the character fails, then the target may make an attempt to disarm the character as an immediate, free action.

Note: A disarm action can't relieve a target of spiked gauntlets that she's wearing. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt an opponent makes.

This action substitutes for a melee attack. As a melee attack, a character can use it once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity.

DISMISS A SPELL

STANDARD; ATTACK OF OPPORTUNITY: NO

Caster ends one of his own spell effects; see Chapter Eight: Magic.

DIVE ATTACK

FULL; ATTACK OF OPPORTUNITY: YES

Creatures that fly, including sprytes, can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only weapon or claw attacks, but these deal double damage (unlike a critical hit, double only the weapon damage, not the damage from bonuses or special abilities).

DOUBLE MOVE

FULL; ATTACK OF OPPORTUNITY: VARIES

A character can move up to double his base speed. The space where a character begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a character's move from that space.

DRAW A WEAPON

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

A character with a base attack bonus of +1 or higher can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he can draw two light or one-handed weapons in the time it would normally take him to draw one.

DROP AN ITEM

FREE; ATTACK OF OPPORTUNITY: NO

The item a character drops falls to the floor in his space.

DROP TO THE FLOOR

FREE; ATTACK OF OPPORTUNITY: NO

The character who drops to the floor is considered prone.

ESCAPE A NET

FULL; ATTACK OF OPPORTUNITY: YES

The description of the net in Chapter Six includes information on how to determine if an escape attempt succeeds or not.

EXTINGUISH FLAMES

FULL; ATTACK OF OPPORTUNITY: NO

This action extinguishes small fires on equipment, furniture, or the character's person. Larger blazes require the use of water, sand, or some other material to snuff the flames.

FEINT

STANDARD; ATTACK OF OPPORTUNITY: NO

This is a specialized use of the Bluff skill. See the Bluff skill in Chapter Four for more details.

FULL ATTACK

FULL; ATTACK OF OPPORTUNITY: NO

If a character gets more than one attack per action, he must use the full-attack action to take those additional attacks. He may take a 5-foot step before, after, or between the attacks.

If the character is attacking an armed opponent while unarmed, he provokes an immediate attack of opportunity from the target, which is resolved before his own attack. Note that under certain circumstances, such as when a character is an oathsworn, or when a spellcaster uses a touch spell, the character attacking without a weapon is still considered "armed."

A character can choose to fight defensively when taking the full-attack action. Doing so imposes a -4 penalty on all attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

GRAPPLE

VARIES; ATTACK OF OPPORTUNITY: YES

Grappling means wrestling and struggling hand to hand.

Repeatedly in a grapple, a character needs to make opposed grapple checks against his opponent. A grapple check is something like a melee attack roll.

A character's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifiers for a grapple check are as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a character would use when making an attack roll.

A character provokes an attack of opportunity from the target he's trying to grapple. If the attack of opportunity deals the character damage, he fails to start the grapple.

To start a grapple, a character first needs to grab and hold the target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, he can attempt to start a grapple multiple times (at successively lower base attack bonuses). An oathsworn can use his unarmed attack rate of attacks per round while grappling.

Step 1: Grab: The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple.

Step 2: Hold: Make an opposed grapple check. If the character succeeds, he has started the grapple and deals damage to the target as if with an unarmed strike.

If the character loses the opposed check, he fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than he is (but he can still attempt to grab such a target, if that's all he wants to do).

Step 3: Move In: To maintain the grapple, the character must move into the target's space. This is not a part of a character's move (it's free). Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the character's target. If the character cannot move into the opponent's space, the hold is broken.

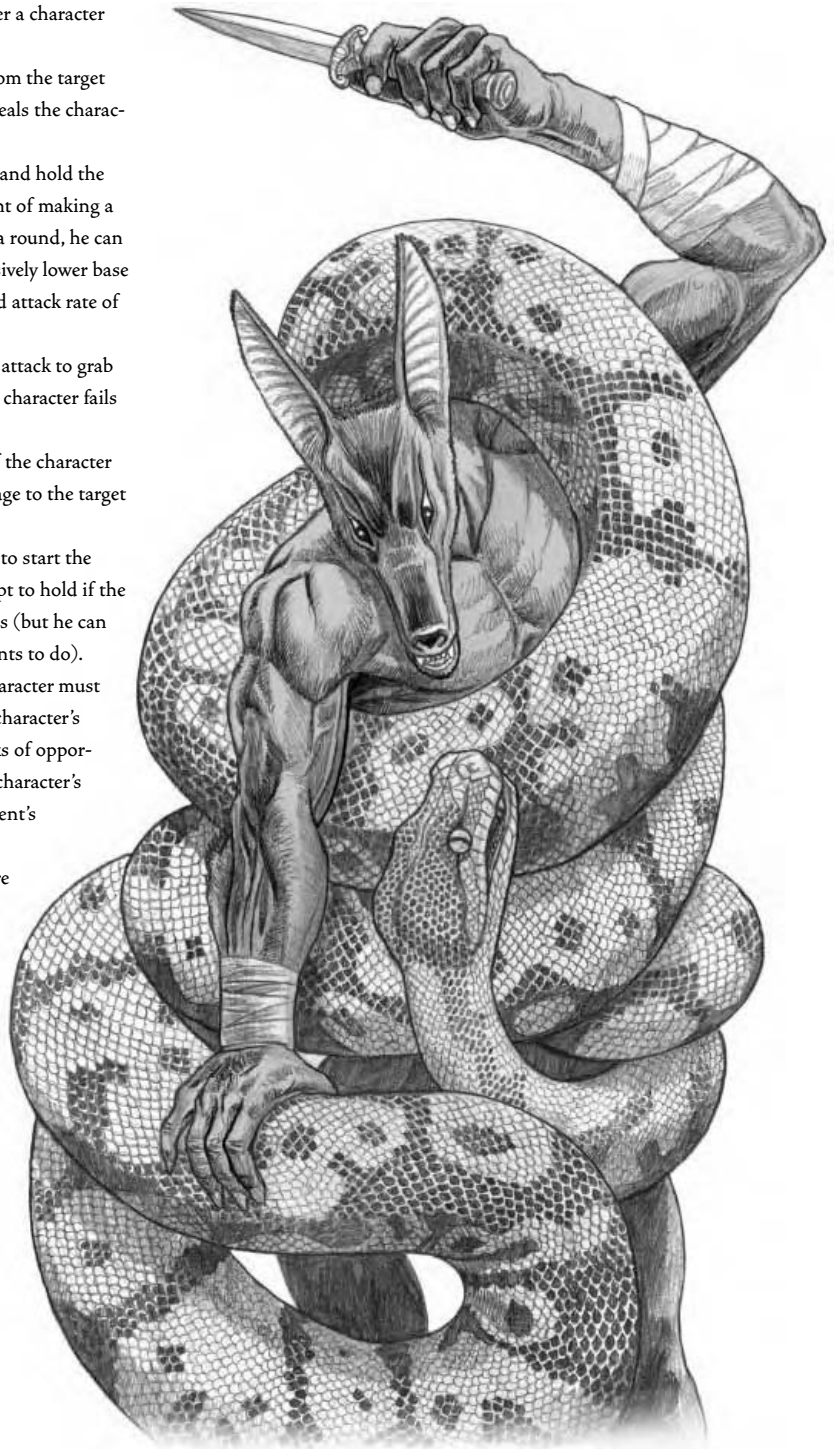
Step 4: Grappling: The character and the target are now grappling.

If a character's target is already grappling someone else, then he can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against him, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check to deal damage, and still must move in to be part of the grapple.

When a character is grappling (regardless of who started the grapple), he can make an opposed grapple check as an attack. If a character has multiple attacks in a round, he can grapple and then attempt one or more of these actions in the same

round. Each is considered one attack. If the character's grapple check succeeds, he can do one of the following:

Damage the Opponent: A character deals damage as with an unarmed strike (1d3 points for Medium attackers, 1d2 points for Small attackers, and so on, plus Strength modifiers). If a character wants to deal normal damage, he suffers a -4 penalty on the grapple check. *Exception:* Oathsworn deal more damage on an unarmed strike than others, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without paying the usual -4 penalty for changing normal damage to subdual damage.



Pin: A character can hold an opponent immobile for 1 round. (If a character gets multiple attacks, he can use subsequent attacks to damage the opponent. A character can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a target is pinned, opponents other than the character pinning her get a +4 bonus on attack rolls against her (but she is not helpless).

Break Another's Pin: A character can break an opponent's hold over an ally.

Escape: A character can escape the grapple. A character can take whatever movement he gets if he escapes, once he is free. If more than one opponent is grappling a character, however, the character's grapple check result has to beat all their check results for him to escape. (Opponents don't have to try holding a character if they don't want to.)

When an opponent has pinned a character, he is held immobile (but not helpless) for 1 round. The character can make an opposed grapple check as a melee attack. If the character wins, he escapes the pin but is still grappling (see below).

In addition to making opposed grapple checks, a character has a few other options while grappling.

Attack with a Light Weapon: A character can attack with a light weapon, an unarmed attack, or a natural weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

Other Actions While Grappling: A character who is grappling also has a few other options. These do not count as attacks, but as other types of actions, as described:

Cast a Spell: The character can cast a standard-action spell with no somatic components if any needed material or focus components are in hand and if he makes a Concentration check opposed by his opponent's grapple check + the spell's level.

Wriggle Free: A character can make an Escape Artist check (opposed by the opponent's grapple check) to get out of a grapple or out of being pinned (so that he is just being grappled). Doing so counts as a standard action; if a character escapes a grapple, he also can move in the same round. Size modifiers do not apply to a character attempting to wriggle free or to the grappler attempting to stop him.

Draw a Light Weapon: If a character makes a successful grapple check, he can draw a light weapon or a very small object (such as a spell component) as a move-equivalent action.

Move: If a character makes a successful grapple check, he can move half his speed, bringing all those involved in the grapple with him. This is a standard action, and a character gains a +4 bonus to his grapple check for this action if his opponent is pinned. The character must have the carrying capacity to at least drag his opponent to accomplish this action.

Multiple Grapplers: Several characters can be in a single grapple. Up to four characters can grapple a single opponent in a given round. Opponents that are one size category smaller than a character count for half, opponents that are one size category larger than a character count double, and opponents two or more size categories larger count quadruple.

Additional foes can help their friends with the aid another action.

Other Considerations: While a character is grappling, his ability to attack others and defend himself becomes limited.

No Threatened Area: A character doesn't threaten any area while grappling.

No Dexterity Bonus: A character loses his Dexterity bonus to Armor Class (if he has one) against opponents he isn't grappling. (A character can still use the bonus against opponents he is grappling.)

HEAL AN ALLY

STANDARD; ATTACK OF OPPORTUNITY: YES

This may involve the use of a spell, the administering of a potion, or a use of the Healing skill.

LIGHT A TORCH

FULL; ATTACK OF OPPORTUNITY: YES

Assuming materials are at hand, the character lights a torch.

LOAD A HAND OR LIGHT CROSSBOW

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

Self explanatory.

LOAD A HEAVY OR REPEATING CROSSBOW

FULL; ATTACK OF OPPORTUNITY: YES

Self explanatory.

(UN)LOCK WEAPON IN LOCKED GAUNTLET

FULL; ATTACK OF OPPORTUNITY: YES

Self explanatory; see "Armor" in Chapter Six: Equipment for more on locked gauntlets.

LOOSE A SHIELD

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character removes his shield and drops it.

MAKE SPELLCRAFT CHECK ON

COUNTERSPELL ATTEMPT

FREE; ATTACK OF OPPORTUNITY: NO

Self explanatory; see the Brandish Magical Might feat.

MOUNT OR DISMOUNT

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character gets on or off a mount.

MOVE A HEAVY OBJECT

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

The character picks up or pushes a boulder blocking a passage, topples a tall bookcase, etc.

OPEN A DOOR

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character opens a normal (unlocked, unstuck) door.

OVERRUN (CHARGE)

STANDARD; ATTACK OF OPPORTUNITY: YES

A character can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than he is. The character can make only one attempt to overrun per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a character attempts to move through the opponent's area.

First, the character must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the character or to block him. If she avoids the character, the character keeps moving. (A character can always move through the space occupied by someone who lets him go by.) If the defender blocks a character, make a trip attack against the defender (see "Trip an Opponent," next page). A character who succeeds in tripping the defender can continue the charge in a straight line as normal.

If a character fails and is tripped in turn, he falls prone in the defender's space. If the character fails but is not tripped, he has to move 5 feet back the way he came. If that space is occupied, he falls prone in that space.

PICK UP AN ITEM

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

A character must be in the same space as the item he wants to pick up.

PREPARE TO THROW OIL

FULL; ATTACK OF OPPORTUNITY: YES

A character pulls out a flask of oil and lights it.

READY

STANDARD; ATTACK OF OPPORTUNITY: NO

The ready action lets a character prepare to take an action later, after his turn is over but before his next one has begun. Readying is a standard action, so a character can move as well. It does not provoke an attack of opportunity (though the action that a character readies might).

A character can ready any standard action.

To ready an action, specify the action the character will take and the conditions under which he will take it. When those conditions are met, the character may take the readied action. The readied action comes before the action that triggers it. For the rest of the fight, the character's initiative result remains the count on which he took the readied action, and he acts immediately ahead of the creature whose action triggered the readied action.

If the character takes the readied action into a subsequent round, and the conditions are met before his normal initiative result, the character's initiative rises to that new point in the order of battle. He may then take the readied action, but whether he does or not, he does not get a regular action that round.

READY A SHIELD

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

Readying a shield assumes that the character is carrying or wearing the shield, and that he has secured it so as to ready it quickly.

READY TO INTERRUPT SPELLCASTER

STANDARD; ATTACK OF OPPORTUNITY: NO

A character can ready an attack against a spellcaster with the trigger, "If she starts casting a spell." If a character succeeds in damaging the spellcaster or otherwise distracting her, the spellcaster may lose the spell she was trying to cast (as determined by her Concentration check result).

READYING TO COUNTERSPELL

STANDARD; ATTACK OF OPPORTUNITY: NO

A character with the Brandish Magical Might feat or the *dispel magic* spell may ready a counterspell against a spellcaster (often with the trigger, "If she starts casting a spell"). See the feat description in Chapter Five.

RETRIEVE A STORED ITEM

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

The character can get something out of a backpack, a pouch on his belt, tucked in his boot, or from a chest at his feet.

RUN

FULL; ATTACK OF OPPORTUNITY: YES

The character can move up to four times his base speed in a straight line (or three times his base speed if wearing Heavy armor). He loses any Dexterity bonus to Armor Class, since he can't avoid attacks.

A character can run for a number of rounds equal to his Constitution score, but after that, he must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he continues to run; the check's Difficulty Class increases by 1 for each check he's made. When a character fails this check, he must stop running. A character who has run to this limit must rest for one minute (10 rounds) before running again. During a rest period, he can move no faster than a normal move.

SHEATHE A WEAPON

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

A character with the Two-Weapon Fighting feat can sheathe two weapons on the same action.

SPEAK

FREE; ATTACK OF OPPORTUNITY: NO

The DM may place limits on what a character may reasonably communicate in a six-second combat round.

STAND UP FROM PRONE POSITION

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

Self explanatory.

START FULL-ROUND ACTION

STANDARD; ATTACK OF OPPORTUNITY: NO

This action lets a character start undertaking a miscellaneous full-round action, which he can complete the following round. This option is normally used when a character has been magically slowed or is suffering some other condition that restricts him from taking full-round actions.

STRIKE A WEAPON

STANDARD; ATTACK OF OPPORTUNITY: YES

A character can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that his opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon or shield attacked. Doing so provokes an attack of opportunity from the opponent, because the character is diverting his attention from his opponent to her armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, he has made a successful attack against the weapon or shield and may roll damage.

See "Breaking Items and Attacking Objects" on the next page.

THROW A TWO-HANDED WEAPON**WITH ONE HAND**

FULL; ATTACK OF OPPORTUNITY: YES

Self explanatory.

Types of Special Abilities

A character's class or race may give him access to three types of abilities:

Extraordinary (Ex): These abilities are nonmagical and thus are not susceptible to anything that disrupts or suppresses magic. A troll's ability to see in the dark with darkvision is extraordinary.

Spell-Like (Sp): These are magical abilities that work just like spells (although they have no verbal, somatic, material, or focus components). They can be disrupted like spells and suppressed and dispelled. Spell resistance can protect against spell-like abilities. Like spells, the potency of a spell-like ability can depend on caster level and ability score modifier used. If no caster level is specified, use the creature's Hit Dice or character level. If no ability score is specified, use Charisma.

Supernatural (Su): These are magical abilities that cannot be disrupted like spells, but can be suppressed and dispelled. Spell resistance does not protect against supernatural abilities. Like spells, the potency of a supernatural ability can sometimes depend on caster level and ability score modifier used. If no caster level is specified, use the creature's Hit Dice or character level. If no ability score is specified, use Charisma.

TOTAL DEFENSE

STANDARD; ATTACK OF OPPORTUNITY: NO

A character doesn't attack or perform any activity other than moving at his base speed, but he gets a +4 dodge bonus to Armor Class for 1 round. His Armor Class improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

TRIP AN OPPONENT

VARIES; ATTACK OF OPPORTUNITY: NO

A character can try to trip an opponent as a melee attack. A character can only trip opponents one size category larger than himself, the same size, or smaller.

To attempt a trip attack, make a melee attack as a melee touch attack. If it succeeds, make a Strength check opposed by the defender's Dexterity or Strength

check (whichever ability score has the higher modifier). A character gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on her check if she has more than two legs or is otherwise more stable than a normal humanoid. If the character wins, he trips the defender. If the character loses, the defender may react immediately and make a Strength check opposed by the character's Dexterity or Strength check to try to trip him.

A tripped character falls prone. Standing up from a prone position is a move-equivalent action.

A character may make a trip attack against a mounted opponent. In this case, the defender may use his Ride skill in place of her Dexterity or Strength check. If the character succeeds, he pulls the rider from her mount.

This attack form substitutes for a melee attack. As a melee attack, it 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.

USE A SKILL OR FEAT

VARIES; ATTACK OF OPPORTUNITY: VARIES

Refer to the skill or feat description in Chapter Four or Five. If the description does not specify, it is usually a free action.

USE A SPELL-LIKE ABILITY

STANDARD; ATTACK OF OPPORTUNITY: YES

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 something breaks a character's concentration, his attempt to use the ability fails, but it counts as if he had used the ability (for the purpose of abilities usable only a certain number of times per day). The casting time of a spell-like ability is one standard action, unless the ability description notes otherwise.

A character may attempt to use a spell-like ability on the defensive, just as with a spell. If the Concentration check (DC = the opponent's attack bonus or 10, whichever is higher) fails, he can't use the ability, but the attempt counts as if he had used it.

USE A SUPERNATURAL ABILITY

STANDARD; ATTACK OF OPPORTUNITY: NO

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

USE A TOUCH SPELL ON ONE TARGET

STANDARD; ATTACK OF OPPORTUNITY: NO

A character may take a move action before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on himself, but to touch an opponent, he must first succeed at a touch attack, according to the spell's description.

USE A TOUCH SPELL ON UP TO SIX FRIENDS

FULL; ATTACK OF OPPORTUNITY: YES

A character can touch one friend as a standard action or up to six friends as a full-round action.

USE AN EXTRAORDINARY ABILITY

USUALLY FREE OR NOT AN ACTION; ATTACK OF OPPORTUNITY: NO

Using an extraordinary ability is usually not an action, because most extraordinary abilities are used automatically 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.

BREAKING ITEMS AND ATTACKING OBJECTS

Attacking an inanimate object is not the same as attacking a creature, but it is similar. Before attacking it, a character must determine whether the object is attended (held or worn by a creature) or unattended.

Attacking a held, carried, or worn object provokes an attack of opportunity. The object uses its owner's Dexterity modifier (not its own -5 modifier for having no Dexterity) and any magic deflection bonus to Armor Class the owner may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a $+5$ Armor Class bonus because the opponent can move it quickly out of harm's way. Objects each have an Armor Class modifier based on their size, as shown below:

Object's Size	AC Modifier
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Medium	$+0$
Small	$+1$
Tiny	$+2$
Diminutive	$+4$
Fine	$+8$

Unattended objects are easy to hit. Normally, their Armor Class is based only on size. Usually, attacking an unattended object requires no attack roll—particularly in a noncombat situation (such as smashing a door to get through it).

DAMAGE TO OBJECTS

The amount of damage an object can withstand depends on its size and what it is made of. Roll weapon damage normally against objects.

SUBSTANCE HARDNESS & HIT POINTS

Substance	Hardness*	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness

* See "Item Hardness" section, next page.

WEAPON/SHIELD HARDNESS & HIT POINTS

Weapon	Hardness	Hit Points
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Round shield	10	10
Long shield	10	20

BREAKING OR BURSTING ITEMS

A common use of Strength is to break open doors and burst bonds all at once, as opposed to damaging them over time. If an item has lost half or more of its hit points, the Difficulty Class to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on these Strength checks: Fine -16 , Diminutive -12 , Tiny -8 , Small -4 , Large $+4$, Huge $+8$, Gargantuan $+12$, Colossal $+16$.

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

OBJECT HARDNESS & HIT POINTS

Object	Hardness	Hit Points	Break DC*
Rope (1 inch diameter)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
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 foot thick)	8	90	35
Hewn stone (3 feet thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 inches thick)	10	60	28

* *Break DC: The Difficulty Class for a Strength check needed to destroy the item in one action, rather than reducing it to 0 hit points through a series of attacks.*

ITEM 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.

ITEMS' HIT POINTS

An object's hit point total depends on its size and what it is made of. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for their different sections.

ITEMS' SAVING THROWS

Unattended nonmagical items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a *disintegration* spell. An item attended by a combatant (being grasped, touched, or worn) receives a saving throw just as if the combatant herself were making the saving throw.

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes a saving throw as its owner or uses its own saving throw, whichever is better.

ITEMS' SPECIAL CONDITIONS

Inanimate objects are immune to critical hits. Objects are immune to subdual damage. Animated objects are immune to critical hits because they are constructs.

RANGED WEAPON DAMAGE

Objects take only half damage from ranged weapons (except for damage from siege engines and the like). Divide the damage in half before applying the object's hardness.

ENERGY ATTACKS

Objects take half damage from acid, fire, and lightning attacks. Divide the damage in half before applying the object's hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects.

INEFFECTIVE WEAPONS

The DM may determine that certain weapons just can't deal damage effectively to certain objects. For example, a combatant would have a hard time chopping down a door by shooting arrows at it, or cutting a rope with a club.

VULNERABILITY TO CERTAIN ATTACKS

The DM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip up a scroll.

MAGIC WEAPONS AND SHIELDS

The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless her own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each point of enhancement bonus also adds 1 point to the weapon's or shield's hardness and hit points. If a combatant's shield has a +2 enhancement bonus, add 2 points to its hardness and to its hit points.

GRENADELIKE WEAPON ATTACKS

Grenadelike weapons splash or explode. Normally, they are thrown like flasks of acid or alchemist's frost. A grenadelike weapon has an effect broad enough to hurt characters just by landing near them. Attacks with these weapons are ranged touch attack rolls. Direct hits deal direct hit damage. (See Chapter Six: Equipment.)

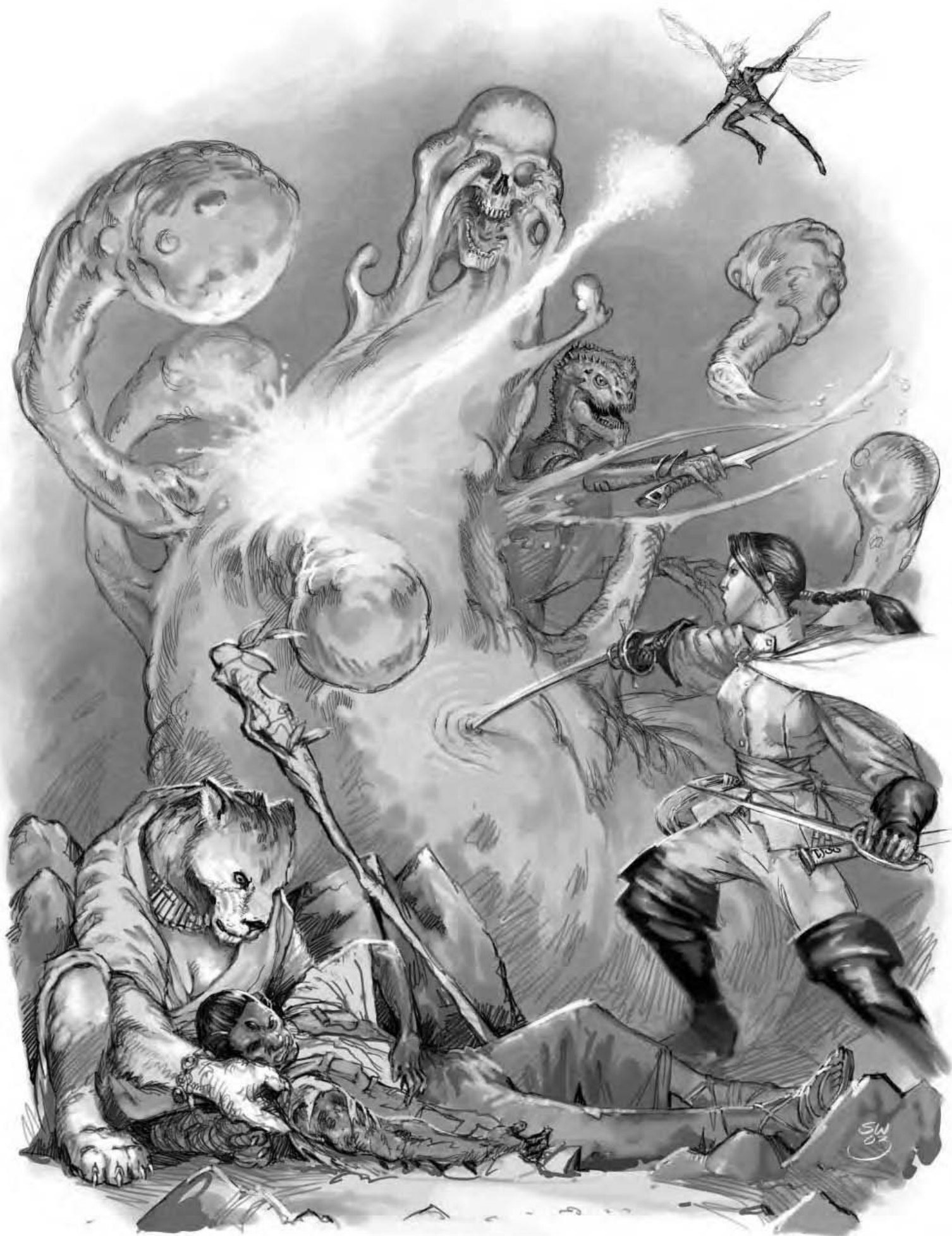
If the attack roll misses, roll 1d6 to see how far away (in feet) the weapon lands from the target. Add +1 foot for each range increment between the attacker and the target. Roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, and 8 long and left.

Once the attacker determines the weapon's actual landing spot, figure "splash" damage to all creatures within 5 feet (or whatever the range of the weapon's splash effect is).

MOUNTED COMBAT

Riding a mount into combat provides several advantages, particularly if the rider has the right mount and the right skills. For basic details, see the Ride skill in Chapter Four and various "mounted" feats in Chapter Five: Feats and Talents.

Mounts in Combat: Some mounts have special combat training, such as warhorses and radonts (giants' favored mounts). However, combat frightens other mounts, such as light horses. Make a Ride check (DC 20) each round as a move-equivalent



action to control such a mount. If the rider fails this check, the mount does not act that round.

A controlled mount acts as directed on the rider's initiative. Both rider and mount move at the mount's speed, but only the mount uses its action to move.

Most mounts have greater facing than the character riding them (see "Facing and Flanking," page 145). For simplicity, assume that the rider occupies the back part of the mount.

Combat While Mounted: With a successful Ride check (DC 5), a rider can use his knees to guide a mount, freeing up both hands to attack or defend.

When a rider makes an attack against an unmounted Medium or smaller creature, he gets a +1 bonus to melee attacks for being on higher ground.

Making a mounted charge with a lance allows a rider to deal double damage (double only the weapon's damage, not bonuses from magic, Strength, or special abilities).

A rider can use ranged weapons at a -4 penalty while the mount is taking a double move—his attack comes after the first half of the mount's move and before the second half. He can even use a ranged weapon while the mount is running. In this case, the rider attacks at a -8 penalty when the mount has completed half its movement. A rider can exercise the full-attack action while the mount is moving. Likewise, he can take move-equivalent actions normally.

Casting Spells While Mounted: A spellcasting rider can cast a spell normally if the mount moves up to a normal move (its speed) either before or after the casting of the spell. The rider may move the mount both before and after he casts a spell, but that means he's casting the spell while the mount is moving: He must make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running, the rider casts a spell when the mount has moved up to twice its speed, but the Concentration check becomes even tougher (DC 15 + spell level).

If the Mount Drops in Battle: If the mount falls, a rider must succeed at a Ride check (DC 15) to make a soft fall. Otherwise, the rider suffers 1d6 points of damage.

If the Rider Drops in Battle: A rider who falls unconscious has a 50 percent chance of staying in the saddle (75 percent if he's in a military saddle). Otherwise he falls and sustains 1d6 points of damage. Without a rider to guide it, the mount avoids combat.

SAVING THROWS

A saving throw represents a character's attempt to avoid an undesirable result of someone else's action. Characters make saving throws, for example, when someone is attempting to control their mind, blow them up, or turn them into solid glass. A saving throw roll is:

d20 + base save bonus + other modifiers due to equipment, active effects, environment, circumstance, etc. + relevant ability modifier vs. DC of save

The saving throw succeeds if the total of the die roll plus modifiers equals or exceeds the save's Difficulty Class.

There are three different kinds of saves, each based on a different ability; the situation determines which type a character makes in any given circumstance.

FORTITUDE

Fortitude saves measure a combatant's ability to stand up to massive physical punishment or attacks against his vitality and health. Apply a combatant's Constitution modifier to his Fortitude saving throws.

REFLEX

Reflex saves test a combatant's ability to dodge attacks. Apply his Dexterity modifier to Reflex saving throws.

WILL

Will saves reflect a combatant's resistance to mental influence and domination. Apply a combatant's Wisdom modifier to his Will saving throws.

SAVING THROW DIFFICULTY CLASS

The effect that triggered the saving throw attempt determines the save's Difficulty Class. Any effect that allows a save, such as a spell, indicates the necessary Difficulty Class, as well as the effects of saving successfully.

HERO POINTS

Sometimes, a character commits a selfless act or a brave deed that one can only call "heroic." In such a case, the DM should award the character a hero point. A witch that jumps down into a pit full of vipers to heal a dying friend, even though he knows he'll take damage from the fall and risks death from the snake's venom, is a real hero. Hero points are a reward for that kind of valiant action. Hero points can be used at the player's discretion to perform amazing—often otherwise impossible—actions.

Unlike most of the other rules in this chapter, hero points require a considerable amount of DM adjudication and discretion. DMs with no interest in rewarding heroic acts or allowing PCs to perform acts beyond the rules should ignore this section.



AWARDING HERO POINTS

The most important thing to remember about hero points is that awarding them to PCs, or not awarding them, is totally up to the DM. Some characters may never earn even a single hero point, while others, over the course of the campaign, may earn many. Some whole campaigns may never use hero points, while in others they are common. The DM is encouraged to be parsimonious with them.

Hero points should be awarded at the end or beginning of a game session, when experience points are dispersed.

Characters with the Born Hero talent (see Chapter Five) should, if they act at all appropriately, earn at least 1 hero point per level. Still, the exact rewards are up to the DM.

A character should never earn a hero point performing an action in which he uses a hero point.

USING HERO POINTS

On his turn, *before determining the success or failure of an action*, a player can announce that he is using a hero point to help accomplish the action. Normally, the hero point adds a bonus of +20 to the action, if the roll of a d20 dictates its success or failure.

However, there are exceptions:

1. If used with an attack roll, and the attack roll would have succeeded without the hero point, the hero point doubles the damage inflicted by the attack OR it allows the PC to make a “called shot,” inflicting a special effect such as:
 - A strike to a foe’s eyes that blinds her for 1d10 + 4 rounds
 - A strike to a foe’s head or other vitals that stuns her for 1d3 rounds
 - A strike to a foe’s limb that renders it useless for 1d6 rounds
2. If a character uses a hero point to act when it is not his turn, he can take a normal round’s worth of actions out of the normal initiative sequence with no special bonuses. He then returns to his normal initiative count.
3. If used when a character is being attacked by either a physical attack, a spell, or some other threat, the hero point can be used to add a +1d20 luck bonus to Armor Class or to a saving throw. If used with a saving throw for half damage or a partial effect, if the character would have made the save without the help of the hero point, he takes no damage or ill effect at all.
4. If used when a die roll determines that the character will die, the character avoids death and instead suffers a great and debilitating injury determined by the DM—the character gains a disfiguring scar, loses a hand, loses an eye, gains a limp, and so on. *This is the only case when a hero point can be used after the result of an action is determined.*
5. A character can use a hero point to make something work in a way the rules normally do not allow. This requires careful DM adjudication. For example, a magister could use a hero point to cast a special version of *vitrification* that turned a foe to glass for only one hour (instead of permanently) or that could be undone only by some specific requirement (the touch of three honest mojh or exposure to the light of heaven, for example). An unfettered might try to

use a hero point not only to disarm a foe but to send the weapon sailing into the hand of a nearby ally.

The DM should still apply all normal circumstance modifiers to the PC’s action. Actions using hero points can still fail. The object of hero points, more than anything else, is to represent the role of wild luck and karma in overcoming logical circumstance penalties to extremely difficult actions. They make the nearly impossible somewhat more possible—but still not a sure thing.

HERO POINTS

FOR NPCS

DMs can also give hero points to NPCs. They may even wish to invert the concept and award “villain points” to characters who perform exceedingly villainous deeds.

A hero point makes an NPC opponent far more dangerous. DMs should consider granting an experience point bonus of +50 percent for defeating an opponent with a hero (or villain) point.

HERO POINTS FOR CHARACTERS

ABOVE 1ST LEVEL

If the needs of the game require that a player create a character above 1st level, the character may have already earned a hero point in his career. Assume that there is a 10 percent chance per level that a character has a hero point when created. If above 10th level, he has 1 hero point and has a 10 percent chance per level above 10th to have another. If the character has the Born Hero feat, he starts with a hero point, and has a 10 percent chance per level to have another. If he has the Born Hero talent and is above 10th level, he starts with 2 hero points and has a 10 percent chance per level above 10th to have another.

Dramatic Uses of Hero Points

The DM might want encourage the use of hero points in dramatic ways rather than mundane ways. A mundane use of a hero point might be:

- Using it to help make a simple attack roll.
- Using it to help make a simple skill check.
- Using it to help make sure a spell succeeds.


Dramatic ways of using a hero point include the following:

- Attacking a foe by swinging across a great hall on a rope attached to a chandelier.
- Firing an arrow (or throwing one’s sword) to cut the bonds of a bound ally in the middle of a fight.
- Popping open a lock in the middle of combat by banging on it just right.

Encourage players to use hero points to attempt actions seen in a movie or read about in a story. The DM is justified in secretly increasing the bonus offered by the hero point if the player chooses to use it in an interesting, fun, and dramatic matter.

Magic

Magic is a vital part of the fantasy world, and an important part of every character's career—particularly spellcasters'. This chapter details all the facets of casting spells and dealing with their effects.



First, there are a few magic-related special terms you should keep in mind as you read this chapter and as you review Chapter Nine: Spells. Some of them you may be familiar with, and others may be new to you.

Components: Spell components are aspects of a spell that can be verbal (spoken), somatic (motions or gestures), material (various physical ingredients), mental (thought only), or a focus (a specific object of power). Whether a character needs a certain type of component to cast a spell depends on his class or perhaps a spell template. Rarely, a specific required material or focus is mentioned in the spell description.

Diminished Spell: A spell cast using a spell slot one level lower than normal is called a *diminished spell*. Diminished spells have special effects explained in the spell's description.

Heightened Spell: A spell cast using a spell slot one level higher than normal is called a *heightened spell*. Heightened spells have special effects explained in the spell's description.

Laden Spell: A spell cast using two slots of the spell's level rather than just one is called a *laden spell*.

Spell Slot: The various character class tables in Chapter Three show how many spells of each level a character can cast per day. The number of spell slots is modified by bonus spells awarded for high ability scores (see the "Bonus Spells" table in Chapter One).

Spell Resistance: *Spell resistance* may negate the effect of certain spells when cast on someone with this special ability.

The Eight Schools of Magic: Every spell belongs to a *school of magic*. They are: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

KNOWING AND READING A SPELL

Before a spellcasting character can cast a spell, the player must determine which spells she knows and has readied.

SIMPLE, COMPLEX, AND EXOTIC SPELLS

There are three categories of spell: simple, complex, and exotic. Each category signifies how difficult a spell is to learn and cast, and how common it is among all spellcasters. If a character has access to a category of spells, she has all of the spells in that category on her list of known spells.

Simple spells are the easiest and most common. They require the least amount of understanding of the true nature of magic and the simplest words and gestures (if components are required). They are the spells that teachers and masters most commonly teach their students or apprentices.

Complex spells require a real understanding of the fundamental underpinnings of magic. They call for a more focused state of mind and more complex words and gestures. Most nonspellcasters cannot even mimic (in fun or in a disguise) complex spellcasting—the words and gestures are too bizarre to form. Only magisters can cast complex spells without taking a special feat.

Exotic spells are the most complicated and the rarest spells of all. Often, these are new spells, recently conceived by an individual, and the knowledge hasn't yet had time to spread. In fact, at some point, as the exotic spell becomes more common, spellcasters might develop it further and figure out a more straightforward way to cast it. Thus, over many decades, or even generations, an exotic spell can become a complex or even a simple spell. (This, however, is usually out of the scope of a single campaign). Exotic spells are often very personal—only rarely do two spellcasters know the same exotic spells. Thus, many of them become "signature" spells that a particular caster is known for. Any spell that a caster creates personally through research is automatically an exotic spell.

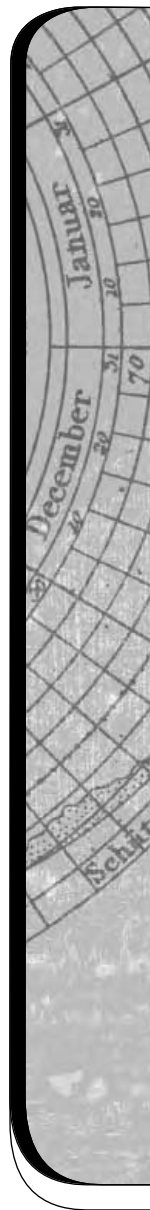
Casters learn the spells they have access to by reading books, studying scrolls, and from studying under others. This study is assumed to have occurred before the campaign, or during campaign down time. Casters do not need to maintain a "spellbook" or any other token, although many have a nice library of books of spells and magic.

READYING SPELLS

All casters must *ready* spells before they can cast them. This simply means choosing the spells they will be able to access when the time comes to use their spell slots to cast them. In effect, the caster is mystically "boning up" on the spells she wants to be able to cast. Once a spell is readied, it does not become "unreadied," unless the caster readies a new set of spells that does not include this spell. This is true even when a character gains a new level and access to new spells—she does not change her readied spell selection until she readies the new spells.

To ready new spells from those available to the caster, she must spend a full hour in study and meditation, after which time she can change which spells she has readied. Most of the time, it is assumed that the character has access to some appropriate books or notes on spells and magic during this period. DMs should feel free to make the readying process take longer or become impossible if the character is away from her notes or if conditions are not at all conducive to concentration and study.

For example, Yareth the mage blade, at 2nd level, can ready three 0-level spells and two 1st-level spells (he gets a bonus due to his



high Charisma). He has access to simple spells only. He readies *contact*, *detect magic*, *hygiene*, *mind stab*, and *safe fall*. He can now cast any of these spells, in any combination, using the spell slots he has available, forevermore. Later, however, he realizes that *sense thoughts* would be more useful in an upcoming situation than *hygiene*, and he thinks he might need *acrobatics* and *lesser transfer wounds* as well. So Yareth spends another hour readying spells, and now has *contact*, *detect magic*, *sense thoughts*, *acrobatics*, and *lesser transfer wounds* readied. When Yareth gains a level, he should ready spells again, taking another hour, to take advantage of the fact that he can now ready three 1st-level spells.

USING SPELL SLOTS

A spellcaster has a limited amount of spell energy at his disposal to power the spells he knows and has readied. This power is represented by spell slots. Each caster has a number of slots for each level of spells he can cast. A 3rd-level spell requires the caster to use a 3rd-level slot to cast it. If he has two 3rd-level slots, he can cast only one more such spell before he can no longer cast 3rd-level spells—until he regains his spell slots.

A spellcaster regains used spell slots after a good night's sleep, which amounts to eight hours of sleep with no more than one interruption. The caster cannot regain used spell slots more than once in a 24-hour period.

WEAVING SLOTS

Lower-level spell slots can be woven together to power a higher-level spell, if the caster can cast spells of the higher level. A caster can combine three slots of one level to cast one spell of the next higher level. For example, a 7th-level witch, able to cast 2nd-level spells, can use three 1st-level slots to power one 2nd-level spell. He could even take three 0-level slots, convert them into a single 1st-level slot, and use that, along with two other 1st-level slots to power the 2nd-level spell.

A caster can use higher-level slots to power lower-level spells as well. One slot of a given spell level can be used to power two spells of the next lower level. Thus, the 7th-level witch could use one 2nd-level slot to power two 1st-level spells. The “exchange rate” of spell slots to power higher-level spells is not the same as that for spell slots powering lower-level spells, because magical energy is expended in the transfer. Further, lower-level spell slots resulting from a caster using the power of higher-level spells cannot be used to power spells of a lower level still. For example, if a greenbond uses a 6th-level spell slot to give herself two 5th-level spell slots, those slots cannot then be used to power multiple 4th-level spells.

SPELL FORMAT

Every spell in the next chapter is described using a standard format. This section discusses that format and some of the fine points of how spells work. Subsequent sections in this chapter elaborate on some of these spell parameters.

Name: This is the name by which the spell is generally known.

School, Subschool, and Descriptors: Listed first is the school to which the spell belongs. “Universal” refers to a spell that belongs to no school. If the spell is a subtype within a school—such as creation, a subschool of conjuration—the subschool appears here (in parenthesis).

Any applicable descriptors—terms such as “sonic” or “fire” that quantify a spell’s effect—are listed next [in brackets].

Schools: Abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Subschools: Conjuration: creation and summoning; enchantment: charm and compulsion; illusion: figment, glamor, and phantasm.

Descriptors: Air, acid, cold, curse, darkness, earth, electricity, fear, fire, force, language-dependent, light, mind-affecting, negative energy, plant, positive energy, psionic, sonic, teleportation, true-name, and water.

Level: Next comes the relative power level of the spell and its classification (simple, complex, or exotic).

Casting Time: The time required to cast a spell (see next page).

Range: The maximum distance from the character at which the spell can affect its target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, or weight the spell affects. The entry starts with one of three headings: “Target,” “Effect,” or “Area.” If the target of a spell is “You,” the caster does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

Duration: How long the spell lasts.

Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

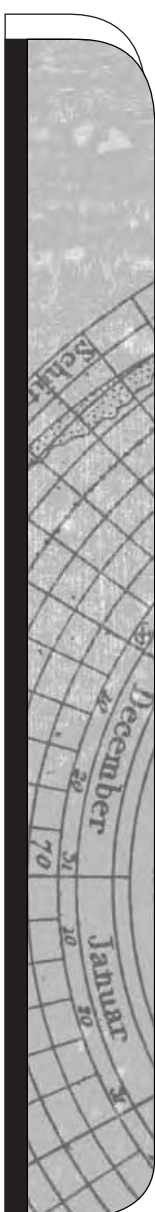
Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.

Diminished Effects: Describes changes to the spell if cast using a slot one level lower. You must be able to cast a spell at its normal level before you can use the diminished effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on. Spells that are 0-level have no diminished effects.

Heightened Effects: Describes changes to the spell if cast using a slot one level higher. If you use a heightened effect, treat the spell as one level higher than listed, for purposes of spell slot used, saving throw DCs, magic item pricing, and so on, regardless of what level slot you use. Spells that are 9th level have no heightened effects.

Magic Item Creation Modifiers: The cost modifiers for placing the spell in a magic item. The different types of item mentioned are: single-use, spell-completion, charged, and constant. If this entry is missing from a spell description, assume there are no modifiers to creating a magic item from that spell. For rules on how to figure the cost of a magic item you create, see the item price listings in the “Item Creation Feats” section of Chapter Five. Sometimes, the modifier listed is “N/A,” meaning that the spell cannot be made



into that type of magic item (for example, if it says “Constant N/A,” the spell cannot be placed into a constant item). Often, this is because the spell mimics some type of item creation that there is already a special rule for, such as items that add Armor Class bonuses, ability score bonuses, or attack and damage bonuses to weapons and armor.

Note: At the DM’s discretion, spells marked “Constant N/A” can be made into daily-use items but never always-active ones.

CASTING A SPELL

To cast a spell, the character must have the proper frame of mind (the spell’s mental component) and 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, the character must concentrate to cast a spell. See below for details.

Once the character has cast a spell, the casting counts against his daily limit for spells of that level, but he can cast the same spell again if he hasn’t reached his spell-slot limit for that spell level.

CASTING TIME

Many spells have designated casting times of one standard action. A spell that takes “1 full round” to cast is a full-round action. It comes into effect just before the beginning of the character’s turn in the round after he began casting the spell. The caster then acts normally after the spell’s completion. A spell that takes “one minute” to cast comes into effect just before the character’s turn one minute after he began casting; each of those 10 rounds the character spends casting the spell as a full-round action.

Certain circumstances might break the character’s concentration when casting a spell, causing the spell to fail (see “Concentration,” page 170).

The character makes all pertinent decisions about a spell (its range, target, area, effect, version, etc.) when he finishes casting.

RANGE

A spell’s range indicates how far from the character it can reach, as defined on the “Range” line of the spell description. A spell’s range is the maximum distance from the character that the spell’s effect can occur, as well as the maximum distance at which the character can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond the range, that area is wasted. Standard ranges include:

Personal: The spell affects only the caster.

Touch: The character must touch a creature or object to affect it.

Close: The spell can reach 25 feet away from the caster. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell can reach up to 100 feet + 10 feet per caster level.

Long: The spell can reach up to 400 feet + 40 feet per caster level.

Unlimited: The spell can reach anywhere on the caster’s plane of existence.

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

AIMING A SPELL

Upon completing the casting, the character must choose whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target(s): Some spells have a target or targets. The character casts such spells directly on creatures or objects, as defined by the spell description. The caster must be able to see or touch the target, and she must specifically choose that target. However, she does not have to select her target until the moment she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target, the spell has no effect. For example, if a litorian magister cast *charm* on a giant, when *charm* only allows casters to affect creatures of their type, the spell has no chance of affecting the giant.

If the target of a spell is the character (“Target: You”), the character does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

Effect: Some spells create or summon things, rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. For these spells, range determines how far away an effect can appear. However, if the created or summoned effect is mobile, it can move regardless of the spell’s range.

Ray: Some spell effects are rays. The character aims a ray as if using a ranged weapon, though typically she makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn’t have to see the creature she is trying to hit, as she does with a targeted spell. Intervening creatures and obstacles, however, can block the character’s line of sight or provide cover for the creature she is aiming at.

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

Area: Some spells affect an area. The character selects where the spell starts, but otherwise she doesn’t control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually the area falls into one of the categories below.

Burst: As with a spread (below), the character selects the spell’s point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin its effect extends.

Cone: When the character casts a spell with a cone area, the cone shoots away from the character in the direction she designates. A cone starts as a point directly before the character, and it widens as it goes. A cone’s width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: A creature is any living or animate thing (even undead), including characters. Some spells affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect “living creatures,” which means all creatures other than constructs and undead. If a spell can affect only a limited number of targets, it ignores those it cannot affect.

Cylinder: As with a burst, the character selects the spell’s point of origin. This point is the center of a horizontal circle, and the spell shoots upward from the circle, filling a cylinder.

Emanation: Some spells, such as *detect scrying*, have an area like a burst, except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: An object is any nonliving, nonanimate thing—anything that is not a creature. Some spells affect objects within an area the character selects.

Spread: Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure the limits of the spread by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect (see “Line of Effect,” below) to all portions of the effect.

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

(S) Shapeable: If the “Area” or “Effect” entry in a spell description ends with “(S),” the character 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. It’s like line of sight for ranged weapons, except it’s not blocked by fog, darkness, and other factors that limit normal sight. A line of effect is canceled only by a solid barrier.

The character must have a clear line of effect to any target she casts a spell on or to any space in which she wishes to create an effect. The character must have a clear line of effect to the point of origin of any

spell she casts. For bursts, cones, cylinders, and emanating spells, the spell affects only areas, creatures, or objects to which it has line of effect from its origin (a burst’s origin point, a cone’s starting point, a cylinder’s circle, or an emanating spell’s point of origin).

An otherwise solid barrier with a hole through it of at least 1 square foot does not block a spell’s line of effect. Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell’s line of effect (though the rest of the wall farther from the hole can still block the spell).

SAVING THROW

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The “Saving Throw” line in a spell description defines which type of saving throw the spell allows (if any) and describes how saving throws against the spell work.

Negates: This term means that the spell has no effect on an affected target that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw lessens this effect.

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, etc.) by a creature resisting the spell; in this case, the object gets 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 + half its caster level.

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

A BURST EFFECT

Caster

Affected
Creature

Center

Affected
Creature

Not Affected



ATTEMPTING SAVES

In order to succeed, a saving throw against a character's spell has to equal or beat the spell's Difficulty Class (DC 10 + the spell's level + the character's relevant ability score modifier).

A creature that successfully saves against a spell without 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, the caster senses that her spell has failed. The caster does not sense when creatures succeed at saving throws against her effect and area spells.

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 if she wants to.

ITEM SURVIVAL AFTER A SAVING THROW

Unless a spell's descriptive text specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on her saving throw, however, an exposed item is harmed (assuming the attack can harm objects).

The list below shows typical magic items in the order of most likely to be affected to least likely. Items one through four are the most commonly struck. Determine which four objects are most likely to be struck on the character in question, and roll randomly among them. The randomly determined item must make a saving throw against the magical attack and take whatever damage it deals.

1. Shield
2. Armor
3. Magic helmet
4. Item in hand (including weapon, wand, etc.)
5. Magic cloak
6. Stowed or sheathed weapon
7. Magic bracers
8. Magic clothing
9. Magic jewelry (including rings)
10. Anything else

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

SPELL RESISTANCE

Spell resistance (SR) is a special defensive ability. If a creature with spell resistance is trying to avoid the effects of the character's spell, the character must make a caster level check (d20 + caster level). If the caster has the feat Brandish Magical Might, he makes a caster power check (d20 + caster level + spellcasting ability score bonus) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating works like an Armor Class against magical attacks.

The spell resistance line and descriptive text of a spell explain whether spell resistance protects creatures from it. In many cases, spell resistance applies only when a spell targets a resistant creature, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" in a spell's "Spell Resistance" entry mean the same thing that they mean for saving throws. A creature with spell resistance must voluntarily drop it to receive the effects of a Harmless spell without the caster level check described above.

THE SPELL'S RESULT

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), she can apply whatever results a spell entails.

Many spells affect particular sorts of creatures, like humanoids, magical beasts, outsiders, and so on. These terms, and terms like them, refer to specific creature types defined in the MM.

DURATION

A spell's "Duration" entry tells the character how long the magical energy of the spell lasts. Below are explanations of typical spell durations.

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 DM rolls it secretly. If the caster of a timed duration dies, the duration ends immediately (assuming the duration is less than 24 hours).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting. Self-sustaining instantaneous effects continue to be magical, but that magic cannot be suppressed or dispelled. For example, undead created by an *animate the dead* spell have a self-sustaining magical field around them that keeps them going after their creation. This field cannot be dispelled or suppressed.

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 the caster concentrates on it. Concentrating to maintain a spell is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break her concentration while she is maintaining one, causing the spell to end (see "Concentration," on page 170). The character can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but she can't maintain it for more than a stated duration, in any event.

Discharge: A few spells last for a set duration or until triggered or discharged. Even if the caster dies, the spell remains until triggered.

(D): If the "Duration" entry ends with "(D)," the character can dismiss the spell at will. She 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, the character dismisses the spell 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 require an action (since all the character has to do to end the spell is stop concentrating).

SUBJECTS, EFFECTS, AND AREAS

If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed before their durations end. If the spell affects an area, then it stays with that area for the 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

If the character doesn't discharge a touch spell on the round she casts it, she can hold the discharge of the spell (or "hold the charge") indefinitely.

The character can make touch attacks round after round. She can touch one friend (or herself) as a standard action, or up to six friends as a full-round action. If the character touches anything with her hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

CASTER POWER CHECKS

Various spells require the caster to overcome some force—usually another spell or caster. The might of the caster is represented by a *caster power check*. A caster power check is a d20 roll + the caster's level + the caster's spellcasting ability score modifier.

For example, a 7th-level magister's caster power check would be $d20 + 7$ + her Intelligence bonus. A 9th-level greenbond's caster power check would be $d20 + 9$ + his Wisdom bonus. Sometimes the spell sets the Difficulty Class for the power check, but usually the check is opposed by another caster's power check.

LADEN SPELLS

Laden spells are those cast using two slots rather than one, granting the spell significantly more power than it normally would have. The two slots are always of the same level, so casting a 3rd-level laden spell requires two 3rd-level slots. Diminished and heightened effects can be laden. Lading the heightened effect of a 4th-level spell requires two 5th-level slots.

A spell can never be given two effects that both laden it—it cannot be "doubly laden." With the Modify Spell feat, you can laden a spell to lengthen its duration, or to increase its range or the damage it inflicts. With the Quickened Spell feat, you can laden a spell to cast it more quickly. Some spell templates can be applied only to laden spells. Without a feat or other special ability to take advantage of a laden spell, you gain no benefit from casting a spell this way.

COMPONENTS

A spell's components are determined by the caster's class and perhaps by any special feats or templates being used with the spell. Specifics for expensive material or focus components are given in a spell's descriptive text.

A *mental component* is a thought form or specific frame of mind the caster must have to cast the spell. This is the most basic—and most important—part of a spell. Even when all other components

are discarded, a caster still must have this mental component to cast a spell. If one could somehow eliminate this component from a spell, an automaton could cast it.

A *verbal component* is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A *silent sheath* spell or a gag spoils the incantation (and thus the spell). A deafened spellcaster has a 20 percent chance to spoil any spell with a verbal component that she tries to cast.

A *somatic component* is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component. Casters wearing armor face a spell failure chance for spells with somatic components.

A *material component* is a physical substance or object that is annihilated by the spell energies during the casting process. Unless a cost is given for a material component, the cost is negligible. Usually, only witches need material components, unless the caster is using certain spell templates or unless a spell catalyst is in effect (see below). Assume the character has all components (of negligible cost) needed as long as she has a spell component pouch (also called a witchbag).

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. A magister's staff is a focus, and a mage blade's key weapon can be a focus as well. Some spells require a specific focus mentioned in the spell's descriptive text.

SPELL CATALYSTS

Certain substances, when used as material components, actually enhance a spell. Any caster can use these material components. Like other types of material components, casting a spell consumes these substances. Note that gemstones can be tiny slivers or large chunks, as value depends not only on size, but quality and cut.

Andrecite (at least 100 gp per original spell level): This rare, magical mineral looks a little like diamond. It allows the character to cast a spell in its heightened form without using a higher-level slot. The caster must be able to cast spells of the higher level in order to use this catalyst.

Diamond (at least 1,000 gp): This stone adds +10 to the hardness of any solid object created or summoned, such as a *wall of stone*.

Emerald (at least 500 gp): Used with an attack spell that inflicts damage, this catalyst allows a spell to inflict +2d6 points of additional damage.

Gold Wand (worth at least 100 gp): Used with an enchantment spell, this catalyst doubles the duration.

Handris Incense (costs 500 gp): If this incense is burned while a calling spell is cast, the creature called suffers a -2 circumstance penalty to saving throws for the first minute.

Miniature Silver Shield (worth at least 100 gp): Used with an abjuration spell, this catalyst doubles the duration.

Munich Root (costs 150 gp): When ingested, this rare herb allows a character to cast more convincing illusions (gaining a saving throw Difficulty Class modifier of +1).

Sapphire (worth at least 750 gp): The caster can add a +4 bonus in attempts to overcome spell resistance.

Supercharged Elixir (costs 500 gp): This elixir is water mixed with powdered platinum that has been struck by lightning. This mixture adds a +2 bonus to the Difficulty Class of any spell.

Topaz (at least 250 gp): Used with a conjuration spell that summons a creature, the creature gains +1 hit point per Hit Die.

Verihas Leaf (costs 800 gp): When burned and the fumes inhaled, this very rare herb adds a +10 bonus to the caster level of a spell for the purpose of resisting dispel attempts.

CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts her concentration while she is casting, she must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the Difficulty Class becomes. A character who fails the check loses the spell just as if she had cast it to no effect.

INJURY

Getting hurt or being affected by hostile magic while trying to cast a spell can break a character's concentration and ruin a spell. If, while trying to cast a spell, the character takes damage, fails a saving throw, or is otherwise successfully assaulted, she must make a Concentration check (DC 10 + points of damage taken + level of the spell being cast). A character who fails the check loses the spell without effect. The interrupting event strikes during spellcasting if:

- It occurs during the time between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more); or
- It comes in response to the character casting the spell, such as an attack of opportunity provoked by the spell, or a contingent attack, such as a readied action.

If the character is taking continuous damage, such as from a *disincorporate* spell, half the damage is considered to take place while she is casting a spell. The character must make a Concentration check (DC 10 + half the damage the continuous source last dealt + level of the spell being cast). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage does not count as continuous damage.

SPELL

If the character is affected by a spell while attempting to cast her own spell, she must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the Concentration check's Difficulty Class is as follows: DC 10 + points of damage + level of the spell the character is casting. If the spell interferes with the character or distracts her in some other way, the Difficulty Class equals the spell's saving throw Difficulty Class + the level of the spell the character is casting. For spells with no saving throw, use the Difficulty Class that the spell's saving throw would have if it did allow one.

GRAPPLING OR PINNED

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + level of the spell being cast) or lose the spell.

VIGOROUS MOTION

If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, she must make a Concentration check (DC 10 + level of the spell being cast) or lose the spell.

VIOLENT MOTION

If the character is 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, she must make a Concentration check (DC 15 + level of the spell being cast) or lose the spell.

VIOLENT WEATHER

A character attempting to cast a spell in a high wind carrying blinding rain or sleet must make a Concentration check (DC 5 + level of the spell being cast). If the character is in wind-driven hail, dust, or debris, the Difficulty Class increases (DC 10 + level of the spell being cast). The character loses the spell if she fails the Concentration check. If the weather is caused by a spell, use the rules in the "Spell" subsection above.

CASTING DEFENSIVELY

If the character wants to cast a spell without provoking any attacks of opportunity, she needs to dodge and weave. To cast defensively, she must make a Concentration check opposed by the foe's attack bonus (or 10, whichever is higher) + the level of the spell she is casting. The character loses the spell if she fails this check.

ENTANGLED

If the character wants to cast a spell while entangled, she must make a Concentration check (DC 15) to cast the spell. The character loses the spell if she fails this check.

CASTER LEVEL

A spell's power often depends on its caster level, which is generally equal to the character's class level.

The character can cast a spell at a lower caster level than normal, but the caster level must be high enough for her to cast the spell in question, and all level-dependent features must be based on the same caster level. Usually, the only reason a spellcaster would want to do this is to reduce the cost of a magic item she is creating, since magic item creation costs are based in part on caster level.

SPELL FAILURE

If a character ever tries to cast a spell whose parameters (range, area, etc.) cannot be made to conform to conditions, the casting fails and the spell is wasted.

Spells also fail if the character's concentration breaks, and they might fail if she is wearing armor while casting a spell with somatic components. (The armor and shields tables in Chapter Six: Equipment offer each item's percentage chance of spell failure.)

SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the spell's school. Certain other special spell features are the same across spell schools. These include attacks, granted bonuses, and descriptors.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses on ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. Two bonuses of the same type don't generally stack (see the "Stacking Modifiers" sidebar in Chapter Seven: Playing the Game). With the exception of dodge bonuses, most circumstance bonuses, and enhancement bonuses placed on a harness of armor and a shield that a creature uses together, only the better bonus works. The same principle applies to penalties—a character suffering two or more penalties of the same type applies only the worst one.

Descriptors: Some spells have descriptors indicating something about how the spell functions. 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, and so on.

The descriptors are: air, acid, cold, curse, darkness, earth, electricity, fear, fire, force, language-dependent, light, mind-affecting, negative energy, plant, positive energy, psionic, sonic, teleportation, truename, and water.

SPECIAL DESCRIPTOR RULES

A spell with the curse descriptor cannot be dispelled. It can only be removed with a *remove curse* spell.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language the caster speaks.

A negative energy spell is one that, if cast, can adversely affect the caster, at least in respect to her interaction with others. For one week after casting a negative energy spell, the caster is "tainted." All Diplomacy, Handle Animal, and Gather Information checks made in regard to nontainted creatures suffer a -4 circumstance penalty. All Intimidate checks gain a $+2$ bonus. Some creatures, like undead and demons, are permanently tainted (the DM decides which creatures are tainted).

A positive energy spell heals creatures or even brings them back to life. These spells draw positive energy from the mystical Green (see "Greenbond" in Chapter Three: Classes).

Truename spells require the caster to know the truename of the target(s).

BRINGING BACK THE DEAD

Several spells have the power to restore slain characters to life. Any creature brought back to life usually loses one level of experience. The character's new experience-point total is midway between the minimum needed for his new level and the minimum needed for the next one. If the character was 1st level, he loses 1 point of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell. Still, the revived character can improve his Constitution normally and earn experience by further adventuring to regain the lost level.

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 the dead* to restore the slain character to life. Casting *consume soul* prevents any sort of *revivification* or raising unless the soul is first released.

When a character dies and comes back, his truename changes, because his soul has been changed. The level loss represents a small bit of the character's soul which is gone forever. After a character has been brought back from the dead more than six times, this loss becomes so great that the character effectively loses his unique truename altogether and simply takes on a "generic" truename from his race. In effect, this means that anyone wishing to use the character's truename can do so—it is automatically known to anyone wishing to know it. This is a dangerous situation for a character to be in. Such characters cannot choose to become Unbound.

Some casters refuse to bring back the dead of those unworthy, those who do not believe as they do, or those without a good reason. For example, most greenbonds will not cast *raise the dead* on a character without some unfinished task—and the task must be one that the greenbond also wishes to see accomplished. Greenbonds believe the gift of life is too precious to be handed out lightly. Casters casting a *raise the dead* spell for money usually charge up to five times the normal price (because the ability is such a valuable commodity).

TRUENAMES

Your truename is the name of your soul. It is different from your common name. Most people keep their truenames secret, for they can grant someone power over them—particularly a spellcaster.

Characters usually go through a ceremony, called a naming ceremony, in which they learn their own truename (although others are involved in the ceremony, they do not learn the truename). The exception are the unnamed—the Unbound. They do not have truenames, do not go through the naming ceremony, and gain neither the benefits nor the drawbacks of having a truename. For more information on the Unbound, see Chapter Five: Feats and Talents.

Other living creatures, like animals, dragons, and medusas also have truenames, even though most do not go through a special ceremony. Many do not even know their own truenames, although

creatures can meditate for weeks to discover what it is (should they be so inclined), with a successful Concentration check (DC 15).

No spell can compel a creature to reveal its truename or the truename of anyone he knows. Not *compelling question*, not *read thoughts*, not even *dominate*. However, a truename can be discovered through a *learn truename* spell.

Using Truenames

Casters should attempt to get the truenames of their close comrades, for many beneficial spells require them or at least are easier to cast with them than without them. Casters should also take the time to attempt to find out the truenames of important foes or opponents. Truenames are valuable in helping to overcome them, aiding all spells and enabling special spells to be used. Even non-casters can use the knowledge of a truename as a threat or a bargaining tool. Suggesting that you might give a foe's truename to a powerful enemy mage is a potent threat.

DMs should consider making truenames a special kind of treasure. An old tome with the truename of a powerful dragon with an impressive hoard is both valuable and useful to any who find it.

to gain it back. They can, however, choose a different ceremony feat at that time, if they wish. They can even choose to become Unbound (and can gain a new talent after losing their 1st level ceremony feat). Once a character is Unbound, he can never regain a truename, even if he dies and somehow comes back. Most undead are Unbound.

Some spells have special effects that occur if the caster knows the target's truename, and other spells require the use of the target's truename. Anytime a spellcaster casts a spell using a somatic component that incorporates a target's truename, the target suffers a -1 penalty on his saving throw (if any).

When a creature dies and returns from the dead, either as an undead or because it has been raised, the creature's truename changes. Characters who went through a naming ceremony lose the feat gained in that ceremony but can redo the ceremony

ELEMENTS AND ENERGY TYPES

The world is made up of four elements (air, earth, fire, and water) and five energy types (acid, cold, fire, electricity, and sonic), and spellcasters can learn to manipulate them. In general, elements are both easier to manipulate and easier to fend off when used as attacks than energy. Energy types are more difficult to use and less common. Fire, as both an element and an energy type, is one of the most common attack forms.

Negative energy and positive energy are special types of energy not covered in spells that deal with the standard five energy types. Positive energy heals and brings life, while negative energy brings corruption and death, and even unlife.

COMBINING MAGICAL EFFECTS

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

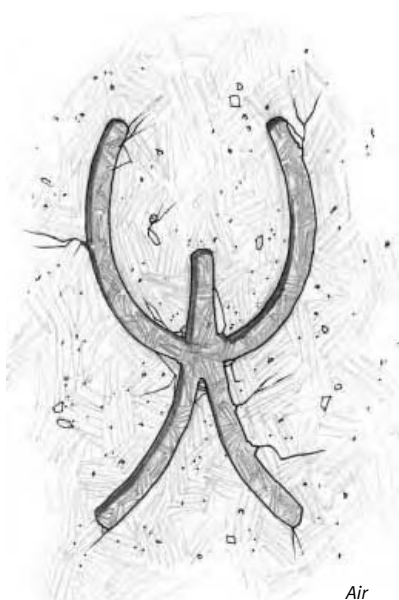
STACKING EFFECTS

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. Casting an *ability boost* spell twice on the same target does not grant him a double bonus or a bonus to two ability scores. Casting *slow* twice upon a foe does not make her doubly slow.

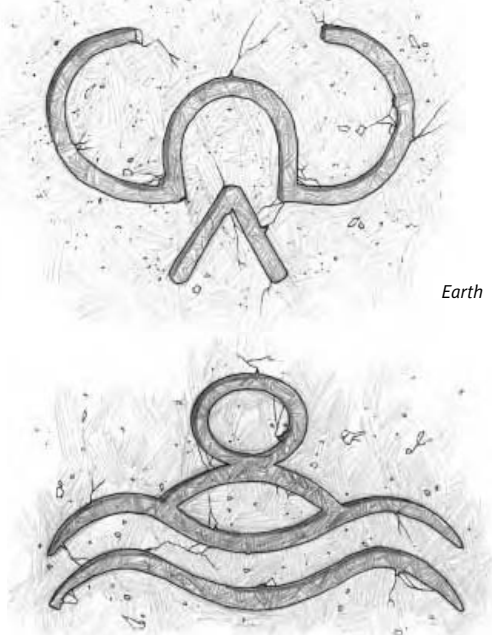
More generally, two bonuses of the same type (say, enhancement or armor) don't stack, even if they come from different spells—or from effects other than spells. The character uses whichever bonus gives him the better score.

The bonuses or penalties from two different spells do stack, however, if the effects have different types (say enhancement and armor).

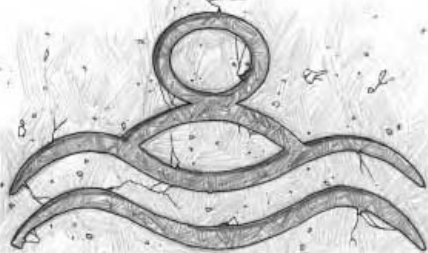
ELEMENTAL SYMBOLS



Air



Earth



Water



Fire

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

SAME EFFECTS

In cases when two or more identical spells are operating in the same area, but at different strengths, only the strongest effect applies.

The same spell can sometimes produce varying effects if applied to the same recipient more than once. In this case, none of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

MULTIPLE MENTAL CONTROL EFFECTS

Sometimes magical effects that establish mental control render each other irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. A creature under the mental control of two or more creatures 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 that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This special effect is noted in a spell's description.

INSTANTANEOUS EFFECTS

Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school is a group of related spells that work in similar ways. Subschools are described under the schools they belong to. A small number of spells 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 to another plane of existence.

If more than 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 Difficulty Class to find evidence of such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. A character who forces the barrier against such a creature feels a discernible pressure against the barrier. Continuing to apply pressure breaks the spell.

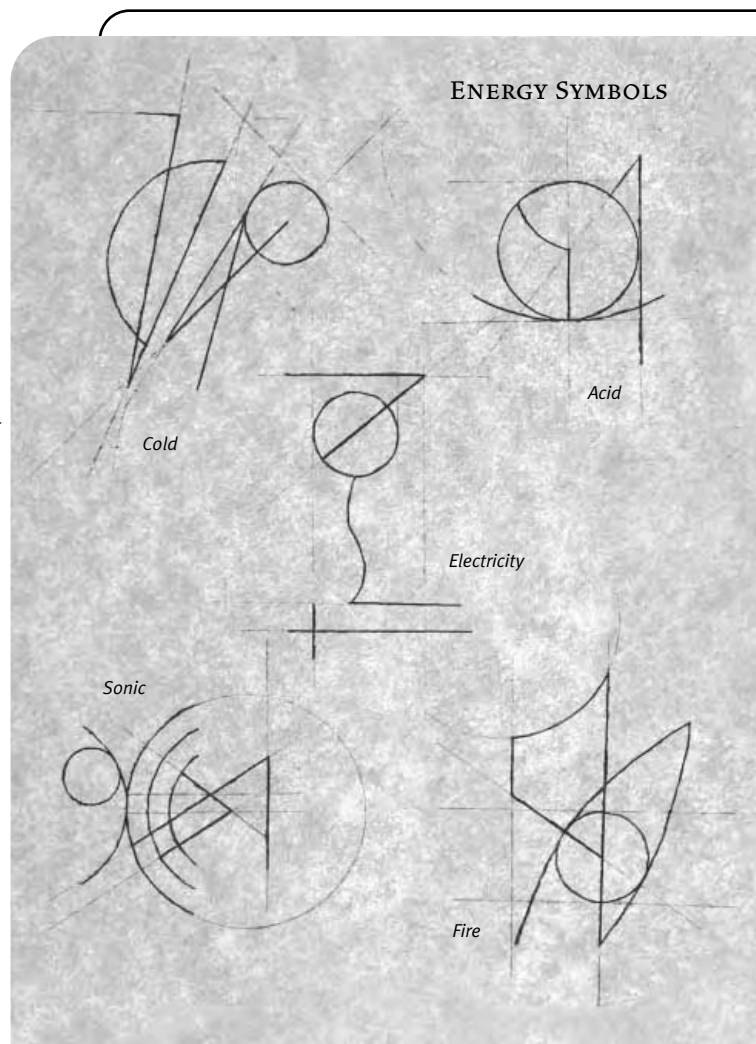
CONJURATION

Conjurations bring manifestations of objects, creatures, or some form of energy to the character or create such objects or effects on the spot. Creatures the character conjures usually, but not always, obey his commands.

A creature or object brought into being or transported to the character's 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: The spell fully transports a creature to the character's location. 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 the called creature can't be dispelled.

Spells that call powerful creatures are most useful when the conjurer has a magical trap to hold the called creature. The simplest type of trap is a *magic circle* spell. When focused inward, a *magic circle* spell binds a called creature for a maximum of 24 hours per caster level, provided that the character cast the spell to call the creature within 1 round of casting the *magic circle*. However, if the circle 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



the character fails to overcome the spell resistance with a caster level check, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. If 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, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to augment the *magic circle* and make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram proves ineffective. The character can take 10 when drawing the diagram if he is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes three hours and 20 minutes to the task, he can take 20. A successful diagram prevents anyone inside it from escaping via any sort of teleportation or dimensional travel abilities. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap 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, the Difficulty Class increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, 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 continued existence.

Summoning: The spell instantly brings a creature or object to a place the character designates. 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 dropped to 0 hit points. It is not really dead, however. It takes 24 hours for the creature to reform in its place of origin, 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 end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it experience points.

DIVINATION

Divination spells enable the character to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction he looks. The cone defines the area that the character can sweep each round. If the

character studies the same area for multiple rounds, he can often gain additional information, as noted in the spell's descriptive text.

ENCHANTMENT

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spell grant the character influence over a subject:

Charm: The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

Compulsion: The spell forces the subject to act in a certain manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

EVOCATION

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

ILLUSION

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in three types: figments, glamers, and phantasms.

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 the character can speak. If the character tries to duplicate a language he cannot speak, the figment produces gibberish. Likewise, the character cannot make a visual copy of something unless he knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way other types of illusions can. They cannot cause damage to objects or creatures, support weight, offer nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

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.

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, not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

SAVING THROWS AND ILLUSIONS (DISBELIEF)

Creatures encountering an illusion effect 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 incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

NECROMANCY

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

TRANSMUTATION

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

SPELL TEMPLATES

Spell templates are special rules that characters can add to most spells to change their parameters or requirements. A caster can use one of these templates after gaining various feats, such as Elemental Mage, Energy Mage, or Psion, or from certain classes, like wind witch. Occasionally, a character gains access to templates through a prestige class or the possession of a magic item.

A character with access to more than one template can add multiple templates to a given spell, as long as he can pay the costs (since a spell cannot be "doubly laden," it cannot have both the unraveling and psionic templates, for example).

Templates that apply a special effect to a spell do so once. If a magister attempts to use the electricity template on an *energy blade*, the stunning effect occurs only on the first strike.

ACID

Caustic casters use spells that are purely destructive. A foul, eye-watering odor accompanies the casting of spells with this template.

This template can be added to any spell that can inflict damage upon an object. If casting it at an object, the character can ignore the object's hardness for the purpose of the spell and destroy twice as much nonliving matter as normal. (A *disintegration* spell, for example, could affect two 10-foot cubes.) Spells with this template gain the acid descriptor. If the spell already has the acid descriptor, the target is stunned for 1 round per 20 points of damage inflicted.

Cost: Material component (20 gp worth of a caustic substance).

Gained: From the Energy Mage feat.

AIR

The subtle spell effects of air mages travel on a whisper of wind.

A mysterious, brief gust of wind or the breath of a breeze accompanies spells with this template.

The air template can be added to any spell with a range other than touch or personal. It doubles the spell's range. Further, if the spell allows a saving throw and has no obvious physical effect (a blast of fire, for example), a target that succeeds at the saving throw must make a Will saving throw against the spell's normal Difficulty Class to even realize that a spell was cast upon her. For example, if an air mage casts *greater dominate*, the victim makes a Will saving throw as normal. If she succeeds, she must make a second Will saving throw. If this second save fails, she never realizes that the caster tried to cast a spell upon her.

Spells with this template gain the air descriptor. If the spell already has the air descriptor, the range triples.

Cost: Material component (15 gp worth of incense).

Gained: From the Elemental Mage feat or 9th-level wind witch.

BLESSED

As a gift of angelic beings from the higher realms, characters learn to cast benevolent spells on their friends with greater ability. Tainted individuals (see "Special Descriptor Rules," page 171) cannot use this template.

Characters can add this template to spells that have beneficial effects, such as healing spells, *ability boost*, and so on. A caster who knows the truename of the target can double the range of the spell. Further, the caster can use this template to affect allies (whose truename she knows) within 25 feet with touch-only spells.

Spells with this template gain the positive energy descriptor. If the spell already has the positive energy descriptor, its range triples or it affects allies within 50 feet instead of 25 feet.

Cost: Verbal component (specific beautiful and pleasant sounds, which cannot be modified).

Gained: From the Blessed Mage feat.

CORRUPTED

Using methods taught by demons, certain evil casters learn how to corrupt any spell with the taint of black magic. Spells of this template are accompanied by wisps of black and red energy and require a verbal component that includes chanting demon names and calling upon infernal powers.

Characters can add this template to any attack spell. If cast upon a living creature, the spell also uses vile energies to corrupt the target—causing her to flirt with insanity. The spell inflicts 1 point of Wisdom damage in addition to its normal effects. This spell allows a Will saving throw to negate this damage (if the spell already allows a save, the corrupted spell requires two). The spell takes on the negative energy descriptor. If it already has the negative energy descriptor, it inflicts 2 points of Wisdom damage instead of just 1 point.

Cost: Verbal component (specific guttural and evil sound, which cannot be modified).

Gained: From the Corrupt Mage feat.

COLD

Ice wizards cast spells that draw heat and steal life. A cold chill accompanies the casting of a spell with this template—you can see the caster's breath as he speaks the intonations.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be *slowed* (as the spell) by the cold for 1 round per 10 points of damage, in addition to the damage.

Spells with this template gain the cold descriptor. If the spell already has the cold descriptor, the target is *slowed* for 1 round per 5 points of damage.

Cost: Material component (25 gp worth of diamond dust).

Gained: From the Energy Mage feat or 9th-level winter witch.

EARTH

Earth savants cast spells that are strong and resilient. Spells cast with this template release a deep, loamy smell.

Characters can add this template to any spell that conjures or creates a physical object (not an effect—so a *wall of iron* can be affected, but an *eldritch wall* cannot). The template adds a +4 bonus to the object's hardness and doubles its hit points.

Spells with this template gain the earth descriptor. If the spell already has the earth descriptor, the increase to the object's hardness becomes a +6 bonus and its hit points triple.

Cost: Material component (25 gp worth of powdered steel).

Gained: From the Elemental Mage feat.

ELDRITCH

Casters who have trained in ancient eldritch arts can weave their spells in complex ways, making them devilishly difficult to resist.

Characters can add this template to any spell. The spell's saving throw Difficulty Class increases by +1. If the caster desires, he can laden the spell (using two spell slots) to increase the Difficulty Class by a further +2.

Cost: None, or the spell becomes laden (if the caster chooses to increase the DC by +2).

Gained: From the Eldritch Training feat.

ELECTRICITY

The lightning mage's interests usually lie more in power than in precision. The caster's eyes and hands flash with bolts of lightning when he casts his spell.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be stunned for 1 round, in addition to the damage.

Spells with this template gain the electricity descriptor. If the spell already has the electricity descriptor, the target is stunned for 2 rounds.

Cost: Material component (blue or yellow gem worth at least 30 gp).

Gained: From the Energy Mage feat.

ENEMY BANE

Hunter mages learn to use their spells more effectively against a given type of creature. The creature types to choose from are as follows:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Magical beasts
- Monstrous humanoids

- Oozes
- Outsiders
- Plants
- Undead
- Vermin
- Humanoids (choose subtype)

Characters can add this template to any spell that inflicts hit point damage. Any spell that causes damage inflicts 50 percent more against creatures of the chosen enemy type. Some people claim to hear an intense cackling sound when an enemy bane spell strikes its intended target.

Cost: None.

Gained: From the Hunter Mage feat.

FIRE

Fire mages cast spells that are wild and dangerous. The caster's hands flicker with flames, and the spell produces a distinctive smell of sulfur.

Characters can add this template to any spell that inflicts hit point damage. The spell inflicts +1d6 points of fire damage in addition to its normal damage.

Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, increase the extra damage by +2d6 points.

Cost: Material component (a red gem worth at least 20 gp).

Gained: From the Elemental Mage feat or the Energy Mage feat.

PERMANENT

Casters with the ability to give spells the permanent template are usually called *creator mages*. Characters can add this template to any noninstantaneous spell, changing the duration to permanent. Permanent spells are vulnerable to *dispel magic* as normal. An object or creature should have only one spell with this template cast on it at a time (DM's discretion).

Cost: The spell's level increases by +3 and the caster must pay an amount of experience points equal to 500 times the (original) level of the spell times the magic item creation modifier for constant items (if any; see spell description). If the creation modifier for constant items is N/A, the spell cannot be made permanent.

Spells of 7th level become laden 9th-level spells. This template cannot affect 8th- and 9th-level spells.

Gained: From the Creator Mage feat.

PROGRAMMED

Casters with the ability to give spells the programmed template are usually called *strategic mages*. Characters can add this template to any spell, adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). Triggering is based on some event set by the caster. The event can be as simple or elaborate as the character desires. Special conditions for triggering a programmed spell can be based on a creature's name, identity, or on observable actions or qualities such as race or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Programmed spells are vulnerable to *dispel magic* as normal.

Cost: The spell's level increases by +3. Spells of 7th level become laden 9th-level spells. The template can't affect 8th- and 9th-level spells.

Gained: From the Creator Mage feat.

PSIONIC

Psionic casters draw power from within themselves—they use their own mental energy to fuel their spells. Psionic spells have no visual cues, but often make the caster sweat at the temples or grimace as he focuses his mental energy.

Characters can add this template to any spell they can cast. A character casts such a spell with no components or focus (like a magister's staff)—it is purely a mental action. A caster could, for example, use a psionic spell while grappled or bound.

Spells with this template gain the psionic descriptor. If the spell already has the psionic descriptor, it need not be laden (see “Cost”).

Cost: The spell is laden.

Gained: From the Psion feat or 9th-level mind witch.

SANCTUM

Casters can declare a single area, no larger than a 20-foot radius per level, as their sanctum. Once chosen, the caster cannot change his sanctum without a special ritual that takes one week and costs 5,000 gp in material components.

Characters can add this template to any spell. The saving throw Difficulty Class (if any) for spells with this template cast within the caster's sanctum increases by +1. The caster may double any noninstantaneous duration for spells with this template cast within the sanctum, and he may also double any range other than personal, touch, or 0 feet.

Cost: None other than described above.

Gained: From the Sanctum feat.

SONIC

Sound mages often carry tuning fork-like devices or musical instruments. Sonic templated spells always have some auditory aspect.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be deafened for one minute per point of damage inflicted, in addition to the damage. Spells with this template have the sonic descriptor and do not work at all in an area of magical silence. If the spell already has the sonic descriptor, the target becomes deafened for two minutes per point of damage.

Cost: Focus component (either a tuning fork-like device or a quality musical instrument; focus must be worth at least 100 gp).

Gained: From the Energy Mage feat.

SUBDUAL

Pacifist wizards do not wish to kill with their spells. Many believe that to use magic to slay a living creature is to turn otherwise white magic to black. (This, however, is an extreme viewpoint.) Subdual spells create a momentary warm yellowish glow around both caster and targets.

Characters can add this template to any spell that inflicts hit point damage. All such damage becomes subdual damage.

Cost: None.

Gained: From the Peaceful Mage feat.

UNRAVELING

Characters can add this template to any offensive spell. The spell attempts to dispel (as described in *dispel magic*) any spell effect on the

target that directly interferes with it taking effect. For example, a caster casts an unraveling *fireburst* at a foe with *protection from elements* (fire) cast upon her. The caster makes a caster power check (DC 11 + the caster level of the *protection from elements* caster). If the dispel succeeds, the spell is “unraveled” before the *fireburst* takes effect. Unraveling can only affect spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, a *null magic zone*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the templated spell from affecting the target.

A spell with this template can dispel effects specifically intended to foil the spell in question (*mental protection*) or spells that provide general protection from spells (*spell resistance*).

Cost: The spell is laden.

Gained: From the Unraveling Mage feat.

WAR

War mages must have the ability to affect multiple targets with their spells. Their spells always make a loud noise when cast (this is a side effect, not a requirement). Characters can add this template to any spell with a target or targets (as opposed to an area or an effect). The spell affects 1d3+1 times the normal number of targets for the spell. For example, a war *charm* spell (cast at 3rd level) could affect 1d3+1 humanoids rather than just one.

Cost: The spell's level increases by +2. Spells of 8th level become laden 9th-level spells, but 9th-level spells cannot be affected.

Gained: From the Battle Mage feat.

WATER

Sea wizards usually live near large bodies of water and pass on their secrets only to those whom they trust and who know the way of the sea (or the river, or the lake, etc.) Water templated spells carry with them the smell of sea salt and brine.

If the caster casts a spell on the sea, in a boat (at sea), or even on (or in) any large body of water such as a lake (at least 2,000 feet across), all his spells are treated as heightened, even though he need not use a higher-level spell slot.

Spells with this template gain the water descriptor. If a spell already has it, the caster also may double its range and duration (if it has a range measured in feet and noninstantaneous duration).

Cost: In addition to the location requirement, the spell requires a material component (a blue or green gem worth at least 100 gp).

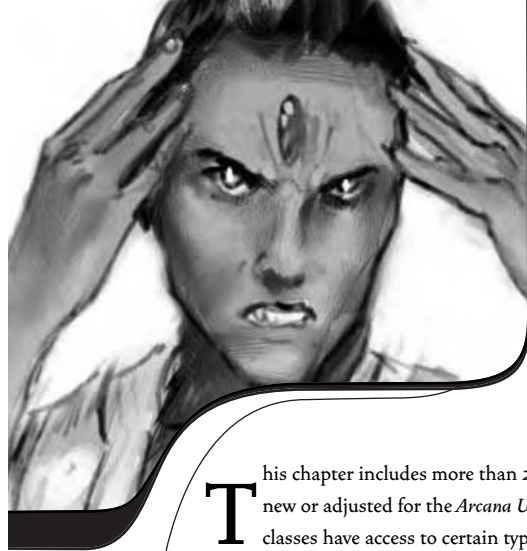
Gained: From the Elemental Mage feat or 9th-level sea witch.

WILD

Wild mages cannot control their own spells. Wild spells usually produce a bizarre flash of mixed colors or strange sounds, different each time. Whenever a wild spell is cast, there is a 50 percent chance that it produces the normal effect, a 25 percent chance that it produces the diminished effect, and a 25 percent chance that it produces the heightened effect. The spell always uses the standard slot—the effect of casting a wild *spell* may vary, but it always takes a 3rd-level slot.

Cost: None.

Gained: From the Wild Mage feat.



Spells

Spells are the tools that mages use to wield magic. They are not the sum total of magic, or even the only expression of magic, but they are the most common form that magic takes.

This chapter includes more than 280 spells, all of them either new or adjusted for the *Arcana Unearthed* rules. Certain classes have access to certain types of spell, and some feats offer access to others—or grant special benefits to those who cast spells with certain descriptors.

SPELL LIST

Below you will find short descriptions of all the spells in this book: simple, complex, and exotic, from 0 to 9th level. Only the base version of the spell is described here; for heightened or diminished effects, see the full spell description.

Each spell's descriptors are noted after the spell name; characters of certain classes (greenbond, mind witch), races (verrik), and with certain feats (Elemental Mage, Energy Mage) will find these helpful. The descriptors are:

- | | |
|------------------------|---------------------|
| A: air | L: light |
| Ac: acid | MA: mind-affecting |
| Co: cold | NE: negative energy |
| C: curse | P: plant |
| D: darkness | PE: positive energy |
| E: earth | Ps: psionic |
| El: electricity | S: sonic |
| Fe: fear | Tp: teleportation |
| Fi: fire | T: truename |
| F: force | W: water |
| LD: language-dependent | |

0-LEVEL SPELLS

SIMPLE

- | | |
|----------------------------------|--|
| Bash | Caster gets a +2 competence bonus to next melee attack roll |
| Canny Effort | Caster gains +2 competence bonus on next skill check |
| Contact [MA, Ps] | Sends mental message to creature touched. |
| Detect Disease | Detects and identifies a disease |
| Detect Magic | Detects and identifies magical auras |
| Detect Poison | Detects and identifies poisons |
| Enchanting Flavor
[MA] | Gives food better flavor and caster +2 bonus to Charisma checks against diners |
| Ghost Sound | Creates illusionary sounds |
| Glowglobe (Lesser) [L] | Creates nonmoving magical globe of light |
| Hygiene | Cleans one creature and gives +1 circumstance bonus to saves against disease |

- | | |
|-----------------------------------|---|
| Minor Illusion | Creates illusion of nonmoving object in caster's hand. |
| Read Magic | Caster can read magical writing, including scrolls and runes. |
| Repair (Lesser) | Repairs one small broken object and repairs 1d10 points of damage to damaged object |
| Saving Grace | Provides +1 luck bonus to one type of saving throw |
| Scent Bane | Negates scent ability |
| Seeker | Caster gets a +2 competence bonus to next ranged attack roll |
| Sense Thoughts
[MA, Ps] | Reveals the location and emotional state of any target the caster cast <i>contact</i> upon in the last 24 hours |

COMPLEX

- | | |
|----------------------------------|---|
| Appropriate Size | Makes one object appropriate for the size of the person using it. |
| Detect Creature | Detects the aura of a specified creature type |
| Disorient | Target re-rolls initiative and is flat-footed until that time |
| Door Warning | Caster knows when door is opened and who opened it |
| Telekinesis (Lesser) [Ps] | Caster moves 5 lb. object with his mind |
| Touch of Nausea | Subject of touch attack can only take move action next turn |

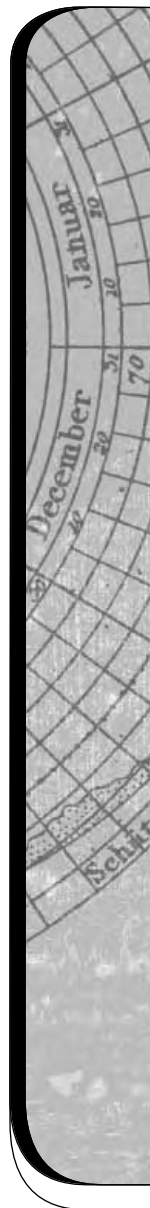
EXOTIC

- | | |
|----------------------|---|
| Raiment | Changes caster's clothing into other clothing |
| Reduce Weight | Reduces target's weight by 20 lbs./caster level |

1ST-LEVEL SPELLS

SIMPLE

- | | |
|---------------------------------------|---|
| Acrobatics | Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble |
| Animate Weapon | Allows weapon to attack on its own with caster's base attack bonus |
| Charm [MA] | Caster gains +10 bonus to Charisma checks in relation to target |
| Compelling Command
[LD, MA] | Target must obey one of three simple commands |



Compelling Question (Lesser) [LD, MA]	Target must answer a question with a single-word answer
Detect Secret Doors	Detects the presence of secret doors or compartments
Glamour	Illusion makes caster look attractive
Illusory Object (Lesser)	Creates illusion of a static object
Mind Stab [MA, Ps]	Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level
Mudball [E, W]	Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target
Obscuring Mist [A, W]	Cloud of vapor obscures sight and provides concealment
Precise Vision	Caster gains +5 competence bonus to Spot and Search checks
Predict Weather	Provides details of the following day's weather
Resistance	Grants +1 resistance bonus to saves +1/5 caster levels
Safe Fall	Creatures and objects in 10-foot radius fall without taking damage
Scent Tracker	Grants scent ability to caster
Tears of Pain [C]	Target suffers -1 penalty to saves
Touch of Fear [Fe]	Subject of touch attack is shaken
Transfer Wounds (Lesser) [PE]	Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage
Veil of Darkness [D]	Creates immobile area of magical darkness

COMPLEX

Cold Blast [Co]	Ray attack deals 1d4 points of damage + 1 point of Strength damage + 1 Strength point/5 levels
Conjure Energy	Conjures a creature made of energy that fights for the caster
Creature Loresight [Ps]	Provides one fact about creature touched
Directed Charm [MA]	Creature caster chooses gains +10 bonus to Charisma checks in relation to target
Distraction [MA, Ps]	Target takes no action for 1 round/caster level (can make new save each round)
Fireburst [Fi]	Foes in 10-foot radius suffer 1d6 points of damage + 1d6/2 levels
Harden	Increases object's hardness by 50% (minimum +1)
Illusory Creature (Lesser)	Illusory creature moves as caster wishes
Magic Armor	Gives one armor harness or shield a +1 enhancement bonus
Magic Weapon	Gives a weapon a +1 enhancement bonus
Object Loresight [Ps]	Provides one fact about object touched
Open Lock	Opens one lock with caster power check
Shock [E]	Touch attack inflicts 1d4 points of damage + 1 point of temporary Dexterity damage + 1 point of Dexterity/5 levels

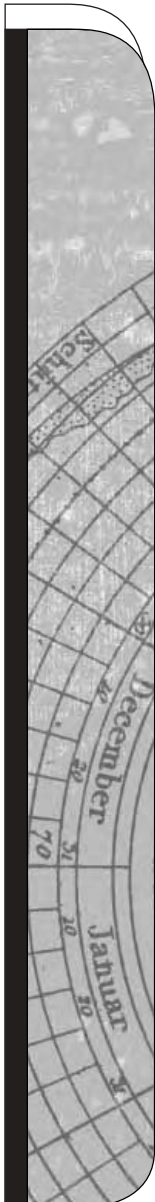
Stone Blast [E]	Earth rips from the ground and inflicts 1d6 points of damage/2 levels on target
Touch of Disruption [NE]	Touch attack deals 1d8 points of damage + 1 point/caster level; heals undead.
Touch of Pain	Subject of touch attack suffers -2 morale penalty to attacks, saves, and checks
Water Roil [W]	Air breathers spend next action staying afloat, aquatic creatures suffer -2 penalty to attacks, saves, and checks
Wind Churn [A]	Fliers spend next action staying in the air. Magical fliers suffer -2 penalty to attacks, saves and checks

EXOTIC

Analyze	Caster learns one ability of a magic item.
Eldritch Armor [F]	Target has +4 armor bonus to AC
Increase Weight	Increases target's weight by 20 lbs./caster level
Learn Secret (Lesser)	Caster gains +5 insight bonus on next use of an item
Plant Armor [P]	Adds +4 armor bonus to AC
True Strike	Caster adds +20 insight bonus to next attack roll

2ND-LEVEL SPELLS**SIMPLE**

Ability Boost (Lesser)	Target gets +2 enhancement bonus to highest ability score
Aid Plants [P]	Plants are protected from disease
Battle Healing (Lesser) [PE]	Target is healed of 1d6 points of damage + 1 point/caster level (maximum 10)
Beastskin (Lesser)	Target gains +2 (or greater) natural armor bonus to AC
Blinding Light [L]	Target is blinded for 1 round/level
Cloak of Darkness [D]	Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks
Control Temperature [A, Co, Fi]	Raises or lowers temperature by 10 degrees/caster level.
Darkvision	Target can see 60 feet in total darkness
Destructive Grip [Ac]	Acid touch deals 1d6 points of damage
Gentle Repose	Keeps corpse from decaying and extends time limit on how long it can be dead before being raised
Glowglobe (Greater) [L]	Creates permanent nonmoving globe of light
Gusting Wind [A]	Wind puts out flames, knocks creatures down, and inflicts 2d6 damage
Icebolt [Co]	Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level
Levitate [A]	Willing target moves vertically as caster directs, up to 20 feet/round



Muddy Ground [E, W]	Changes earth to mud, reducing movement through area by half and requiring Balance checks
Protective Charm [MA]	One creature/level will not attack caster
Sealed Door (Lesser)	Makes door very difficult to open
See Invisibility	Caster can see invisible creatures and objects
Subtle Steps	Caster gains +5 competence bonus to Sneak checks.

COMPLEX

Boil [Fi, W]	Heats water in 10-foot radius to boiling, inflicts 1d6 points of damage/level on anything in water
Bypass Ward	Suppresses magical traps, wards, seals, and touch-triggered runes
Conjure Energy Creature II [any energy]	Conjures a creature made of energy that fights for the caster
Drain Away Speed	Reduces Medium (or smaller) humanoid's speed by 30 feet
Earth Burst [E]	Transforms small rock into a bomb that inflicts 1d6 points of damage/caster level
Eldritch Web [F]	Creates magic web that entangles creatures
Energy Blade [any energy]	Creates blade that makes touch attacks and inflicts 1d8 damage + 1 point/2 caster levels
Enhance Magical Flow (Lesser)	Adds +1 bonus to caster's spell's saving throw DCs
Greenspy [P]	Plant stores sights and sounds for caster to experience later
Location Loresight [Ps]	Provides one fact about current location
Magnetism	Caster's hand becomes magnetic, providing a number of abilities
Mark Allies	Protects allies from caster's spells of 3rd level or lower
Read Mind [MA, Ps]	Reveals surface thoughts of target
Scream [S]	Target suffers 1d8 points of sonic damage +1 point of temporary Constitution damage +1 Constitution point/5 caster levels
Silent Sheath [S]	Target makes no sound
EXOTIC	
Advance Poison [NE]	Increases the save DC of a poison by 2.
Dazzlesphere [L]	Creatures in 10-foot radius are dazed for 1d4 rounds
Empower Rune	Makes one rune invested
Empower Spell [F]	Caster's next spell either is treated as cast 2 caster levels higher than normal or inflicts +1d6 extra points of damage
Invigorate Item	Increases saving throw DC of magic item by +1
Sorcerous Guise	Illusion makes target look like another

3RD-LEVEL SPELLS

SIMPLE

Compelling Question (Greater) [LD, MA]	Target must answer a question
Conjure Repast	Creates food and water for three humans/level for one day
Creation (Lesser)	Creates nonmagical object of vegetable matter
Hand of Battle [F]	Touch attack inflicts 1d6 points of force damage/caster level
Illusory Object (Lesser)	Creates illusion of an object with sound, smell, texture, and temperature
Protection From Elements [any elem.]	Protects target against 12 points/level of specified elemental type
Repair (Greater)	Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object
Slow	One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves
Spirit of Prowess	Caster gains +4 competence bonus on one attack + one attack/5 levels
Summon Minor Elemental (Lesser) [any element]	Small elemental appears and attacks caster's foes
Water Breathing [W]	Allows air-breathers to breathe water
Whisper of Madness [A, MA, S]	Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels

COMPLEX

Acid Pit [Ac]	Creates 10-foot-square pit filled with acid that deals 1d6 points to those who touch it
Arrow Reflection	One ranged attack/round aimed at caster attacks the attacker instead
Attack From Within (Elemental) [any elem.]	Target suffers 1d6 points of damage/caster level
Blast of Castigation [F]	Ray inflicts 1d8 points of force damage/3 caster levels for up to 1 round/level
Carnivorous Plant Defense [P]	Plant attacks all foes that attack caster, inflicting 1d6+3 points of damage
Clairaudience/Clairvoyance [Ps]	Caster can see or hear through magical sensor far away
Conjure Energy Creature III [any energy]	Conjures a creature made of energy that fights for the caster
Dispel Magic	Dispels spells on area or target, or dispels specific spell effect
Eldritch Wall (Lesser) [F]	Creates wall of force that can withstand 10 points of damage/caster level
Flight [A]	Target can fly at speed 30 feet for its normal move rate
Illusory Creature (Greater)	Creates illusion of a creature with sound, smell, texture, and temperature

Invisibility	Target cannot be seen
Invisibility Prohibition	All forms of invisibility suppressed in 5-foot/caster level radius
Locate Object	Provides direction to object of a special type or to a specific object
Magic Circle	Provides +2 deflection bonus to AC and +2 resistance bonus to saves against outsiders
Remove Disease [PE]	Removes one disease from target
Sorcerous Blast [any element]	Blast inflicts 1d6 points of damage/caster level
Steal Health [NE]	Target suffers 3d8 points of damage, and caster is healed a like amount
Suggestion	Target takes a course of action suggested by caster
Tracer	Caster always knows distance and direction to object of the spell
Unknown	Target is difficult to find with divinations

EXOTIC

Energy Bolt [any energy]	Inflicts 1d6 points of energy damage/caster level
Forcebeam [F]	Inflicts 1d6 points of force damage/caster level and knocks foes down
Litorian Claws	Makes litorian's claws capable of inflicting damage as weapons
Sibeccai Bite	Makes sibeccai bite capable of inflicting damage as weapons
Venomblade	Creates weapon with poison that inflicts 1d4 Strength/1d4 Strength damage

4TH-LEVEL SPELLS

SIMPLE

Animate the Dead (Lesser) [NE]	Creates one undead creature
Curse of Vengeance [C, T]	Target suffers –2 morale penalty on attacks, saves, and checks and a random –10 penalty once/day
Gaze of Terror [Fe]	Gaze attack panics targets, making them flee
Ghost Weapon [F]	Weapon ignores armor and natural armor
Remove Curse [T]	Removes one curse from target
Stamina to Defense	Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor
Strength to Strike	Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon
Telepathy [LD, MA, Ps]	Caster and creature communicate mentally
Tongues	Target speaks and understands languages
Transfer Wounds (Greater) [PE]	Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage
Wall of Ice [C]	Creates barrier or hemisphere of ice

COMPLEX

Attack From Within (Energy) [any energy]	Target suffers 1d6 points of damage/caster level
Bind With Plants [P]	Constricting plant holds foe helpless
Chains of Vengeance [Fi]	Chains of fire hold target and inflict 2d6 points of damage
Conjure Energy Creature IV [any energy]	Conjures a creature made of energy that fights for the caster
Detect Scrying	Notifies caster of attempts to scry or otherwise magically spy on caster
Dimensional Door [Tp]	Caster moves up to long range instantly
Elemental Trap [any element]	Traps one closable object to blast opener for 5d6 points of damage +1 point/caster level
Enhance Magic Flow (Greater)	Adds +2 bonus to caster's spell's saving throw DCs
Locate Creature	Provides direction to creature of a specific type or to a specific individual
Modify Memory [MA, Ps]	Changes, deletes, or adds one memory in target's mind
Neutralize Poison [PE]	Removes poison from target's system
Protection from Energy [any energy]	Protects target against 20 points/level of specified energy type
Resilient Sphere (Lesser) [F]	Encases target in sphere that has 100 hp/level
Telekinesis (Greater) [Ps]	Caster moves 25 lb./caster level object or creature with his mind

EXOTIC

Foretell Future	Provides answer to yes/no question
Inner World [MA, Ps]	Target takes no actions and sees only phantasms
Learn Secret (Greater)	Caster gains +2 insight bonus to use object forever
Woodlands Prison [P]	Helpless or willing target is imprisoned forever in the forest

5TH-LEVEL SPELLS

SIMPLE

Battle Healing (Greater) [PE]	Target is healed of 1d6 points of damage/caster level (maximum 15d6)
Creation (Greater)	Creates nonmagical object of any material
Dominate (Lesser) [MA, Ps, T]	Caster controls actions of any Medium (or smaller) humanoid
Enfeebled Mind [C, MA, Ps]	Target's Intelligence drops to 1
Open Door	Opens one door, no matter how sealed, barred, or locked
Revivification [PE]	Restores temporary life to a dead creature
Spell Resistance	Target gains SR 12 + caster level
Summon Minor Elemental (Greater) [any element]	Medium elemental appears and attacks caster's foes
Wall of Stone [E]	Creates barrier of stone

COMPLEX

Conjure Energy Creature V [any energy]	Conjures a creature made of energy that fights for the caster
Control Undead	Caster controls actions of undead creature
Defensive Field	Caster is surrounded by protective field that absorbs up to 5 hp/level
Drain Away Speed (Greater)	Reduces target's speed by 40 feet
Eldritch Wall (Greater) [F]	Creates wall of force that can withstand 100 points of damage/caster level
Gird the Warrior [F]	Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage
Massive Sword [F]	Creates massive sword of force that attacks as caster directs, inflicting 4d6+3 damage
Remove Malady [PE, T]	Cures one of a long list of unwanted conditions
Restoration [PE, T]	Restores ability score damage and lost level
Scrying [Ps]	Caster views creature at any distance
Sealed Door (Greater)	Makes door almost impossible to open
Teleport [Tp]	Caster and others move to a distant location instantaneously
Wall of Iron	Creates barrier of iron
Wall of Thorns [P]	Creates thick barrier of thorns that inflicts damage to anyone moving through it

EXOTIC

Burst of Healing [PE]	All living allies within 20 feet heal 2d8 points of damage +1 point/caster level; undead are hurt by like amount.
Dragonform	One mojh gains +4 to Strength, +2 to Constitution, increases natural armor by +2, and gains breath weapon
Giant's Grip	Doubles giant's Strength bonus to grapple checks and break object checks
Peer Through Matter	Caster can see through matter

6TH-LEVEL SPELLS

SIMPLE

Ability Boost (Greater)	Target gets +8 enhancement bonus to highest ability score
Beastskin (Greater)	Target gains +6 (or greater) natural armor bonus to AC
Blindsight	Target gains blindsight
Call Guardian (Lesser)	Calls monster to serve caster
Coma [MA]	Target is comatose for one hour/caster level
Cursed Locale	All attacks, saves, and checks made in the affected area suffer a -2 morale penalty
Learn Truename	Caster learns one creature's truename
Protect Soul	Protects caster from soul-affecting spells and truename effects
Wall of Sound [S]	Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks

COMPLEX

Animate the Dead (Greater) [NE]	Creates one powerful undead creature
Bloodblade	Weapon inflicts 2 points of bleeding damage/round
Conjure Energy Creature VI [any energy]	Conjures a creature made of energy that fights for the caster
Discorporate	Target takes 1d10 points of damage/round for 1 round/caster level
Freeze [Co, W]	Freezes five 10-foot by 10-foot by 1-foot areas of water/caster level
Resilient Sphere (Greater) [F]	Encases target in sphere that has 200 hp/level and moves as caster directs
Rouse Undead Spirit [NE]	Creates one incorporeal undead creature
Security	Area becomes proof against divination and teleportation spells
Shape Element [any element]	Any one element conforms to caster's wishes
Shaped Strike [Fi]	Blast of flame moves around corners and allies, inflicting 1d4 points of damage/caster level
Stimulate [MA, Ps]	Grants a target +2 luck bonus to an ability score of caster's choice
Transform into Plant [P]	Caster turns into any plant with same or fewer HD
Vitrification [E]	Target turns to glass

Energy Sheath [any energy]	Adds +2 bonus to AC and inflicts 1d6 points of damage +1 point/caster level to all touched
Freezing Claw [Co]	Creates claw that makes touch attacks, freezing targets solid
Spell of Challenge [MA, Ps, T]	Forces creature to come to your location
Teleport Other [Tp]	Target travels instantly to a place caster designates

7TH-LEVEL SPELLS

SIMPLE

Curse of the Chaotic Mind [C, T]	Randomly lowers target's Intelligence, Wisdom, and Charisma to 1
Finger of Destruction [NE]	Target suffers 5 points of damage/caster level
Gaze of the Basilisk [E]	Gaze attack turns victims to stone
Immunity (Lesser)	Target is immune to one dangerous type of spell, element, energy, or other danger
Mental Protection [MA, Ps]	Caster makes caster power check to negate mental attacks on target
Rock's Hand [E]	Hand of stone rises from the ground and grapples foe
Song of Paralysis [S]	One creature/level is paralyzed

Spirit of War	Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells	Primal Release	Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells
Stabilize Soul [T]	<i>Revivified</i> creature remains alive	Wave of Death [NE]	Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points
Summon Major Elemental (Lesser) [any element]	Huge elemental appears and attacks caster's foes	Wave of Life [PE]	Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points
Transfer Wounds (Total) [PE]	Heals all damage; caster suffers half that amount in subdual damage	Whirlwind [A]	Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about
COMPLEX			
Call Undead [NE, T]	Calls undead to appear before caster	Call Outsider [T]	Calls outsider to appear before caster
Caustic Burst [Ac]	Burst of acid inflicts 1d6 points of damage/ caster level, also harms metallic objects	Conjure Energy Creature VII [any energy]	Conjures a creature made of energy that fights for the caster
Conjure Energy Creature VII [any energy]	Conjures a creature made of energy that fights for the caster	Control Weather [A]	Changes weather in a two-mile radius
Control Weather [A]	Changes weather in a two-mile radius	Extend Life	Subtracts 10 years from caster's age when determining aging effects
Extend Life	Subtracts 10 years from caster's age when determining aging effects	Incorporeal Form	Caster becomes incorporeal
Incorporeal Form	Caster becomes incorporeal	Null Magic Zone	Creates a 10-foot radius where magic does not work
Null Magic Zone	Creates a 10-foot radius where magic does not work	Phase Door	Creates a passage through walls only the caster (and allies) can use
Phase Door	Creates a passage through walls only the caster (and allies) can use	Raise the Dead (Lesser) [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life
Raise the Dead (Lesser) [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life	Ride the Lightning [El, Tp]	Caster fires bolt that inflicts 1d6 points of damage/caster level, and appears where it ends
Ride the Lightning [El, Tp]	Caster fires bolt that inflicts 1d6 points of damage/caster level, and appears where it ends	Spell Turning	Reflects back 1d4+6 levels of spells to attacking caster
Spell Turning	Reflects back 1d4+6 levels of spells to attacking caster	Spellmaster	Caster can shape spell areas, delay effects, and increase ranges
Spellmaster	Caster can shape spell areas, delay effects, and increase ranges	EXOTIC	
EXOTIC			
Disintegration	Creatures suffer 100 points of damage; 10-foot cube of nonliving material vanishes	Animate Undead Legion [NE]	Creates one undead creature/level
Feedback Strike [F]	Foes attacking caster suffer 3d6 points of damage +1 point/caster level	Bring Down the Moon	Heals, restores spell slots, and grants +1 luck bonus to attacks, saves, and checks for allies
Multiple Personalities [MA, Ps]	Creates 2nd, opposite personality in target that has control half the time	Regeneration [PE]	Restores lost limbs and body parts
Teleport Attack [Tp]	Creature is teleported into a solid surface, suffers 2d6 points of Constitution damage + 1 point/round	9TH-LEVEL SPELLS	
8TH-LEVEL SPELLS			
SIMPLE			
Curse of Languishing Death [C, NE, T]	Victim suffers 1d6 points of Constitution damage/day	Call Guardian (Greater)	Calls monster to serve caster
Dominate (Greater) [MA, Ps, T]	Caster controls actions of one creature	Immunity (Greater)	One creature/4 levels is immune to one dangerous type of spell, element, energy, or other danger
Curse of Languishing Death [C, NE, T]	Victim suffers 1d6 points of Constitution damage/day	Perfect Health [PE]	Heals all damage, ability score damage, and removes unwanted conditions
Dominate (Greater) [MA, Ps, T]	Caster controls actions of one creature	Shapechange	Caster takes on new forms
		Summon Major Elemental (Greater) [any element]	Elder elemental appears and attacks caster's foes

COMPLEX

Conjure Energy Creature IX [any energy]	Conjures a creature made of energy that fights for the caster
Duplicate	Creates exact duplicate of caster, controlled by caster
Raise the Dead (Greater) [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life
Temporal Stasis	Target is held in suspended animation permanently
Trap Soul [T]	Traps creature's (living or dead) soul in object; caster can force soul to answer questions

EXOTIC

Consume Soul [NE, T]	Unconscious creature dies and caster draws power in the form of a +2 luck bonus to attacks, saves, and checks
Immortality [T]	Target stops aging
Invoked Apocalypse	All in 100-foot/level radius take 10d6 points of damage/round for 1 round/level
Purge Akashic Memory [Ps]	Erases one event or fact from the akashic memory and possibly from the memories of all people

SPELL

DESCRIPTIONS

For an explanation of the various elements of the spell description format used below, please see Chapter Eight: Magic.

ABILITY BOOST (LESSER)

Transmutation

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your touch carries with it a vigorous bit of violet energy. The subject gains a +2 enhancement bonus to the highest ability score that does not already have an enhancement bonus (if the subject has two ability scores which are the same, he can choose which gets boosted). For example, if a character's highest ability score is Strength but he wears a *belt of strength +4*, this spell adds +2 to the next highest ability score (unless, of course, it also has an enhancement bonus). Subjects who have enhancement bonuses on all their ability scores remain unaffected by this spell.

If Intelligence is boosted, the character's skill points are not affected. If a spellcasting ability score (Intelligence, Wisdom, or Charisma) is boosted, the character does not gain bonus readied spells or spell slots. All other derived aspects of ability scores, such as hit points, attack and damage bonuses, AC bonuses, skill bonuses, spellcasting DCs, and so on, are modified.

As with most spells, you gain no benefit from having this spell cast on you twice.

Diminished Effects: The spell's range is Personal and target is You.

Heightened Effects: The enhancement bonus becomes +4.

Magic Item Creation Modifier:

Constant N/A

ABILITY BOOST (GREATER)

Transmutation

Level: 6 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As *lesser ability boost*, but the subject gains a +8 enhancement bonus to the highest ability score that does not already have an enhancement bonus.

Diminished Effects: The enhancement bonus becomes +6.

Heightened Effects: The enhancement bonus becomes +10.

Magic Item Creation Modifier:

Constant N/A

ACID PIT

Conjuration (Creation) [Acid]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A 10-foot by 10-foot pit with a depth of up to 1 foot/level

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

With a wave of your hands, amid an acrid odor, you create a pit in the floor filled with acid. You must place this *acid pit* within a solid, horizontal surface that can accommodate its size (a balcony with a floor 2 feet thick cannot accommodate a pit 2 or more feet deep). You cannot create a pit under a creature or object. The surface must be clear. Creatures touching the acid suffer 1d6 points of damage unless they are completely submerged, in which case they suffer 10d6 points of damage.

Diminished Effects: The pit lasts for only 1 round per level and has a maximum depth of 5 feet.

Heightened Effects: You can create the pit underneath a creature or object. Creatures get a Reflex save to leap to one side of the pit (where they leap to is up to them) and suffer no damage.

ACROBATICS

Transmutation

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain a +5 competence bonus to Balance, Climb, Jump, and Tumble checks.

Diminished Effects: The bonus becomes +1.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifier:

Constant ×4, single-use ×2

ADVANCE POISON

Transmutation [Negative Energy]

Level: 2 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One dose of poison**Duration:** One hour/level

With a flash of dark green light and a foul odor, this spell increases the saving throw Difficulty Class of one dose of poison by +2.

Diminished Effects: The Difficulty Class bonus becomes +1, and the duration is 10 minutes per level.

Heightened Effects: The Difficulty Class bonus becomes +1 per two caster levels (maximum +6).

Magic Item Creation Modifiers: Single-use $\times 2$, constant $\times 1.5$

AID PLANTS

Transmutation [Plant]

Level: 2 (Simple)**Casting Time:** 10 minutes**Range:** Long (400 feet + 40 feet/level)**Area:** 400 feet + 40 feet/level-radius globe, centered on you**Duration:** Four months**Saving Throw:** None**Spell Resistance:** No

You stretch out your arms, and a warm glow spreads throughout the area. All nonintelligent and nonanimate plants in the area grow strengthened and able to resist disease. Casters use this spell mostly to aid crops, gardens, and forests.

If a disease or other magical effect specifically targeted at plants threatens those aided by this spell, the plants get a Fortitude saving throw (even if one is not normally allowed). The bonus is equal to the caster's Fortitude saving throw bonus. If the effect already allows for a saving throw, the plants use their own bonus or the caster's bonus, whichever is greater.

Diminished Effects: The spell affects one plant.

Heightened Effects: The spell can affect intelligent and animate plants.

ANALYZE

Divination

Level: 1 (Exotic)**Casting Time:** Eight hours**Range:** Touch**Target:** One magic item**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

Through careful study of a magic item, you learn one of its abilities that you did not already know, and how to activate it. If you know all the item's capabilities, then you learn that fact as well. Either way, you also learn the number of charges or uses the item has.

Diminished Effects: You gain a +4 bonus to an Alchemy check to identify something made within the casting time. The target becomes one item or substance.

Heightened Effects: The casting time becomes one hour.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

ANIMATE THE DEAD (LESSER)

Necromancy [Negative Energy]

Level: 4 (Simple)**Casting Time:** One minute**Range:** Touch**Targets:** The corpse of one creature with fewer Hit Dice than the caster**Duration:** Instantaneous (self-sustaining magic)**Saving Throw:** None**Spell Resistance:** No

This spell turns the bones or body of a dead creature into an abominable, walking undead. Enough of the corpse must be present to make for a passable undead creature—a skeletal structure, a great deal of flesh from one creature, etc. Sickly greenish light flows over these remains, and the soul of the creature is restored into a rotting but now-animate corpse. Immediately, the creature must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If successful, the creature remains in control of its own will. It can then attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the soul returns to its normal afterlife, and the corpse crumbles to

dust. The soul of a creature trapped in an undead body, if it was not twisted before, quickly becomes corrupt, bloodthirsty, and malevolent. An undead creature not controlled attempts to slay its creator as quickly as it can. An undead creature has all the abilities it possessed in life, modified by the undead template (see sidebar, next page).

You can control only one undead creature at a time. Any attempt to animate a second undead while you have one under your control always frees the first one. The only exception to this are creatures whose truenames you knew when they were alive (they do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be animated as undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be animated. Likewise, those creatures with trapped or protected souls cannot be animated.

This spell requires 500 gp worth of special oils to be sprinkled on the corpse.

Diminished Effects: The undead moves only half its normal move rate, gains no Dexterity bonus (see creature template), and can take only one action per round, either move-equivalent or standard, but not both.

Heightened Effects: The undead gains +1 hp per Hit Die, a +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls. Casting time becomes 1 round.

Magic Item Creation Modifier: Constant $\times 1.5$

ANIMATE THE DEAD (GREATER)

Necromancy [Negative Energy]

Level: 6 (Complex)**Casting Time:** One hour**Range:** Close (25 feet + 5 feet/two levels)**Target:** The corpse of one creature with fewer Hit Dice than the caster**Duration:** Instantaneous (self-sustaining magic)**Saving Throw:** None**Spell Resistance:** No

This spell allows you to create more powerful undead than *lesser animate the dead*. Greater undead gain a +3 natural armor

bonus, an additional +4 bonus to Strength, and two of the following special abilities:

- **Blood Drain (Ex):** The undead has fangs to suck blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round that it maintains the pin.
- **Create Spawn (Su):** A creature slain by the undead creature's energy drain attack rises as an undead 1d4 days after burial. (This ability only works if the undead has the energy drain ability at right.)
- **Resistance (Ex):** Cold and electricity resistance 20.

- **Damage Reduction (Su):** The undead body is tough, giving the creature damage reduction 15/+1.
- **Energy Drain (Su):** Living creatures hit by the undead creature's claw attack suffer one negative level.
- **Fast Healing (Ex):** The undead heals 3 points of damage each round as long as it has at least 1 hit point.

Greater undead have a Challenge Rating equal to that of the base creature +3.

This spell requires 800 gp worth of special oils as a material component to be sprinkled over the corpse.

Diminished Effects: The undead moves only half its normal move rate, gains no

Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead gains all of the stated bonuses as well as +1 hp per Hit Die, an additional +2 natural armor bonus to Armor Class, and an additional special ability.

Magic Item Creation Modifier:

Constant $\times 1.5$

ANIMATE UNDEAD LEGION

Necromancy [Negative Energy]

Level: 8 (Exotic)

Casting Time: One day

Range: Close (25 feet + 5 feet/two levels)

Target: One corpse/level

Duration: Instantaneous (self-sustaining magic)

Saving Throw: None

Spell Resistance: No

This spell allows you to create and control one undead creature per caster level exactly as described in *lesser animate the dead*.

This spell requires 100 gp worth of special oils per corpse as a material component to be sprinkled over each undead created.

Diminished Effects: The undead move at only half their normal move rate, gain no Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead gain +1 hp per Hit Die, +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls.

Magic Item Creation Modifiers:

Constant $\times 3$, single-use $\times 3$, spell-completion $\times 1.5$

ANIMATE WEAPON

Transmutation

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One weapon you are proficient with

Duration: Concentration (up to 2 rounds/level)

Saving Throw: None

Spell Resistance: No

Undead

Undead are animated corpses. The spirit of the original creature inhabits the corpse once again, powered by negative energy. The existence of undead is a corruption and an abomination upon the natural order of the world.

"Undead" is a template you can add to any nonundead, corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to Undead. It retains all type modifiers.

The undead creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change Hit Die to d12.

Speed: Winged undead creatures retain the ability to fly. Now, however, the flight is magical, as the flight spell (but still uses the creature's original flying speed).

Armor Class: Natural armor changes to a value based on the undead creature's size:

Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

Attacks: The undead creature retains all the base creature's natural attacks, equipment, and weapon proficiencies. A creature with hands or feet gains one claw attack per hand. The undead creature can strike with all its claws at its full-attack bonus. (If the creature already had claw attacks with its hands, use the undead creature's attack format and damage, if they're better.) The base creature's attack bonuses do not change (except where affected by ability score modifications).

Damage: Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the undead creature's size. (Use the base creature's claw damage if it's greater.)

Size	Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Special Qualities: The undead creature retains all special qualities the base creature once had. All undead creatures gain darkvision (60-foot range) and the Undead type (and all its subsequent immunities). See the MM for details on the Undead type.

Abilities: Modify the base creature as follows: Str +2, Dex +2, Con —, Int +0, Wis +0, Cha +0.

Challenge Rating: As the base creature's +1.

You direct the movement of one melee weapon with which you are proficient and could normally wield, making it fly through the air to any place within range that you can see. It moves and attacks as you would if you were wielding it. Thus, if you have a speed of 30 feet and an attack bonus of +10/+5, it could move up to 30 feet and make a single attack with a +10 bonus, or it could move 5 feet and make two attacks, one with a +10 bonus and the other with a +5 bonus.

The weapon can be targeted for attacks (AC usually based only on size), with hit points and hardness dependent upon the type. A few common samples appear below.

Weapon	AC	Hardness	hp
Dagger	14	10	1
Short sword	12	10	2
Longsword	11	10	5
Greatsword	10	10	10
Handaxe	12	5	2
Battleaxe	11	5	5
Greataxe	10	5	10
Light mace	12	10	10
Heavy mace	11	10	25

Diminished Effects: The weapon can take only one action per round—either a standard or a move-equivalent action, but not both—and suffers a –2 penalty to attack rolls.

Heightened Effects: You may apply your Charisma, Wisdom, or Intelligence modifier (your choice) rather than your Strength modifier to attack and damage rolls.

Magic Item Creation Modifier: Constant ×2

APPROPRIATE SIZE

Transmutation

Level: 0 (Complex)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: One minute/level (D)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You ensorcel an object so that it becomes “appropriately sized” for whatever creature holds or wears it, up to size Huge and down to size Tiny creatures. For clothing and items that are worn, the “appropriate size” is fairly obvious. For weapons, the weapon becomes just big enough or just small enough to wield comfortably. For example, for a Medium human, a short sword, longsword, or greatsword do not change size under the effects of this spell. A Huge greatsword would shrink to the size of a normal greatsword, however, and a Tiny longsword would remain dagger-sized for the human, but a Tiny short sword would grow to dagger size. Other objects change size only if it is impossible for the

creature to use them properly unchanged. A Huge statue does not shrink (because a statue can be enjoyed at any size), but a very tiny book might grow large enough for a creature to read it without eyestrain.

Heightened Effects: The spell modifies objects for a creature of any size.

Magic Item Creation Modifier: Constant ×2

ARROW REFLECTION

Transmutation

Level: 3 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You can force one ranged physical (non-spell) attack back at its source each round as a free action in response to the attack. The attack retains its initial attack roll to determine whether it hits the source and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of 25, you reflect it back at the archer, striking if the archer’s Armor Class is 25 or less. You must be aware of the attack, not flat footed, however.

Diminished Effects: The attack misses you but misses the attacker as well.

Heightened Effects: If you hit, the attack’s damage doubles.

Magic Item Creation Modifier: Constant ×3, single-use ×2



ATTACK FROM WITHIN**(ELEMENTAL)**

Evocation [See Text]

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Fortitude half**Spell Resistance:** Yes

You summon an elemental force to appear within a creature or object. The element you choose at the time of casting (air, earth, fire, or water) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate elemental type) per caster level (maximum 10d6) as the air churns within it, the earth bursts out of it, the fire blazes deep inside it, or the water fills and expands it from within.

Diminished Effects: The spell inflicts 5d6 points of damage, and a successful Fortitude saving throw negates the attack.

Heightened Effects: The elemental conjuration extends out in a 5-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

ATTACK FROM WITHIN**(ENERGY)**

Evocation [See Text]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Fortitude half**Spell Resistance:** Yes

You summon dangerous energy to appear within a creature or object. The energy type you choose at the time of casting (acid, cold, electricity, fire, or sonic) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate energy type) per caster level (maximum 15d6) as the energy bursts from within.

Diminished Effects: The spell inflicts a maximum of 10d6 points of damage.

Heightened Effects: The energy that bursts out of the victim extends out in a 10-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

BASH

Transmutation

Level: 0 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You

Duration: Until discharged (no more than 1 round/level) (D)

Your eyes glow with silvery might until the spell ends. The next time you make a melee attack, you get to add a +2 competence bonus to the attack and damage roll. Once used, the spell ends.

Heightened Effects: The bonus is +5.

Magic Item Creation Modifier:

Constant N/A, single-use x2

BATTLE HEALING (LESSER)

Evocation [Positive Energy]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes (harmless)

Laying your hand upon a living creature, you infuse the subject with positive (life) energy and cure 1d6 points of damage + 1 point per caster level (maximum +10 points). As you do, your hands take on a light green glow. Your touch feels cool and soothing.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will saving throw to take half damage.

Creatures healed with this spell often are left with scars appropriate to the amount of damage inflicted.

Diminished Effects: You heal 1 point of damage per level (maximum 5 points).

Heightened Effects: You heal 1d6 points of damage + 2 points per caster level (maximum +20 points).



BATTLE HEALING (GREATER)

Evocation [Positive Energy]

Level: 5 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes (harmless)

As *lesser battle healing*, except that you cure 1d6 points of damage per caster level, up to a maximum of 15d6.

Diminished Effects: You heal 1d6 points of damage + 2 points per caster level (maximum +30 points).

Heightened Effects: You heal 6 points of damage per level (maximum 120 points).

BEASTSKIN (LESSER)

Transmutation

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes (harmless)

The creature's skin becomes tough, and either scaly or leathery and somewhat furred (your choice). *Lesser beastskin* grants a +2 natural armor bonus to Armor Class. This bonus increases to +3 if you are 5th to 9th level and to +4 if you are 10th level and up.

Diminished Effects: Bonus becomes +1 to Armor Class regardless of caster level.

Heightened Effects: Duration becomes 12 hours.

Magic Item Creation Modifier:

Constant N/A

BEASTSKIN (GREATER)

Transmutation

Level: 6 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes (harmless)

As *lesser beastskin* but this spell grants a +6 natural armor bonus to Armor Class. This bonus increases to +7 if you are 15th to

19th level and to +8 when you are 20th level and up.

Diminished Effects: Bonus becomes +5 regardless of level.

Heightened Effects: Duration is 12 hours.**Magic Item Creation Modifier:**

Constant N/A

BIND WITH PLANTS

Transmutation [Plant]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Target:** One plant**Duration:** 1 round/level (D)**Saving Throw:** Reflex negates**Spell Resistance:** No

You transform a plant into a grasping trap that immediately wraps around a single creature, up to two sizes larger than you. The plant grows to conform to the size of the creature, which must be on the ground or within 5 feet of the plant. The plant holds the creature immobile and helpless. The creature remains aware and breathes normally but cannot take any physical actions, even speech. It can, however, execute purely mental actions (such as casting a spell with only mental components). Others can attempt to break the creature free, but this requires a Strength check (DC 28).

Diminished Effects: The creature can break free on its own with a Strength check (DC 22). The Strength check for others to free him becomes only DC 18.

Heightened Effects: The spell causes a plant to grow up under the target and grasp, allowing a character to cast it anywhere.

BLAST OF CASTIGATION

Evocation [Force]

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** A ray**Duration:** Concentration (up to 1 round/level)**Saving Throw:** Reflex half**Spell Resistance:** Yes

You hurl a ray of violet energy from your open palm. You must make a ranged attack roll against the target, which must be a creature. A successful strike inflicts 1d8

points of damage per three caster levels (maximum 5d8). You may then concentrate to continue blasting the target with a continuous beam of energy. Each round that you blast the target, the spell deals 1d8 points of damage per three caster levels (maximum 5d8). If you or the target move so as to break the line of effect, even for a moment, the spell ends. You cannot switch the target of the spell, once cast.

Diminished Effects: The duration of the spell becomes instantaneous (there is no continuing blast effect).

Heightened Effects: The ray inflicts 1d8 points of damage per two caster levels (maximum 10d8).

BLINDING LIGHT

Evocation [Light]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You blast intense light from your fist. The target is blinded for 1 round/level. Creatures without eyes are immune to this spell.

Diminished Effects: The spell requires you to make a ranged touch attack, and the foe still gets a saving throw.

Heightened Effects: You can blast up to one extra target every three levels, as long as no two are more than 20 feet apart.

BLINDSIGHT

Transmutation

Level: 6 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** One minute/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

A creature you touch gains blindsight out to a range of 5 feet per caster level. The creature maneuvers and fights as if it can see within that range, regardless of circumstances. Invisibility and darkness are irrelevant, though the creature still can't discern incorporeal beings. His eyes turn entirely violet for the duration.

Diminished Effects: The range becomes Personal, and the target becomes You.

Heightened Effects: The duration becomes 10 minutes per level.

BLOODBLADE

Transmutation

Level: 6 (Complex)

Casting Time: Standard action

Range: Touch

Target: One bladed weapon

Duration: One minute/level

Saving Throw: No (see text)

Spell Resistance: No

A bladed weapon you touch inflicts bleeding wounds that bleed 2 hit points per round with each strike until the victim gets magical healing or someone makes a Heal check with a Difficulty Class equal to this spell's save DC. Bleeding damage is cumulative. The blade drips with a drop of blood when not being used. In battle, it seems to absorb any opponent's blood that it touches.

Diminished Effects: The bleeding wounds bleed 1 hit point per round.

Heightened Effects: The bleeding wounds bleed 3 hit points per round.

BOIL

Evocation [Fire, Water]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 10-foot-radius spread in water

Duration: 1 round/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes the water in the area to become very hot. Any creature at least 25 percent submerged in water in the area suffers 1d6 points of damage per caster level (maximum 5d6). Water in the area fills with bubbles and provides 50 percent concealment.

Diminished Effects: The spell affects the water around one submerged creature in range.

Heightened Effects: The spell boils the water within living creatures with any water content (DM's discretion), even if they are not in water. Creatures in the area suffer 1d6 points of damage per caster level (maximum 10d6). Creatures submerged in water suffer an additional +1d6 points of damage.

BRING DOWN THE MOON

Transmutation

Level: 8 (Exotic)

Casting Time: Standard action

Range: 0 feet

Area: 5-foot radius/level centered on you

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell works only at night, with the moon visible in the sky. You seem to "call down the moon," filling the area around you with a light, milky glow. All allies in the area feel completely refreshed and instantly regain hit points as if they have rested for one full day. Spellcasters have all spell slots available to them, as if they had rested for a night. All daily powers are available as if they had not been used for 24 hours. While your allies remain in the area, they enjoy a +1 luck bonus to attack rolls, saving throws, and checks, and all foes suffer a -1 luck penalty to attack rolls, saving throws, and checks. The area moves with you.

You can cast this spell only once per night. The duration ends early if day breaks.

This spell consumes a moonstone worth 500 gp as a material component.

Diminished Effects: The spell can affect only you and one other creature.

Heightened Effects: The duration becomes 10 minutes per level, and the area is 10-foot radius per level.

Magic Item Creation Modifiers: Single use $\times 2$, spell completion $\times 2$

BURST OF HEALING

Evocation [Positive Energy]

Level: 5 (Exotic)

Casting Time: Standard action

Range: 20 feet

Area: All living allies and undead within a 20-foot-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy, like a light green wave of light, spreads out in all directions from the point of origin, curing 2d8 points of damage +1 point per caster level (maximum +20) for nearby living allies. As with *battle healing*, the healing process is quick and imperfect, often leaving scars on those the spell heals.

Like cure spells, *burst of healing* damages undead in its area rather than curing them.

Diminished Effects: The area becomes a 10-foot radius, and the spell heals 1d8 + 1 point per caster level (maximum +15).

Heightened Effects: The area becomes a 30-foot radius, and the spell heals 3d8 + 1 point per caster level (maximum +20).

Magic Item Creation Modifiers:

Constant $\times 1.5$, single use $\times 1.5$

BYPASS WARD

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The area briefly glows with a moving wave of golden light. You suppress all magical traps and sealing or warding spells (like *elemental trap* or *sealed door*) in the area for the duration, if you make a caster power check (DC 15 + the trap's CR or the spell's level). You can also suppress touch-trigger runes in the area with a caster power check; the DC is the same as it would be to identify them (see the runethane class description in Chapter Three). You do not need to be aware of a trap or ward to suppress it.

Diminished Effects: You can suppress only one trap, and you must be aware of it.

Heightened Effects: The spell suppresses (disables) mechanical traps too, with a successful caster power check (DC 10 + the trap's CR). The disabled traps resume functioning when the duration ends.

CALL GUARDIAN (LESSER)

Conjuration (Calling)

Level: 6 (Simple)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: One creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No (see text)

You conjure a creature from the list that follows, calling it from its normal habitat and home to bring it instantly and magically to you in a flash of crackling energy. If

you burn 500 gp worth of incense as the creature appears, you can immediately give the creature one command of no more than one word per caster level. The creature can make a Will saving throw (spell resistance applies as well, although none of the monsters on the list normally have it) to resist that command. If they do resist, they can do as they wish, although they have no special power to return home immediately. They most likely will be very angry. If they do not resist, they are compelled to carry out the command until it is fulfilled or for a year and a day, whichever comes first.

Commands might include: "Follow me and attack anyone that attacks me," or "Remain within 200 feet of this spot and attack anyone that comes near other than me."

If you wish to give the creature further commands, you must use a spell like *suggestion* or *dominate*. The creatures are real and thus still need to eat, sleep, and so forth. Called guardians treated well might stay even after they are no longer compelled.

Choose the creature from this list: carrion crawler, gargoyle, giant stag beetle, griffon, harpy, minotaur, or tiger.

Diminished Effects: Choose the creature from this list: ankheg, dire ape, giant eagle, hell hound, or rust monster.

Heightened Effects: Choose the creature from this list: basilisk, girallon, manticores, troll, or young black dragon.

CALL GUARDIAN (GREATER)

Conjuration (Calling)

Level: 9 (Simple)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: One creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No (see text)

As *lesser call guardian*, except you choose the creature from this list: chimera, dire bear, eight-headed hydra, juvenile black dragon, or medusa.

Diminished Effects: Choose the creature from this list: lamia, megaraptor (dinosaur), will-o'-wisp, wyvern, or young blue dragon.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CALL OUTSIDER

Conjuration (Calling) [Truename]

Level: 8 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: One outsider whose Challenge

Rating is less than your level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

After minutes of quiet contemplation, you speak three times the truename of an outsider you know. A gateway appears for just a moment. The outsider arrives before you, within range, at a spot you choose. The outsider is not compelled to do anything other than remain for 1 round. You can use this time to trigger a trap, attempt to use another spell, attempt to use the Power of the Name feat, or something similar. Even if it would not normally have the power to do so, the spell grants the outsider the ability to return to its home after 1 round—unless it's somehow prevented (like with a *security* spell or a *magic circle*).

Called outsiders are usually annoyed and hostile.

Diminished Effects: The outsider's Challenge Rating can be only half your level.

Heightened Effects: There is no limit to the power of the outsider you can call.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$

CALL UNDEAD

Conjuration (Calling) [Negative Energy, Truename]

Level: 7 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: One undead creature whose

Challenge Rating is less than your level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As *call outsider* except that you call an undead creature. Since most undead abandon their truenames (see *raise the dead*, pages 227 to 228), you can use an Unbound undead's former truename to get this spell to work, although the undead is still not subject to other truename effects.

Called undead are always annoyed and hostile.

Diminished Effects: The undead's Challenge Rating can be only half your level.

Heightened Effects: There is no limit to the power of the undead you can call.

Magic Item Creation Modifier: Single-use $\times 2$

CANNY EFFORT

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until discharged (no more than 1 round/level) (D)

Your eyes flash with a tiny sparkle until the spell ends. The next time you make a skill check of any kind, you get to add a +2 competence bonus to the roll. Once used, the spell ends.

Heightened Effects: The bonus is +10.

Magic Item Creation Modifier: Constant N/A, single-use $\times 2$

CARNIVOROUS PLANT

DEFENSE

Transmutation [Plant]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: One nonanimate plant

Duration: One minute/level (D)

Saving Throw: No

Spell Resistance: Yes

You transform an innocuous plant into an animate, carnivorous one that defends you. It wraps around you with leafy vines and grows one mouthlike structure for every three caster levels you have (maximum five).

When a foe attacks you in melee combat, the plant immediately retaliates with a bite that uses your base attack bonus (plus the plant's Strength bonus of +3) and inflicts 1d6+3 points of damage. The plant strikes only in retaliation, and does so automatically (you cannot command it to stop). Each mouthlike structure can strike only once per round. The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1/caster level and shares your Armor Class and saving throws.

Diminished Effects: The spell forms only one mouthlike structure, with a maximum attack bonus of +10.

Heightened Effects: The mouths each inflict 2d6+6 points of damage.

Magic Item Creation Modifier:
Constant ×3

CAUSTIC BURST

Evocation [Acid]

Level: 7 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 25-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a blast of acidic liquid that inflicts 1d6 points of damage per caster level (maximum 20d6). This acid is particularly damaging to metals, quickly making them weak and pitted. All unattended metallic items and metallic creatures (such as iron golems) suffer an additional +3d6 points of damage. All creatures that fail their saves with a metallic item in their possession must succeed at a second Reflex save or the item is destroyed. (Select a random item if there is more than one, although if the character is wearing metallic armor, it's always the armor.) Despite the creature description, this spell does affect iron golems.

Diminished Effects: The spell inflicts a maximum of 15d6 points of damage and has no special effects against metal.

Heightened Effects: The spell also proves very damaging to eyes. Creatures in the area who have eyes but fail their saving throws are made blind.

CHAINS OF VENGEANCE

Evocation [Fire]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature, size Large or smaller

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

Chains of fire wrap around the target, rendering her helpless and dealing her

2d6 points of fire damage each round. The target may attempt to break free, requiring a Strength check (DC 25) or an Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon her. Others may attempt to help (see the "aid another" rules in Chapter Seven: Playing the Game), or they can attempt to break her free on their own (Strength check, DC 25), but those who try suffer 1d6 points of fire damage.

Diminished Effects: The target's Strength check becomes DC 18 and the Escape Artist check DC 23. The flames inflict only 1d6 points of fire damage per round.

Heightened Effects: The spell can affect Huge creatures.

CHARM

Enchantment (Charm) [Mind-Affecting]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature of the same type as the caster

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell alters someone's mind temporarily to make you seem like a most charming being. You gain a +10 bonus to Charisma-related checks (including Intimidate) regarding that target only. This does not actually change your Charisma—you do not, for example, gain bonus spells if you are a mage blade.

The spell works against creatures of the same type as you. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

DMs should require charmed PCs to act accordingly.

Diminished Effects: The spell adds only a +4 bonus to Charisma-related checks and lasts only 1 round per level.

Heightened Effects: The spell affects any living creature.

Magic Item Creation Modifiers:
Constant ×4, charged ×2

CLAIRAUDIENCE/CLAIRVOYANCE

Divination [Psionic]

Level: 3 (Complex)

Casting Time: Standard action

Range: See text

Effect: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one, such as the other side of a door you're looking at. The spell does not allow magically 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. Lead sheeting or magical protection blocks the spell, and you sense that the spell is so blocked. The spell creates an invisible sensor that can be dispelled. The spell functions only on the plane of existence you currently occupy.

Once the spell is cast, the sensor cannot move. Only you can see through the sensor (you see the images or hear the sounds in your mind).

Diminished Effects: Distance becomes a factor: You cannot see a location farther away than 10 feet per level.

Heightened Effects: The spell allows magically enhanced senses to work through it.

CLOAK OF DARKNESS

Evocation [Darkness]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You create an area of magical darkness around you. All attacks against you have a 20 percent miss chance. Although you can see normally, you appear to be simply an ominous, cloak-shaped area of darkness, which grants you a +2 circumstance bonus to Intimidate checks (but the character you are trying to Intimidate cannot see you, which may negate other possible modifiers).

When in areas of shadow or darkness, or even a dimly lit area, you gain a +5 circumstance bonus to Sneak checks when opposing Spot checks but not Listen checks.

Diminished Effects: Duration becomes one minute per level, and the bonus to Sneak checks is only +2.

Heightened Effects: You can cloak all within 5 feet of you, as long as they remain that close.

Magic Item Creation Modifier: Single-use ×2

COLD BLAST

Evocation [Cold]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/2 levels)

Effect: A ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You launch a blast of white energy from your eyes. You must make a ranged touch attack. The target suffers 1d4 points of damage + 1 point of temporary Strength damage + 1 point of Strength damage per five caster levels.

Diminished Effects: The subject suffers only 1d4 points of damage.

Heightened Effects: The subject is stunned for a round as well.

COMA

Enchantment (Compulsion) [Mind-Affecting]

Level: 6 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: One hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You put a living creature into a coma. The subject falls prone immediately—alive, but unable to take actions.

Diminished Effects: The target is asleep and can be awakened by someone spending a full round doing nothing but shaking him vigorously.

Heightened Effects: The spell's duration becomes permanent.

COMPELLING COMMAND

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You give a creature one of three commands, which it obeys to the best of its ability. The three possible commands are as follows:

- *Drop what you are holding:* The target drops whatever it is holding—even if it holds different objects in different hands—on its next action.
- *Fall to the ground:* The target falls prone on its next action and remains on the ground for 1 round.
- *Flee before me:* The target runs away from you as fast as possible for 1 round (the target won't run into obvious danger, like a pit or through an enemy's threatened area).

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell becomes entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor.

Magic Item Creation Modifier: Constant ×2

COMPELLING QUESTION

(LESSER)

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You ask another creature one simple question that it can answer with a single word. On the target's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how important the target considers the answer. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save.

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *lesser mind probe*.

Magic Item Creation Modifiers: Constant ×2

COMPELLING QUESTION

(GREATER)

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As compelling question, except that the answer may require up to 25 words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *greater mind probe*.

Magic Item Creation Modifier: Constant ×2

CONJURE ENERGY CREATURE I

Conjuration (Creation) [See Text]

Level: 1 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One created creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

With a flash of power, this spell creates a monster out of pure energy. It appears where you designate and acts immediately, on your turn. If you do not give it a command, it attacks your opponents to the best of its ability. You can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions. Conjured creatures act normally on the last round of the spell and disappear at the end of their turn.

You choose the creature's energy type (acid, cold, electricity, fire, or sonic). The spell takes on the descriptor of the energy type chosen. The monster, although energy, is nevertheless corporeal and solid. It uses the statistics of a monster of your choice from the list at right, except for the following:

- It is immune to damage of its energy type.
- If it has more than 3 Hit Dice, it has DR of 5/+1. If it has more than 10 Hit Dice, it has a DR of 10/+2.
- It has no Intelligence score or Constitution score. (If it has no opponents to attack and no commands to follow, it stands motionless.)
- It is a construct (immune to mind effects, poison, paralysis, stunning, disease, and necromantic effects). It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save. It is not subject to death by massive damage. It is destroyed (and disappears) when it reaches 0 hit points.
- It has darkvision with a range of 60 feet.
- It inflicts additional damage of its energy type equal to its Hit Dice (maximum +10) with each attack.

Choose the type of creature you want the spell to conjure from this list: dire rat, dog (animal), hawk (animal), or monkey (animal).

The creature is not real. It is a creation of magic.

Diminished Effects: You must concentrate on the creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY**CREATURE II**

Conjuration (Creation) [See Text]

Level: 2 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: eagle (animal), Medium shark (animal), octopus (animal), Tiny viper (animal), or wolf (animal).

Alternatively, you can create 1d3 creatures from the 1st-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY**CREATURE III**

Conjuration (Creation) [See Text]

Level: 3 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: black bear (animal), constrictor snake (animal), dire bat, crocodile (animal), giant lizard (animal), gorilla (animal), Large shark (animal), leopard (animal), or Small viper (animal).

Alternatively, you can create 1d3 creatures from the 2nd-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY**CREATURE IV**

Conjuration (Creation) [See Text]

Level: 4 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: ankheg, dire ape, dire wolf, giant eagle, hell hound, lion (animal), or Medium viper (animal).

Alternatively, you can create 1d3 creatures from the 3rd-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE V

Conjuration (Creation) [See Text]

Level: 5 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: brown bear (animal), dire lion, dire wolverine, giant constrictor snake (animal), giant crocodile (animal), girallon, griffon, Huge shark (animal), Large viper (animal), orca, whale (animal), pegasus, or tiger (animal).

Alternatively, you can create 1d3 creatures from the 4th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY

CREATURE VI

Conjuration (Creation) [See Text]

Level: 6 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: Huge viper (animal), manticore, megaraptor (dinosaur), six-headed hydra, or unicorn.

Alternatively, you can create 1d3 creatures from the 5th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, + a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY

CREATURE VII

Conjuration (Creation) [See Text]

Level: 7 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: dire bear, eight-headed hydra, elephant (animal), giant octopus (animal), Huge monstrous spider (vermin), or triceratops (dinosaur).

Alternatively, you can create 1d3 creatures from the 6th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY

CREATURE VIII

Conjuration (Creation) [See Text]

Level: 8 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: dire tiger, giant squid (animal), Huge monstrous scorpion (vermin), roc, 10-headed hydra, or tyrannosaurus (dinosaur).

Alternatively, you can create 1d3 creatures from the 7th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Heightened Effects: The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

Magic Item Creation Modifier: Single-use $\times 1.5$, spell-completion $\times 1.5$

CONJURE ENERGY CREATURE IX

Conjuration (Creation) [See Text]

Level: 9 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: frost worm, Gargantuan monstrous spider, kraken, lammasu, stone golem, or 12-headed hydra.

Alternatively, you can create 1d3 creatures from the 8th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CONJURE REPAST

Conjuration (Creation)

Level: 3 (Simple)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: Food and water to sustain three humans or one horse/level for one day

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates simple fare of your choice. The food decays at a normal rate. The water this spell creates is just like clean rainwater. The water doesn't go bad as the food does.

Diminished Effects: The spell creates enough food for only one human.

Heightened Effects: The spell creates a sumptuous, delicious feast for up to 10 humans or three horses per level.

CONSUME SOUL

Necromancy [Negative Energy, Truename]

Level: 9 (Exotic)**Casting Time:** 3 rounds**Range:** Medium (100 feet + 10 feet/level)**Target:** One unconscious creature**Duration:** Instantaneous (see below)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You consume the soul of a creature who is unconscious (not just asleep) but still alive. This spell slays the creature. As a part of this spell, you must physically remove a meaningful portion of the creature from its body—the head, the brain, the heart, the eye—and store it in a crystal container worth at least 1,000 gp. The body part and container are set into stasis; they cannot be harmed and do not age. The target creature cannot be raised from the dead or revived except by someone who possesses the body part. The creature cannot become undead.

For as long as the body part and the container remain in your possession, you can draw upon the power of the consumed soul. This grants you a +2 luck bonus to all the attack rolls, saving throws, and checks you make.

You can cast this spell on a trapped soul (see *trap soul*) and gain the luck bonus benefit.

Diminished Effects: The target must be actually dying, and you gain a +1 bonus.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$, constant $\times 1.5$

CONTACT

Divination [Mind-Affecting, Psionic]

Level: 0 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

Using this minor spell allows you to send a mental message, up to one word per caster level, to a creature you touch. You do not get a message back, but you do get an idea of the subject's emotional state. *Contact* does not reveal magical charms or compulsions on the subject.

Heightened Effects: The subject can send a mental message back, up to one word per caster level.

Magic Item Creation Modifier: Constant $\times 2$

CONTROL TEMPERATURE

Transmutation [Air, Cold, Fire]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Area:** 50-foot radius centered on you**Duration:** One hour/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You can raise or lower the temperature in the area around you by 10 degrees F per caster level, to a maximum of 110 degrees F and a minimum of 0 degrees. Temperatures already above or below this range cannot be affected. When the temperature begins to change, it does so in 10-degree increments per round, until it reaches the desired temperature. You can readjust the temperature as many times as you want while the duration lasts.

Diminished Effects: The temperature rises or falls up to 20 degrees maximum.

Heightened Effects: The caster can affect temperatures above or below the range of 0 to 110 degrees F, but still cannot take a temperature within the range and raise or lower it out of that range.

CONTROL UNDEAD

Necromancy

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Target:** One undead creature**Duration:** 1 round/level (or 10 minutes/level, see text)**Saving Throw:** Will negates**Spell Resistance:** Yes

You control the actions of an undead creature. If you share a common language, you can force the undead to perform as you desire, within the limits of your abilities. If you share no common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You gain no special knowledge of what the undead is experiencing, nor do you receive direct sensory input from it.



You need to see the undead to control it; if either of you move out of range, the control breaks.

A *magic circle* or a similar spell can prevent you from exercising control while the subject is so warded, but it does not prevent the establishment of control nor does it dispel it.

If the subject of this spell is an undead creature that you animated, roused, or otherwise created, the duration becomes 10 minutes per level rather than 1 round per level.

Diminished Effects: The spell's range becomes Touch. The undead obeys only basic commands (as described above), regardless of language. The undead must have fewer Hit Dice than the caster.

Heightened Effects: The caster need not be within sight of the undead and intuitively knows what the undead is experiencing. Once control is established, the caster need not remain within range.

CONTROL WEATHER

Transmutation [Air]

Level: 7 (Complex)

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on the caster (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The DM determines the current, natural weather conditions. 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

You control the weather's general tendencies, such as the direction and intensity of the wind. You cannot control specific applications of the weather. When you

select a certain condition to occur, the weather assumes that condition 10 minutes later (changing gradually). 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.

Greenbonds casting this spell double the duration and affect a circle with a three-mile radius.

Diminished Effects: The spell's area becomes a 100-foot-radius circle, centered on the caster.

Heightened Effects: The spell's area becomes a 10-mile-radius circle, centered on the caster.

Magic Item Creation Modifier: Single-use×2

CREATION (LESSER)

Conjuration (Creation)

Level: 3 (Simple)

Casting Time: One minute

Range: 0 feet

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a longbow, which is made out of different materials.

Attempting to use any *created* object as a material component causes the spell to fail.

Diminished Effects: The duration lasts only one minute per level.

Heightened Effects: The object need not be of vegetable matter, but can be of any nonmagical matter. However, the item's value cannot exceed more than 5 gp per caster level.

CREATION (GREATER)

Conjuration (Creation)

Level: 5 (Simple)

Casting Time: One minute

Range: 0 feet

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a permanent, nonmagical, unattended object of nonliving matter. The volume of the item created cannot exceed 1 cubic foot per caster level, and its overall value cannot exceed more than 50 gp per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a crossbow or an hourglass.

Attempting to use any *created* object as a material component causes the spell to fail.

Diminished Effects: The item's value cannot exceed more than 5 gp per caster level.

Heightened Effects: The spell can create multiple items, up to one per caster level, each no larger than 1 cubic foot per caster level and each worth no more than 10 gp per caster level.

CREATURE LORESIGHT

Divination [Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One living creature or corpse

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn something significant about a creature (living or dead) that you touch. Go through this list, in order—the first bit of lore you do not know, you learn through this spell:

1. Creature's race or type
2. Creature's name (if none, then skip)
3. Creature's class (if none, then skip)
4. How the creature died (if not applicable, skip)
5. Creature's most recent, basic goal (obtain food, carry out the orders of its superior, get some sleep, etc.)
6. Creature's attitude toward you
7. Creature that this creature interacted with most recently (other than you)

8. Creature's most valuable possession, if any
9. Location of the creature's home or lair, if any
10. Creature's current thoughts

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A

Heightened Effects: Spell gains a range of Close (50 feet + 5 feet/two levels).

CURSE OF THE CHAOTIC MIND

Transmutation (Creation) [Curse, Truename]

Level: 7 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Similar to *enfeebled mind*, this curse randomly lowers one mental ability score (Intelligence, Wisdom, or Charisma) for an hour; afterward, it restores the score and lowers a different one to 1. This cycle continues until the curse is removed (the *remove curse* spell does not repair the damage to the ability score currently at 1, however—this temporary damage heals normally).

Diminished Effects: The target suffers 1 point of permanent Intelligence, Wisdom, and Charisma drain. These cannot be restored by *restoration* until *remove curse* is first cast.

Heightened Effects: Intelligence, Wisdom, and Charisma all drop to 1. These cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

CURSE OF LANGUISHING

DEATH

Transmutation (Creation) [Curse, Negative Energy, Truename]

Level: 8 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude partial

Spell Resistance: Yes

The target visibly shrivels as you shake your fist. The cursed target suffers 1d6 points of temporary Constitution damage and continues to suffer a like amount each day thereafter. The damage heals normally, but the continuing effect can be ended only by a *remove curse* (although the *remove curse* spell does not repair the damage). Even those who make the saving throw suffer 1 point of temporary Constitution damage.

Diminished Effects: The target suffers 1d3 points of temporary Constitution damage and 1d2 points each day thereafter.

Heightened Effects: The target initially suffers 1d6 points of temporary Constitution damage and 1d6 points of permanent Constitution drain (1d6 points of temporary Constitution damage each day thereafter). Those who succeed at the saving throw suffer 1d6 points of temporary Constitution damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CURSE OF VENGEANCE

Evocation [Curse, Truename]

Level: 4 (Simple)

Casting Time: 1 full round

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You utter the truename of a chosen foe, and that foe is followed forevermore by bad luck and misery. The target suffers a -2 morale penalty on attack rolls, saving throws, and checks. Further, once per day, at a random time the DM chooses, the target suffers a -10 additional circumstance penalty on one important attack roll, saving throw, or check.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

Diminished Effects: The target does not suffer the random -10 penalty.

Heightened Effects: The target suffers a -4 morale penalty on attack rolls, saving throws, and checks, and the random penalty becomes -20 .

CURSED LOCALE

Evocation [Curse]

Level: 6 (Simple)

Casting Time: One minute

Range: Long (400 feet + 40 feet/level)

Area: Ten 10-foot cubes/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You curse an area so that all attack rolls, saving throws, and checks made in the area suffer a -2 morale penalty. You are not subject to the curse, but everyone and anyone else is. Anyone with a Wisdom of 13 or higher can feel a cold chill or a feeling of "wrongness" in the area, although not with enough precision to determine the exact nature or boundaries of the area.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

Diminished Effects: The morale penalty becomes -1 .

Heightened Effects: The area doubles, and the morale penalty becomes -3 .

DARKVISION

Transmutation

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only, but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness. The subject's eyes become all white for the duration.

Diminished Effects: Subject gains low-light vision.

Heightened Effects: Subject can see 5 feet in magical darkness in addition to normal effects.

DAZZLESHERE

Evocation [Light]

Level: 2 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 10-foot-radius burst**Duration:** 1d4 rounds**Saving Throw:** Will negates**Spell Resistance:** Yes

With a blast of multicolored lights and sparkling motes, you daze everyone in the radius. Dazed characters can take no actions but are not stunned.

Diminished Effects: Subjects must have fewer Hit Dice than the caster to be affected.

Heightened Effects: Subjects are stunned rather than dazed.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

DEFENSIVE FIELD

Abjuration

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

You create around a subject a bright yellow energy field that can sustain 5 points of damage per caster level. Subtract all incoming damage (hit point damage—normal or subdual—but not ability score damage)

from the field before any of it reaches the target; as long as the field has any hit points left, it absorbs the entire attack.

Thus, if a 9th-level caster casts *defensive field* upon a subject, the field has 45 hp. If someone strikes the subject with a sword for 13 points of damage, the field has 32 hp left. If the subject then falls into a pit and suffers 20 points of damage, he takes no damage himself and the field retains 10 hp. If the unlucky subject then finds himself in the area of a *sorcerous blast* which inflicts 24 points of damage, the field is destroyed, but he emerges unscathed. The field also blocks any effect accompanying an attack that requires damage to be inflicted, such as a poisonous bite or the effects of an *axe of wounding*.

Damage from artifacts, spells of 7th level or above, and +5 weapons bypass the field. The field does not protect against nondamaging attacks like *wind churn*, gaze attacks, or *disintegration* (although it would absorb the damage inflicted by a *disintegration* spell if the subject's save succeeds).

Diminished Effects: The field sustains only 3 hit points per caster level.

Heightened Effects: The field regenerates 1 hit point per round.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 2$

DESTRUCTIVE GRIP

Evocation [Acid]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature or object touched**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

Your hand oozes a powerful acid. Your touch inflicts 1d6 points of acid damage. Since the duration is 1 round/level, you can make multiple touch attacks with this spell. If you are grappling, your foe automatically takes 1d6 points of acid damage per round, regardless of what actions you take.

Diminished Effects: The spell inflicts 1d6 points of acid damage + 1 point/caster level, but it only works on a single touch.

Heightened Effects: The spell inflicts 2d6 points of damage per touch.

DETECT CREATURE

Divination

Level: 0 (Complex)**Casting Time:** Standard action**Range:** 60 feet

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level (D)



Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds a given type of creature. You must specify the type of creature being sought (humanoids, dragons, giants, beasts, and so on) when you cast the spell. Once chosen, you cannot change the type unless you cast the spell again. You cannot choose a specific creature (you can select humanoids, but not Grak the goblin). The amount of information the spell reveals depends on how long you study a particular area or subject:

1st Round: Presence or absence of the specified creature.

2nd Round: Number of specified creatures in the area and the strength of the strongest one present.

3rd Round: The strength and location of each creature. If a creature is outside your line of sight, you discern its direction but not its exact location.

Aura Strength: The creature's Hit Dice determine the strength of its aura.

Strength	Hit Dice
Dim	0 (lingering aura)
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round you can detect 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.

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifier: Single-use ×2

DETECT DISEASE

Divination

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target or Area: One creature, one object, or a 5-foot cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can determine whether a creature, object, or area is diseased or carries a disease. You can tell the exact type of disease with a successful Wisdom check (DC 20). If you have the Heal skill, you may try a Heal check (DC 20) if the Wisdom check fails, or you may try the Heal check prior to the Wisdom check.

Detect disease 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.

Heightened Effects: N/A

Magic Item Creation Modifier: Single-use ×2

DETECT MAGIC

Universal

Level: 0 (Simple)

Casting Time: Standard action

Range: 60 feet

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect magical auras. The amount of information the spell reveals 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 strength of the strongest one.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura, DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning	Item
Strength	Spell Level	Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: 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. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifier: Constant ×2, single-use ×2

DETECT POISON

Divination

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target or Area: One creature, one object, or a 5-foot cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can determine whether a creature, object, or area has been poisoned or is poisonous. With a successful Wisdom check (DC 20), you can determine the exact type of poison. If you have the Alchemy skill, you may try an Alchemy check (DC 20) if the Wisdom check fails, or you may try the Alchemy check prior to the Wisdom check.

This spell penetrates 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.

Heightened Effects: N/A

Magic Item Creation Modifier: Single-use $\times 2$

DETECT SCRYING

Divination

Level: 4 (Complex)

Casting Time: Standard action

Range: 120 feet

Area: 120-foot-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of *scrying* or *clairaudience/clairvoyance*. The effect radiates from you and moves as you move. The spell also reveals the use of *crystal balls* or other magic scrying devices. You know the location of every magical sensor within the area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster power checks. If you at least match the scrier's result, you get a visual image of the scrier and a sense of her direction and distance from you (accurate to within one-tenth the distance).

Diminished Effects: The caster cannot get the location nor the scrier's visual image.

Heightened Effects: The caster learns the scrier's identity and location automatically (and can make a check to get a visual image).

Magic Item Creation Modifier: Single-use $\times 2$

DETECT SECRET DOORS

Divination

Level: 1 (Simple)

Casting Time: Standard action

Range: 60 feet

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. This spell dis-

cerns only passages, doors, or openings that have been specifically constructed to escape detection. The amount of information *detect secret doors* reveals depends on how long you study a particular area:

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each one. If an aura is outside your line of sight, you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal that you closely examine.

Note: 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.

Diminished Effects: N/A

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifier:

Constant $\times 2$, single-use $\times 2$

DIMENSIONAL DOOR

Transmutation [Teleportation]

Level: 4 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: The caster and touched objects or touched willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The subjects instantly transfer 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, subjects can't take any other actions until their next turn.

If the subjects arrive in a place already occupied by a solid body, they become trapped in the invisible and intangible magical conduits that permit such travel. Each round the subjects remain trapped in this way, you must make a caster power check (DC 25) to escape 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, make a caster power check (DC 25) each minute to

appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the subjects are stuck until rescued.

Diminished Effects: Range becomes Close (25 feet + 5 feet/two levels), and the destination must be within sight of the caster when the spell is cast.

Heightened Effects: Range and weight limit double.

DIRECTED CHARM

Enchantment (Charm) [Mind-Affecting]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature of the same type as you

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell alters someone's mind temporarily to make a single creature you choose seem like a most charming being. You cannot choose yourself—you must direct the target's attraction to someone else. The creature you choose gains a +10 bonus to Charisma-related checks regarding the spell's target. This effect does not actually change the creature's Charisma, however.

The spell works against creatures of the same type as you. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

Diminished Effects: The spell adds only an effective +4 bonus.

Heightened Effects: The spell affects any living creature.

Magic Item Creation Modifier:

Constant $\times 2$

DISCORPORATE

Transmutation

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A ray

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

A thin, red ray springs from your pointing finger, causing the creature or object it strikes to glow and slowly disassemble.

Disincorporating inflicts 1d10 points of damage per round as particles that comprise the target fall away. You must make a successful ranged touch attack to hit. The ray does not affect magical energy such as an *eldritch wall*. Damage inflicted upon an object ignores hardness. A creature or object that makes a successful Fortitude save takes no damage, but a new save is required each round. The spell can affect only the first creature or object struck (that is, the ray affects only one target per casting).

Diminished Effects: The ray inflicts 1d6 points of damage per round.

Heightened Effects: The range becomes Close (25 feet + 5 feet/two levels), and the area becomes a cone. No ranged touch attack is needed to hit, but all in the area initially get Reflex saving throws to avoid the spell's effects altogether; Fortitude saves are then required each round to negate that round's damage (as described above).

DISINTEGRATION

Transmutation

Level: 7 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A thin, midnight blue ray springs from your pointing finger, causing the matter it strikes to glow and vanish, leaving behind only a trace of fine dust. You must make a successful ranged touch attack to hit. If the target is a creature, the creature suffers 100 points of damage and 1d3 points of temporary Strength, Constitution, and Dexterity damage as portions of its physical form are disintegrated.

The spell affects up to a 10-foot cube of nonliving matter (no matter what type), so it disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature. A creature or object making a successful Fortitude save suffers only partial effects: It takes 5d6 points of damage instead of disintegrating. *Disintegration* affects only the first creature or object struck (that is, the ray affects only one target per casting).

Diminished Effects: The ray inflicts 75 points of damage if the creature or object fails the saving throw, and 4d6 points if it succeeds.

Heightened Effects: The caster can opt to fill an empty 10-foot cube within range with disintegrating energy that lasts for 1 round per level. Anyone or anything entering this area becomes affected as if struck by the *disintegration* ray.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

DISORIENT

Transformation

Level: 0 (Complex)

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Until the creature's next turn

Saving Throw: Will negates

Spell Resistance: Yes

A creature you touch with your blue-glowing hand becomes disoriented. The target immediately rerolls its initiative. Until its next action, it is considered flat footed.

Heightened Effects: The target also suffers a -1 circumstance penalty to attack rolls, saving throws, and checks for 1d4 rounds.

DISPEL MAGIC

Abjuration

Level: 3 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target or Area: One spellcaster, creature, or object; or 30-foot-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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*. This spell can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous durations can't be dispelled, because the magical effect has already ended before the *dispel magic* can take effect.

You must 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 spell. Make a caster power check against the target spell or against each ongoing spell currently in effect on the target object or creature (DC 15 + the spell's caster level).

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), an opposed caster power check ends the spell that conjured the object or creature.

If the object you target is a magic item, make a caster power check (DC 15 + the item's caster level). If you succeed, you suppress all the item's magical properties 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 is temporarily closed. Remember that a magic item's physical properties go unchanged. Artifacts and creatures of demigod or higher status remain unaffected by mortal magic such as this.

You automatically succeed at the dispel check against any spell that you cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature in the area that is the target of one or more spells, make a caster power check against the spell with the highest caster level (DC 15 + the spell's caster level). If that fails, make checks against progressively weaker spells until you dispel one spell (which discharges the dispel so far as that target is concerned) or fail all your checks for that creature. The creature's magic items are not affected.

For each object that is the target of one or more spells, make caster power checks as with creatures. Magic items go unaffected by area dispels.

You may make a caster power check to dispel each ongoing area or effect spell centered within *dispel magic's* area. For each ongoing spell whose area overlaps that of the area dispel, make a caster power check to end the effect, but only within the area of *dispel magic*.

If you target an area containing an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), make a caster power check to end the spell that conjured the object or creature (returning it whence it came), in addition to attempting to dispel spells targeting that creature or object.

You may choose to succeed automatically at dispel checks against any spell that you cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. (Refer to the Brandish Magical Might feat.) You must make an opposed caster power check to counter the other spellcaster's spell.

This spell cannot dispel curses.

Diminished Effects: Range becomes Touch, and only targeted dispels are possible. You make caster power checks at a -5 penalty.

Heightened Effects: When casting an area dispel, you can specifically state spell effects that you do not want to dispel. You must be aware of the effects to choose this option.

DISTRACTION

Illusion (Phantasm) [Mind-Affecting, Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You create a mental image in someone's mind of something the target will find distracting—because it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantasm takes. A failed save means the target takes no effective action for 1 round other than to defend herself. Instead, she interacts with the image in her mind—swatting at an imaginary fly, dodging an imaginary attack, staring in surprise at an imaginary loved one, and so on. A new saving throw is allowed each round, and once the target makes a successful save, the spell ends.

Diminished Effects: The spell lasts 1 round.

Heightened Effects: Once the target fails the first save, she cannot act effectively for the duration.

DOMINATE (LESSER)

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

Level: 5 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One humanoid of Medium or smaller size

Duration: One hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid of Medium or smaller size whose truename you know. (If you are not a humanoid, you can also dominate creatures of your type.) You establish a telepathic link with the subject's mind. If you share a common language, you generally can force the subject to perform as you desire, within the limits of his abilities. Without a common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing but receive no direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously subjects do not carry out self-destructive orders. Once control is established, you can exercise it at any range, as long as you and the subject are on the same plane. You need not see the subject to control him.

Magic circle or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not stop you from establishing *lesser dominate*, and it does not dispel it.

Diminished Effects: Range becomes Touch and duration is one minute per level.

Heightened Effects: The spell affects up to Medium creatures with fewer Hit Dice than the caster, and lasts one day per level.

DOMINATE (GREATER)

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

Level: 8 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature with fewer Hit Dice than you

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

As *lesser dominate*, but you can control the actions of any living creature with fewer Hit Dice than you.

Diminished Effects: Range becomes Touch and duration becomes one hour per level.

Heightened Effects: The spell can affect any creature, regardless of Hit Dice.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

DOOR WARNING

Divination

Level: 0 (Complex)

Casting Time: Standard action

Range: Touch

Area: One door, no larger than 10 feet by 10 feet by 2 feet

Duration: Until triggered (D)

Saving Throw: None

Spell Resistance: No

You cast this spell on a door. The next time that door is opened, you become aware of it, and you know the name of the one who opened it. If a creature without a name opened the door—or a natural force, like the wind—you learn the kind of creature or force it is. Once the door opens, the spell ends. You may have only one such spell active at any given time.

Heightened Effects: N/A

DRAGONFORM

Transmutation

Level: 5 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One mojh

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This exotic spell is usually only known to mojh, as it only works on members of their race. It magically furthers their transformation toward the draconic ideal—they become larger and more muscular (although they do not change size) and look more like dragons. They gain a +4 enhancement bonus to Strength, a +2 bonus to Constitution, and enjoy a +2 increase to their natural armor bonus. Once during the

duration they can breathe a 50-foot cone of flame that inflicts 6d6 points of damage (Reflex save halves, use DC of spell).

Diminished Effects: The enhancement bonus to Strength is +2, and there is no modification to Constitution.

Heightened Effects: The subject also gains dragonlike wings that allow it to fly at twice its normal speed with average maneuverability.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

DRAIN AWAY SPEED (LESSER)

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One humanoid of Medium or smaller size

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell surrounds the target in a brief nimbus of blurred, swirling shapes, and then reduces his speed by 30 feet. If a target's speed falls to 0 or below, he is rooted to the spot and cannot take move actions. Actions that do not involve moving from the rooted spot, such as making melee attacks at nearby foes, casting spells, using ranged weapons, and so on, are not hampered.

Gravity continues to affect flying creatures in the air, but since they are not motionless, they can make a controlled (nondamaging) fall straight down.

Diminished Effects: Speed is reduced by 10 feet.

Heightened Effects: A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and is helpless.

DRAIN AWAY SPEED (GREATER)

Transmutation

Level: 5 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *lesser drain away speed*, except the spell affects any creature and reduces speed by 40 feet.

Diminished Effects: Speed is reduced by 20 feet.

Heightened Effects: A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and is helpless.

DUPLICATE

Necromancy

Level: 9 (Complex)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 round/level (D)

You create a temporary duplicate of yourself and your gear. You control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, but independently. For example, if you are an 18th-level witch, so is the duplicate—you can both cast spells, use witchery powers, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a door to explore what lies beyond, while the “real you” stays safe on this side. You share the same thoughts—your thoughts are the duplicate’s.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate carries no lingering spell effects (neither beneficial ones, such as *agility boost*, nor harmful ones, such as *slow*), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can cast them), but even then, spell effects are not necessarily shared by both of you. The spell cannot be commanded to hurt you any easier than you could be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, say you are a mage blade and have one 3rd-level spell slot left. When the duplicate casts a 3rd-level spell, that slot is no longer available to

you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the “real gear,” and your gear disappears. You suffer an immediate loss of $2d4 \times 1,000$ XP as you transition your soul into the new form. The duplicate is now you (and can cast *duplicate* again).

You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Diminished Effects: The link is imperfect. The duplicate acts with a -4 competence penalty to all attacks, saving throws, and checks.

Magic Item Creation Modifiers: Single-use $\times 4$, spell completion $\times 2$

EARTH BURST

Transmutation [Earth]

Level: 2 (Complex)

Casting Time: 1 full round

Range: Touch

Area: 20-foot burst around a stone the caster touches

Duration: 1 round/level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

You transform a rock weighing between 1 and 5 lbs. into a dangerous weapon. Upon command, or when the spell's duration ends, the stone bursts, spraying small bits of rock in a 20-foot radius. Anyone in the radius takes 1d6 points of damage per caster level (5d6 maximum). Once you've cast the spell, you can throw the rock, drop it, place it where you wish and run, load it into a catapult, and so on. The stone is too large to throw with a Medium or smaller sling.

Diminished Effects: The burst inflicts 1d4 points of damage per two caster levels (5d4 maximum).

Heightened Effects: The burst also creates a thunderous noise, deafening anyone in the area who fails the save. The spell takes on the sonic descriptor.

ELDRITCH ARMOR

Conjuration (Creation) [Force]

Level: 1 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** One hour/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of *eldritch armor*, providing a +4 armor bonus to Armor Class. Unlike mundane armor, *eldritch armor* entails no armor check penalty, spell failure chance, or speed reduction. Since *eldritch armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Diminished Effects: The armor bonus is +1, and the spell lasts only 1 round per level.

Heightened Effects: The armor bonus becomes +5.

Magic Item Creation Modifiers:

Constant N/A, charged $\times 2$, single-use $\times 1.5$

ELDRITCH WALL (LESSER)

Evocation [Force]

Level: 3 (Complex)**Casting Time:** Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A wall whose area measures up to one 10-foot square/level

Duration: One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create an invisible wall of magical force. The wall cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed. *Disintegration* immediately destroys it. Spells and breath weapons cannot pass through the wall in either direction, although teleportation spells and effects can bypass the barrier. It blocks incorporeal creatures as well as material creatures (though incorporeal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

Diminished Effects: The wall lasts only 1 round per level and absorbs only 5 hit points per caster level before it is destroyed.

Heightened Effects: The wall inflicts 1d6 points of electrical damage to anyone that touches it (giving it the electricity descriptor as well).

ELDRITCH WALL (GREATER)

Evocation [Force]

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)

Effect: Wall whose area measures up to one 10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level

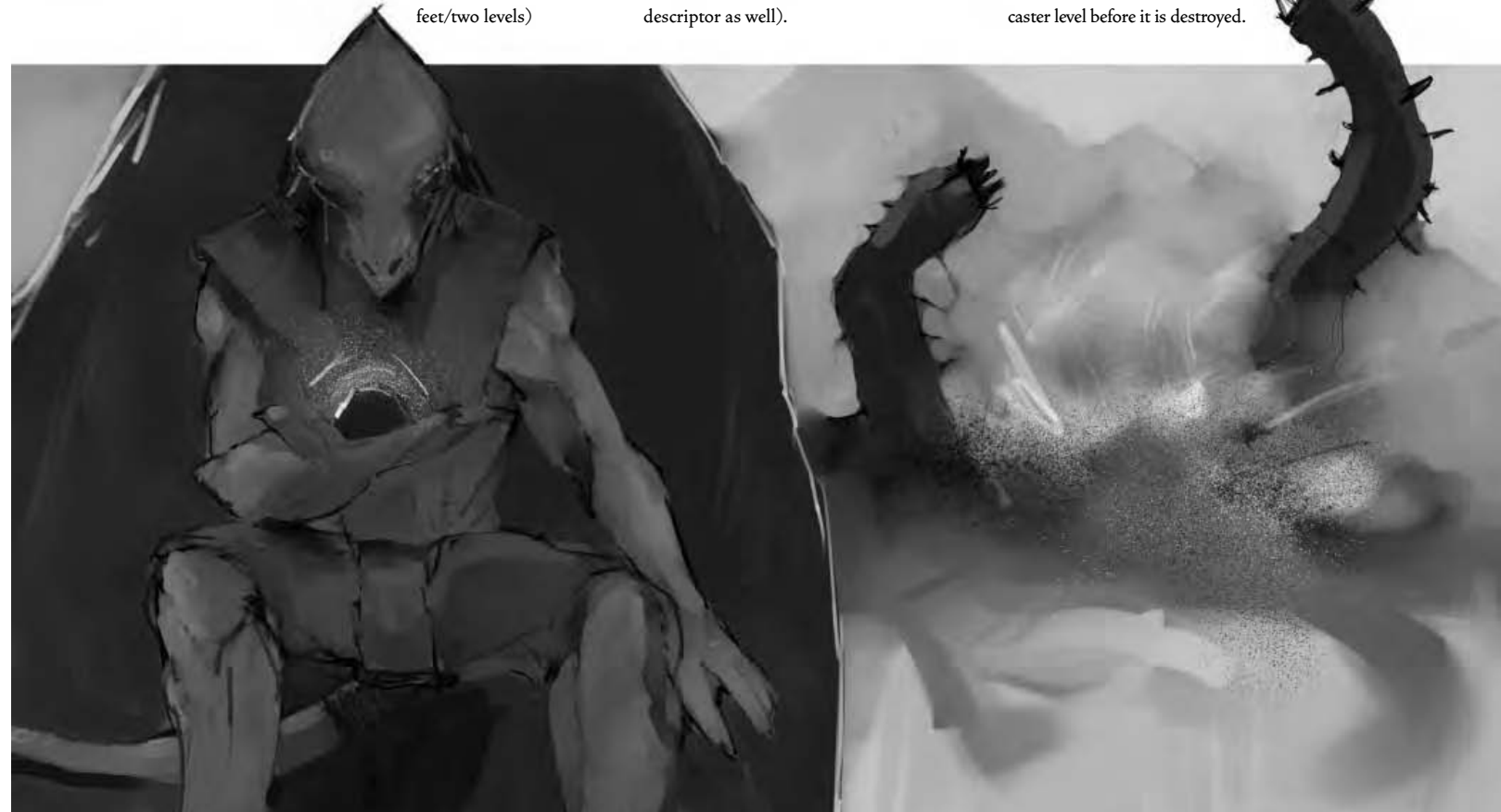
Duration: One minute/level (D)**Saving Throw:** Reflex negates (see text)**Spell Resistance:** No

As *lesser eldritch wall* except for the wall's size and the fact that it can absorb up to 100 points of damage per caster level before being destroyed. *Disintegration* immediately destroys it.

You can form the wall into a flat, vertical plane with an area of up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level. If you're trying to trap a creature within the hemisphere, it may attempt a Reflex save to move.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails. If a creature to be trapped in the hemisphere version of the spell makes a successful save, its movement breaks the surface and the spell fails.

Diminished Effects: The wall absorbs only 25 hit points per caster level before it is destroyed.





Heightened Effects: The wall inflicts 2d6 points of electrical damage to anyone that touches it (giving it the electricity descriptor as well).

ELDRITCH WEB

Conjuration (Creation) [Force]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Webs in a 20-foot-radius spread or a single two-dimensional plane up to 40 feet across

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You create a many-layered mesh of bluish energy beams that resemble the strands of a spider's web. Alternately, you create a two-dimensional barrier of energy webs. These strands trap those caught within them. The strands magically cling to anything they touch and are very strong. You must anchor the *eldritch web* to two or more solid and diametrically opposed points, or else the web collapses upon itself and disappears with a flash of light. Creatures caught within a web or simply touching its strands become entangled.

An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a

spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. On a success, the creature is not stuck in the *eldritch web* and remains free to act. He also can freely move out of the area of the webs. If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose, a creature may progress through the web very slowly. Each round devoted entirely to moving allows the creature to move 5 feet + 1 foot for each point of Strength above 10.

If the barrier version is used, those escaping or breaking free are completely free. Those wishing to pass through the barrier must make the same checks to get through. The *eldritch web* cannot be physically destroyed, although it can be dispelled, and *disintegration* brings it down immediately.

The *eldritch web* provides one-quarter cover for every 5 feet of web between the character and a foe. It offers one-half cover for every 10 feet of web, three-quarters cover for 15 feet, and total cover for 20 feet or more.

Diminished Effects: The effect becomes a 5-foot spread.

Heightened Effects: The energy strands inflict 1d4 points of electrical damage per

round to anyone touching them (giving this spell the electricity descriptor as well).

ELEMENTAL TRAP

Abjuration [See Text]

Level: 4 (Complex)

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Elemental trap creates an explosion of fire, wind, water, or stony projectiles when an intruder opens the item that the spell wards. The *elemental trap* can ward any closeable item. When casting *elemental trap*, select a point on the item as the spell's center. When someone other than you opens the item, an explosion fills the area within a 5-foot radius around the spell's center. The elemental blast deals 5d6 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The trapped item cannot have a second warding spell on it.

An unsuccessful *dispel magic* spell does not detonate the spell.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves a password

that you can share with friends.

The spell takes on the descriptor of whatever elemental type you choose.

Diminished Effects: The duration of the spell becomes one day per level, maximum.

Heightened Effects: The warding becomes devilishly tricky to remove, requiring two successful disable device checks or two caster power checks if using a *bypass ward* spell.

EMPOWER RUNE

Transmutation

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One rune you create

Duration: See text

Saving Throw: None

Spell Resistance: No

You touch a rune and do not trigger it. The rune now acts as though invested (see runethane class features in Chapter Three), though it counts as normal toward your total runes. The spell lasts as long as the rune does.

Diminished Effects: The spell lasts only a minute per level, even if the rune lasts longer.

Heightened Effects: Instead of the listed effect, the rune counts only half (minimum 1) toward the runethane's total.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

EMPOWER SPELL

Transmutation [Force]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You charge the next spell you cast within the duration with extra potency. You have two options when casting the charged spell. You may cast it as though you were two levels higher than your actual caster level, or (if the spell is damage inflicting) you inflict 1d6 points of additional force damage with the spell. You cannot take advantage of both options, however.

Empower spell affects only the next spell you cast, not all spells within the duration.

Diminished Effects: You cast the charged spell as if you were one level higher than your actual caster level (no chance for increased damage).

Heightened Effects: You cast the charged spell as if you were four levels higher than your actual level or, if the spell is damage inflicting, you inflict 2d6 points of additional force damage with it. You cannot take advantage of both options, however.

Magic Item Creation Modifiers: Single-use $\times 3$, constant $\times 1.5$

ENCHANTING FLAVOR

Transmutation [Mind-Affecting]

Level: 0 (Simple)

Casting Time: 1 full round

Range: Touch

Target: One meal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check (Diplomacy, Bluff, etc.) against the diners.

Heightened Effects: You transfer the flavor directly into the mouth of your targets; the target becomes 1d4 creatures, and the range becomes Close (25 feet + 5 feet/two levels). You gain the +2 bonus immediately.

Magic Item Creation Modifier: Constant $\times 3$

ENERGY BLADE

Evocation [See Text]

Level: 2 (Complex)

Casting Time: Standard action

Range: 0 feet

Effect: Swordlike beam

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long beam of energy springs from your hand. You wield this bladelike beam as if it were a one-handed bladed weapon for you, threatening on a 19–20. Attacks with the *energy blade* are melee touch attacks, and you are considered proficient with the weapon. The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all energy damage. You choose the energy type (acid, cold, electricity, fire, or sonic). Since this is energy damage, it ignores DR.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The blade inflicts 1d6 points of damage.

Heightened Effects: The blade inflicts 1d10 points of damage +1 point per two caster levels (maximum +15) + the caster's spellcasting ability score bonus.

Magic Item Creation Modifier: Constant $\times 5$

ENERGY BOLT

Evocation [See Text]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level) or 50 feet + 5 feet/level

Area: A line 5 feet wide to Medium range (100 feet + 10 feet/level); or 10 feet wide to 50 feet + 5 feet/level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. You choose the type of energy (acid, cold, electricity, fire, or sonic) at the time of casting. And you can choose to make the bolt narrow for Medium range, or wider and half as long.

The *energy bolt* damages objects in its path. 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 would.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The bolt inflicts 1d4 points of damage per caster level (maximum 5d4).

Heightened Effects: The bolt has an additional effect on those who fail their saves. Acid bolts inflict 1 point of temporary Strength damage, cold bolts *slow* creatures (as the spell) for 1d4 rounds, electricity bolts stun creatures for 1 round, fire bolts burn combustibles and inflict 1d6 points of damage the following round if the fire is not put out, and sonic bolts knock creatures down and daze them for 1 round (they may take no action).

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

ENERGY SHEATH

Evocation [See Text]

Level: 6 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)

You cover yourself in a seething sheath of energy that grants you a +2 deflection bonus to Armor Class. While sheathed, you can make melee touch attacks that deal 1d6 points of damage + 1 point per caster level (maximum +15). Anyone touching you with their unprotected flesh (an unarmed attack, a monster's claw, and so on) suffers damage as if you had touched them. You can choose the energy type (acid, cold, electricity, fire, or sonic). Since this is energy damage, it ignores damage reduction, but spell resistance still affects it.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The sheath inflicts 1d6 points of damage.

Heightened Effects: The sheath offers a +4 bonus to Armor Class and inflicts 1d6 points of damage +1 point per caster level (maximum +15) + the caster's spellcasting ability score bonus.

Magic Item Creation Modifiers: Single-use $\times 3$, constant $\times 3$

ENHANCE MAGICAL FLOW**(LESSER)**

Universal

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

Your hands and eyes flare briefly with golden power each time you cast a spell during the duration. All the saving throw Difficulty Classes for your spells gain a +1 enhancement bonus.

Diminished Effects: The bonus to the Difficulty Class becomes +2, but it applies only to the next spell the character casts during the duration.

Heightened Effects: In addition to the Difficulty Class increase, all spells the character casts for the duration are treated as if

he were one level higher than his actual caster level.

Magic Item Creation Modifiers:Constant $\times 2$, charged $\times 2$, single-use $\times 2$ **ENHANCE MAGICAL FLOW****(GREATER)**

Universal

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

As *lesser enhance magical flow*, but the Difficulty Class increases by a +2 bonus.

Diminished Effects: The bonus to the Difficulty Class becomes +4, but it applies only to the next spell the character casts during the duration.

Heightened Effects: In addition to the Difficulty Class increase, all spells the character casts for the duration are treated as if he were two levels higher than his actual caster level.

Magic Item Creation Modifiers:Constant $\times 1.5$, charged $\times 1.5$, single-use $\times 2$ **EXTEND LIFE**

Transmutation

Level: 7 (Complex)**Casting Time:** 12 hours**Range:** Personal**Target:** You**Duration:** Instantaneous

You subtract 10 years from your current age for the purpose of determining physical (but not mental) age effects found in Chapter Two: Races. This spell does not necessarily affect your actual age (it does not cure disease, for example). It also does not change your physical appearance—you still look your age.

This spell requires the expenditure of 10,000 gp for crushed gemstones that you must sprinkle over yourself as material components.

Diminished Effects: You subtract one year from your current age.

Heightened Effects: You subtract 30 years from your current age.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 2$

ENFEEBLED MIND

Enchantment (Compulsion) [Curse, Mind-Affecting, Psionic]

Level: 5 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** Permanent**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

The target's Intelligence score drops to 1 and its eyes turn completely black (this does not alter its vision). Still, the target knows who its friends are and can follow them and even protect them. This temporary damage cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

Diminished Effects: The spell inflicts 1d6 points of temporary Intelligence damage.

Heightened Effects: The target affected also suffers a -5 competence penalty to Will saving throws (making the creature easily *dominated*, for example).

Magic Item Creation Modifier: Single-use $\times 2$

FEEDBACK STRIKE

Abjuration [Force]

Level: 7 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

Any creature that attacks you suffers magical feedback that inflicts 3d6 points of force energy damage + 1 point per caster level. For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as to cast a curative spell), no attack roll occurs, so the action does not trigger the *feedback strike* effect. Since the damage is magical, it ignores damage reduction, but spell resistance still applies. The *feedback strike* can affect more than one attacker at a time, but no attacker suffers the damage more than once per round.

Diminished Effects: Only physical melee attacks draw magical feedback.

Heightened Effects: With this spell active, you can force feedback damage to strike a creature you touch, in addition to automatically damaging those that attack you.

Magic Item Creation Modifiers: Single-use $\times 3$, constant $\times 1.5$

FINGER OF DESTRUCTION

Necromancy [Negative Energy]

Level: 7 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You summon up some of the vilest, most foul energies in existence, whose very touch snuffs out life. From your fingertips comes black lightning (a ranged touch attack) that inflicts 5 points of damage per caster level on any one living creature within range. If the save succeeds, the target suffers 5d6 points of damage + 1 point per caster level.

Diminished Effects: The ray inflicts 10d6 points of damage + 1 point per caster level if the creature fails the saving throw, and 3d6 points of damage + 1 point per caster level if it succeeds. This ray does not affect objects, constructs, or undead.

Heightened Effects: The spell inflicts 10 points of damage per caster level. If the target dies, the body is consumed, except for a bit of dust. Creatures making successful saving throws suffer 6d6 points of damage + 1 point per caster level.

FIREBURST

Evocation [Fire]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 10-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a simple gesture, you send a burst of fire out from an already burning flame (even a candle) within range. The *fireburst* inflicts 1d6 points of damage + 1d6 points per two caster levels (maximum 5d6). The burst is too quick to ignite flammable items (like cloth or paper) but it can still ignite combustibles (like oil).

Diminished Effects: The spell inflicts 1d4 points of damage rather than 1d6 points, and it does not increase with level.

Heightened Effects: The burst continues to blast the area for 1d4 rounds, inflicting its damage on all in the area each round. Flammable objects will catch fire in the area. Since the duration becomes 1d4 rounds, heightened *fireburst* can be dispelled.

FLIGHT

Transmutation [Air]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell's subject can fly at its normal ground speed or 30 feet (whichever is slower). The subject can fly up at half speed and descend at double speed. The flier's maneuverability rating is good. Using *flight* requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of *flight* can charge but not run. It cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the flier drops to the ground immediately. Since dispelling a spell effectively ends it, the subject also falls in this way if the *flight* spell is dispelled.

Casting this spell on a subject that can already fly increases its maneuverability to perfect and adds 30 feet to its flying speed.

Diminished Effects: The spell does not confer flight but does increase the speed of a creature already flying (naturally or magically) by 20 feet.

Heightened Effects: The spell grants a speed of 60 feet regardless of ground speed.

FORCEBEAM

Evocation [Force]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Line 5 feet wide and up to Medium range long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

From your hand you project a blast of pure magical force that deals 1d6 points of

damage per caster level (maximum 10d6). Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Because magical force harms incorporeal creatures and objects, some casters refer to this spell as *spiritslayer*.

Diminished Effects: The narrow *forcebeam* can affect only one target. It does not possess the strength to knock foes down.

Heightened Effects: The *forcebeam* deals 1d8 points of damage per caster level (maximum 10d8).

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

FORETELL FUTURE

Divination

Level: 4 (Exotic)

Casting Time: One hour

Range: Personal

Target: You

Duration: Instantaneous

To cast this spell, you must meditate for one hour, inhaling special herbal smoke that costs no less than 50 gp. This divination spell can provide you with a useful piece of advice in reply to a question concerning a specific choice made within the next 24 hours. In asking your question, make an "if" statement, then provide two outcomes you think possible. The spell reveals which outcome is more likely. For example, you could say, "If I ask Lord Falross for the key to the vault, will he give it to me or will he get angry and attack me?"

The DM indicates which outcome is more likely, although "neither" is an acceptable result if both are equally likely or unlikely. Note that even if the most likely outcome is a third option not specified in the caster's statement, the DM's answer only assesses the two stated outcomes. The DM should not hint that you specified the wrong outcomes. In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions may change to make the information no longer useful.

The base chance for a correct answer is 70 percent + 1 percent per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have

been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Diminished Effects: The caster can ask a single yes or no question rather than the “if statement.” Chance for a correct answer is 40 percent + 1 percent per caster level.

Heightened Effects: The caster can ask one yes or no question per level rather than the “if statement.” Chance for a correct answer is 100 percent.

Magic Item Creation Modifiers: Single-use ×3, constant ×1.5

FREEZE

Transmutation [Cold, Water]

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Five 10-foot by 10-foot by 1-foot areas of water/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

With a blue-white flash of light around your eyes, you freeze a large amount of water. The main use of this spell is to freeze the water's surface, although one could stack the 10-by-10-by-1 squares atop one another to freeze a small body of water all the way down to the bottom. A 12th-level caster could create an ice bridge up to 600 feet long (10 feet wide and 1 foot thick) across a body of water, for a party to walk across. The water freezes over the course of 1 round. Creatures in the water can make a Swim check (DC 15) to get on top of the ice or swim down below it before the water completely freezes (assuming there is an unfrozen area large enough below the ice to accommodate them).

Whether a creature moves up or down to avoid the ice is up to it. Creatures with a natural swim speed automatically succeed. Creatures that do not succeed are trapped, at least partially stuck in the ice. To get free, the ice around the creature needs to be destroyed (inflicting 36 points of damage on the ice will do so) or broken (Strength check, DC 15 + caster level to do so).

Diminished Effects: The water freezes over the course of 3 rounds. Creatures are never caught in the ice, although water breathers forced completely out of a small body of water may still be in real trouble.

Heightened Effects: The spell's area becomes ten 10-foot by 10-foot by 2-foot areas of water per level.

FREEZING CLAW

Conjuration [Cold]

Level: 6 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A small claw of ice

Duration: Concentration (up to 1 round/level)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a 2-foot-diameter ice-blue claw that floats in the air. You direct it to move anywhere within range, making one ranged touch attack each round with your attack bonus.

Those the claw touches suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but they've sustained the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has AC 12).

Diminished Effects: The spell inflicts the stated damage but does not freeze victims.

Heightened Effects: The spell does not require concentration—the duration becomes 1 round/level, and directing the claw is a free action.

Magic Item Creation Modifiers: Single-use ×1.5, constant ×1.5

GAZE OF THE BASILISK

Transmutation [Earth]

Level: 7 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A globe with a radius of 25 feet + 5 feet/two levels

Duration: 1 round/two levels (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *gaze of terror*, below, but this spell gives you a gaze attack that petrifies all who

meet your eye. Those affected turn to stone. All creatures within range of a gaze attack must attempt a saving throw each round at the beginning of their turn.

Diminished Effects: Petrified creatures return to flesh after 10 minutes per level.

Heightened Effects: The caster can focus this gaze on one target so completely that no one in that round need make a save but the chosen target. This target must save against a Difficulty Class with a +4 circumstance bonus. It is a standard action in that round for the caster to focus the gaze.

Magic Item Creation Modifier:

Constant ×3

GAZE OF TERROR

Enchantment (Compulsion) [Fear]

Level: 4 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A globe with a radius of 25 feet + 5 feet/two levels

Duration: 1 round/two levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell gives you a gaze attack that strikes fear into the hearts of all who meet your eye. Those affected become panicked, suffer a –2 morale penalty on all attack rolls, saving throws, and checks, have a 50 percent chance to drop whatever they are holding, and flee away from you as fast as they can for the spell's remaining duration. Each creature within range of a gaze attack must attempt a saving throw each round at the beginning of its turn.

An opponent can avert his eyes from your face, looking at your body, watching your shadow, or tracking you in a reflective surface. Each round, such an opponent has a 50 percent chance of not having to make a saving throw. You gain one-half concealment against the opponent (so any attack he makes against you has a 20 percent miss chance).

An opponent can shut his eyes, turn his back on you, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. You gain total concealment against the opponent as if you were invisible. Thus, any attack the opponent makes against you has a 50 percent miss chance, and he can't use sight to target attacks.

You can actively attempt to use the *gaze of terror* as an attack action. You simply choose a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50 percent chance for averting his eyes or 100 percent chance for shutting his eyes). An opponent might have to save against your gaze twice during the same round: once before his own action and once during your action.

Looking at your image (such as in a mirror or as part of an illusion) does not subject you to the fear effect. You are immune to your own gaze attack.

If visibility is so limited (by dim lighting, fog, etc.) as to result in concealment, there is a percentage chance that an opponent won't need to make a saving throw in a given round. This chance is equal to the normal miss chance for the amount of concealment present. This chance is not cumulative with chances to avoid the gaze, but instead one rolls it separately.

You cannot use your gaze attack while you are invisible. Characters using dark-vision in complete darkness are affected by a gaze attack normally.

Diminished Effects: The spell grants the gaze attack for only 1 round and can affect only one creature (once a creature is affected, the gaze attack fades). The affected creature flees for 1 round per level.

Heightened Effects: Even targets who make their saves (except those immune to fear effects) are shaken and suffer a -2 morale penalty on attack rolls, saving throws, and checks.

Magic Item Creation Modifier:
Constant $\times 3$

GENTLE REPOSE

Necromancy

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so they do not decay. Doing so extends the time limit on raising that creature from

the dead: Days spent under the influence of this spell don't count against the time limit.

The spell also works on severed body parts and the like.

Diminished Effects: N/A

Heightened Effects: The duration is Permanent.

GHOST SOUND

Illusion (Figment)

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it, and you cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per caster level (maximum 20 humans). Thus, you can create talking, singing, shouting, walking, marching, or running sounds. 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 dire cat's roar equals the noise from 20 humans.

Heightened Effects: You may preprogram the sound so it occurs when a specific event triggers it (it lasts until triggered). Trigger events can be as general or as detailed as desired, although only visual and audible triggers work. Triggers react to what appears to be the case, so disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A spell cannot distinguish invisible creatures, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level. Regardless of

range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

GHOST WEAPON

Transmutation [Force]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: One melee weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

With a touch, a weapon becomes ghostly and translucent. A character can wield it normally, but its attacks ignore armor and natural armor bonuses to Armor Class. At the same time, treat its strikes as force damage when attacking incorporeal foes.

Diminished Effects: The weapon inflicts only half normal damage.

Heightened Effects: Incorporeal creatures can wield the weapon, allowing them to make attacks against corporeal foes normally, still ignoring armor, while remaining incorporeal themselves.

Magic Item Creation Modifier:
Constant N/A

GIANT'S GRIP

Transmutation

Level: 5 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One willing giant

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell makes a single giant even better at grappling than she already is and increases her chance to break objects. A giant affected by this spell gains double her Strength modifier (if positive) when making grapple checks, rather than just her modifier. When attempting to break an object, the modifier also doubles. This spell doubles even modifiers that are magically increased.

Diminished Effects: The spell's range becomes Personal and the target is You.

Heightened Effects: The giant gains triple her Strength modifier to grapple and break object checks.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

GIRD THE WARRIOR

Transmutation [Force]

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell enshrouds its subject with tangible, visible force energy in the form of a mighty set of plate armor. The subject of this effect gains a +10 armor bonus to Armor Class and a +4 enhancement bonus to attack and damage rolls made with melee weapons.

The armor has no associated armor check penalties or spell failure chances, and it weighs nothing. A subject needs no proficiency to use this armor.

Diminished Effects: The spell grants a +8 armor bonus to Armor Class and no bonus to attack and damage rolls.

Heightened Effects: The spell grants a +12 armor bonus to Armor Class, in addition to the +4 bonus to attack and damage rolls.

Magic Item Creation Modifiers:

Constant N/A, charged ×2

GLAMOUR

Illusion (Glamer)

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Bluff, Diplomacy, and Gather Information checks against those looking at you gain a +5 circumstance bonus.

This spell does not change any specific details of your appearance, such as gender, race, and so forth. However, it does prove quite useful to cast in conjunction with *sorcerous guise*.

Diminished Effects: N/A

Heightened Effects: You also gain a +2 enhancement bonus to Charisma for the duration of the spell.

Magic Item Creation Modifier: Single-use ×2

GLOWGLOBE (LESSER)

Evocation [Light]

Level: 0 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Effect:** Glowing sphere**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. A *lesser glowglobe* does not function in an area of magical darkness.

The globe can be covered and hidden but not smothered or quenched.

Heightened Effects: The *lesser glowglobe* moves as the caster wills. The caster controls its movement as a free action. However, it never moves farther than 10 feet from the caster.

GLOWGLOBE (GREATER)

Evocation (Light)

Level: 2 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Effect:** Glowing sphere

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As *lesser glowglobe* except for the duration, plus a *greater glowglobe* cast in an area of magical darkness dispels the darkness, if it comes from a lower-level effect.

Diminished Effects: N/A

Heightened Effects: The *greater glowglobe* moves as the caster wills. The caster controls its movement as a free action. However, it never moves farther than 20 feet from the caster.

Magic Item Creation Modifier: Single-use ×2

GREENSPY

Divination [Plant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One plant

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You make a plant into a spy of sorts. For the duration of the spell, all activities—sight and sound—that occur within 50 feet of the plant are “stored” magically within the plant. At any time afterward, you (and only you) can touch the plant and experience the information stored within it. Once you have accessed the information, you cannot do so again. The plant’s “senses” are normal—it cannot see in the dark, it cannot see invisible creatures, and so on.

Diminished Effects: The duration becomes only one minute per level.

Heightened Effects: The duration is Permanent.

GUSTING WIND

Evocation [Air]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Gust of wind (10 feet wide, 10 feet high) emanating out from you to the extreme of the range

Duration: 1 full round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from you and moves in the direction you face. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. The gust causes protected flames, such as those of lanterns, to dance wildly, and it has a 50 percent chance to extinguish these lights. Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Creatures who are knocked down suffer 2d6 points of air damage. Any creature is entitled to a saving throw to ignore the gust’s effects.

A *gusting wind* spell can do anything a sudden blast of wind would be expected to do.

Diminished Effects: The wind cannot knock down creatures.

Heightened Effects: The wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (D). Each round in the area, creatures must make saves or be knocked down.

HAND OF BATTLE

Evocation [Force]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your hand turns red as you reach out to touch a foe and attack with a stab of force energy. The touch attack inflicts 1d6 points of damage (maximum 10d6) per caster level.

Diminished Effects: Damage inflicted becomes 1d4 points per level (maximum 10d4).

Heightened Effects: The spell also inflicts 1d3 points of Strength damage to those who fail the save.

HARDEN

Abjuration

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Area: One object or a 10-foot cube of matter

Duration: One hour/level (D)

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You increase an object’s hardness by 50 percent or by +1, whichever is greater.

Diminished Effects: You increase the hardness by +1 no matter what, and the duration becomes 1 round per level.

Heightened Effects: You double the hardness.

HYGIENE

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You clean the subject creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes the subject presentable for fine company, it promotes better health.

For 24 hours after the casting, the subject gains a +1 circumstance bonus on all saves against disease.

Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

Heightened Effects: You can affect one creature per caster level.

ICEBOLT

Evocation [Cold]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal (not a touch) ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +10). If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack missed as well, there is no effect.



Diminished Effects: The *icebolt* inflicts 1d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +5).

Heightened Effects: You can create one *icebolt* per round and launch it as a standard action for 1 round per two caster levels (maximum five bolts).

ILLUSORY CREATURE (LESSER)

Illusion (Figment)

Level: 1 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature, but the *illusory crea-*

ture can move as you direct. You can move the image within the limits of the size of the effect.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

Heightened Effects: The *illusory creature* makes sounds appropriate to the illusion (but no more than you could create with a *ghost sound* spell).

ILLUSORY CREATURE (GREATER)

Illusion (Figment)

Level: 3 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature, and the *illusory creature* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

Heightened Effects: You can create figments of multiple creatures within the area.

ILLUSORY OBJECT (LESSER)

Illusion (Figment)

Level: 1 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a static, immobile, solid object the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

Heightened Effects: The *illusory object* makes sounds appropriate to the illusion (as you could create with a *ghost sound* spell).

ILLUSORY OBJECT (GREATER)

Illusion (Figment)

Level: 3 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object or a force (such as a fire) the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature. The *illusory object* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

Heightened Effects: You can create figments of multiple objects within the area.

IMMORTALITY

Abjuration [Truename]

Level: 9 (Exotic)

Casting Time: One day

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The target stops aging. She continues to experience age effects as found in Chapter Two: Races, but has no maximum age. When casting the spell, make a caster power check (DC 45). If you succeed, the target looks youthful and remains that way.

If unsuccessful, she continues to look older and older as time passes, becoming a dreadful, shriveled husk.

Material Components: Casting this spell requires a jewel worth at least 5,000 gp.

Diminished Effects: N/A

Magic Item Creation Modifiers:

Constant $\times 6$, charged $\times 4$, single-use $\times 6$, spell-completion $\times 3$

IMMUNITY (LESSER)

Abjuration

Level: 7 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You become immune to one of the following (your choice) for the duration:

- Compulsion spells
- Transmutation spells
- Illusions
- Negative energy spells
- Positive energy spells
- A single element
- A single energy type
- Poison
- Disease
- Curses

Diminished Effects: The duration becomes 1 round per level.

Heightened Effects: You can make two choices from the list, or you can choose one with a duration of one hour per level.

Magic Item Creation Modifier:

Constant $\times 2$, single-use $\times 2$

IMMUNITY (GREATER)

Abjuration

Level: 9 (Simple)

Casting Time: Standard action

Range: Touch

Target: You and one creature/four levels

Duration: One hour/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *lesser immunity*, except this spell affects more creatures than just you.

Diminished Effects: The spell lasts only 10 minutes per level.

Magic Item Creation Modifiers: Constant

$\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

INCORPOREAL FORM

Transmutation

Level: 7 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

You become incorporeal, allowing you to move through matter, enjoy immunity to nonmagical weapons, and receive a 50 percent miss chance from all nonforce attacks.

Diminished Effects: The duration becomes 1 round per level, and your form is unstable. You suffer 1d6 points of damage per round while in your incorporeal form.

Heightened Effects: The range becomes Touch, and the target becomes one creature.

Magic Item Creation Modifiers:

Constant $\times 1.5$, charged $\times 1.5$, single-use $\times 2$

INCREASE WEIGHT

Transmutation

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

By altering the effect of gravity on one creature or object touched, you make the target effectively heavier by up to 20 lbs. per level. Extra weight on a creature counts against its own carrying limit. Creatures that cannot at least drag (5 \times maximum load) their own weight collapse in exhaustion, immobile. Weapons increased to double their weight or more carry a +1 circumstance bonus to damage. Weapons increased beyond that still have the bonus to damage but carry a -1 circumstance penalty to attack rolls, as they have become harder to wield. Hardness and durability are not affected. Weapons increased beyond a character's maximum load cannot be wielded. Creatures affected by this spell gain a -1 circumstance penalty to Jump checks.

Diminished Effects: N/A

Heightened Effects: The spell can increase a target's weight by 50 lbs. per level. Creatures affected by this spell suffer a -2 circumstance penalty to Jump checks.

Magic Item Creation Modifier:

Constant $\times 3$, single-use $\times 1.5$

INNER WORLD

Illusion (Phantasm) [Mind-Affecting, Psionic]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

With a single touch of your purplish glowing hand, you cast the target into a world of phantasm that only she can see. She can take no actions in the real world (but is not helpless). The nature of the phantasmal world is up to you, but if the DM deems it appropriate to the target (a world filled with the things she loves most, or fears most, and so on), the saving throw Difficulty Class increases by +2.

Diminished Effects: The caster must know the target's truename to affect her.

Heightened Effects: The target finds herself so consumed by the *inner world* that she is helpless.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

INVIGORATE ITEM

Transmutation

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One magic item

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Cast upon a magic item that allows a saving throw, this spell increases the Difficulty Class of the item's powers by +1. The affected item sparkles with a magical luster for the duration.

Diminished Effects: The item gains a +2 bonus, but the spell affects only the item's next single use.

Heightened Effects: The item gains a +2 bonus for the duration.

Magic Item Creation Modifier: Constant $\times 2$

INVISIBILITY

Transmutation

Level: 3 (Complex)

Casting Time: Standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 10 minutes/level (D)

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

Spell Resistance: No or Yes (harmless, object)

The creature or object touched becomes impossible to see with normal sight or even with darkvision. If the subject is a creature carrying gear, the gear 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 can employ magic to do so.

Items that an invisible creature drops or puts down become visible; items an invisible creature picks up disappear if tucked into the creature's clothing or pouches. 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 the subject carries that extends more than 10 feet from the subject becomes visible, such as a trailing rope.

The subject is not magically silenced, and certain other conditions can render the subject 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 subject's perceptions.) Actions directed at unattended objects do not break the *invisibility*. Causing harm indirectly is not an attack. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their areas. A subject that attacks directly immediately becomes visible, along with all gear.

Diminished Effects: The duration becomes Concentration (one minute per level maximum).

Heightened Effects: For 1 round per level, the invisible subject can make "attacks" and still not become visible, after which the spell continues normally but such attacks end the *invisibility*.

Magic Item Creation Modifier: Constant $\times 2$

INVISIBILITY PROHIBITION

Evocation

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Area: 5-foot-radius spread/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You fill an area with magical energy that negates all forms of invisibility. Anything that is invisible becomes visible while in the area. The area remains immobile.

Diminished Effects: The caster must make an opposed caster power check against the caster level of the invisibility effect in order to reveal a particular invisible creature or object.

Heightened Effects: The caster may cast the spell upon a single creature or object (the subject gets a Will saving throw to avoid, and spell resistance applies), allowing the area to move with the creature or object.

Magic Item Creation Modifier: Constant $\times 2$

INVOKED APOCALYPSE

Evocation

Level: 9 (Exotic)

Casting Time: 10 minutes

Range: One mile/level

Area: 100-foot-radius cylinder/level, 100 feet high per level

Duration: 1 round/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

In this, one of the most feared of all spells, you cause all elements and energy types to rain down upon an area in a conflagration of destruction. All within this storm of devastation suffer 10d6 points of damage per round. Characters in the area must make a new Reflex saving throw each round. When this spell is done, buildings (even an entire small town) usually are destroyed, forests flattened, small lakes boiled away or filled with detritus, and all life extinguished.

Despite the long range, you still must have line of sight on the target, so one usually casts *invoked apocalypse* from atop a mountain or a high tower.

This spell is horribly draining on the caster. Once it is cast, you fall immediately into a coma for 1d4 days. Even magic cannot prevent this coma, nor can it cure it. Casters who might arguably be immune to energy draining or comas (such as liches) are reduced to 1 hit point, and the lost hit points cannot be restored for 24 hours by any means. If you cast this spell more than once in a year's time, the spell slays (or destroys) you.

Diminished Effects: N/A

Magic Item Creation Modifiers: Spell-completion $\times 3$, single-use $\times 6$

LEARN SECRET (LESSER)

Divination

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: 1 round/level or until triggered

Saving Throw: None

Spell Resistance: No

This spell is based on the idea that, just as creatures have truenames, objects have special, unique secrets impossible to learn by simple inspection and difficult to describe with common language. When you cast this spell, you learn a minor secret of one object. This secret allows you to intuitively know a way to use the object more effectively. The next time you attempt to use the object (if the duration of the spell continues) you gain a +5 insight bonus. Normally, this bonus applies to a standard use of the item—the secret of a lockpick allows the caster to use it to pick a lock better, for instance. The secret of a battleaxe allows the caster to strike with it more accurately in combat. Sometimes, however, the bonus applies to attempts to overcome forces seeking to prevent you from using the object. For example, the insight bonus could apply to an attempt to force open a barred door.

Only you gain the bonus, no matter how hard you may attempt to communicate the secret to another. Once used, the fleeting, esoteric nature of the secret is forgotten. It is impossible to record the secret in any way. The insight bonus applies only to rolls you make, so it is never a bonus to Armor Class.

Diminished Effects: The insight bonus becomes +1.

Heightened Effects: The insight bonus becomes +10.

Magic Item Creation Modifier: Constant $\times 5$, single-use $\times 1.5$

LEARN SECRET (GREATER)

Divination

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You learn the secret of an object, as described in *lesser learn secret*, but you do not forget it. Also, instead of a single +5 insight bonus, you gain a +2 insight bonus to use a single object forever, no matter how many times you use it. Many casters learn the secret of their staff, their tools, and so on as soon as they acquire them.

Diminished Effects: N/A

Heightened Effects: The insight bonus becomes +3.

Magic Item Creation Modifiers: Single-use $\times 5$, spell-completion $\times 3$, constant $\times 1.5$

LEARN TRUENAME

Divination

Level: 6 (Simple)

Casting Time: 12 hours

Range: Unlimited

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn the truename of a creature whose normal name you already know. You also must have some personal effect (a lock of hair, a possession owned for at least six months, etc.) of the target placed in a golden bowl worth 500 gp. The bowl is a focus and is not consumed by the spell, but the personal effect is consumed as a material component.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Constant $\times 3$, single-use $\times 2$, spell-completion $\times 2$

LEVITATE

Transmutation [Air]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal or Close (25 feet + 5 feet/two levels)

Target: You or one willing creature or one object (up to 100 lbs./level total)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the target up or down as much as 20 feet each round, doing so is a move-equivalent action. You cannot move the target horizontally, but the target could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1 , the second -2 , and so on, up to a maximum penalty of -5 . A full round spent stabilizing allows the creature to begin again at -1 .

Diminished Effects: The spell's range becomes Personal, with only You as the target. The caster cannot levitate more than 5 feet off the ground.

Heightened Effects: The caster can move up to 60 feet vertically and also up to 10 feet horizontally in a single round.



LITORIAN CLAWS

Transmutation

Level: 3 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One willing litorian**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell is rarely known by nonlitorians. It gives a litorian formidable claws that he can use in combat as natural weapons he is proficient with. The claws inflict damage based on your caster level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6

The litorian gains claws on both hands and can make off-hand attacks if he wishes (using the normal penalties). As with any melee weapon, the litorian adds his Strength bonus to any attack and damage rolls made with the claws.

Diminished Effects: The spell's range becomes Personal, with You as the target.

Heightened Effects: The spell grants an additional 1d6 points of damage with each claw attack.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

LOCATE CREATURE

Divination

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** A circle centered on you, with a radius of 400 feet + 40 feet/level**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

Your eyes glow with a blue light, and you sense the direction of a known or familiar creature.

As you slowly turn, you sense when you're facing in the direction of the creature you're trying to locate, provided the creature is within range. You also know which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature you know. It cannot find a creature of a general type (such as humanoid or beast). To find a specific type of creature, you must have seen such a creature up close (within 30 feet) at least once. If more than one creature of this specific type is within range, you locate the nearest specimen. Attempting to find a specific creature requires a detailed and accurate mental image; if the image is not close enough to the actual creature, the spell fails. You cannot specify a unique character unless you have observed that particular character firsthand (not through divination).

This spell cannot detect objects. It can be fooled by the Disguise skill and the *sorcerous guise*, *unknown*, and *shapechange* spells.

Diminished Effects: The spell can detect only a specific creature, and the caster must know its truename for the spell to work.

Heightened Effects: The caster may double the spell's range.

LOCATE OBJECT

Divination

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** Circle, centered on you, with a radius of 400 feet + 40 feet/level**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

Your eyes glow with a blue light, and you sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder. You can search for general items such as a stairway, a sword, or a jewel; if more than one of its type is within range, you locate the nearest specimen. Attempting to find a specific item, such as a particular piece of jewelry, 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 object (such as "Baron Vulden's signet ring") unless you have observed that particular item firsthand (not through divination).

Lead blocks *locate object*. This spell cannot detect creatures.

Diminished Effects: The caster cannot detect specific objects, only general ones (the caster can look for swords, but not a specific sword).

Heightened Effects: The caster may double the spell's range.



LOCATION LORESIGHT

Divination [Psionic]

Level: 2 (Complex)**Casting Time:** Standard action**Range:** 0 feet**Area:** 30-foot-radius spread**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You learn something significant about an area in which you stand. Although the area is a 30-foot spread, if indoors, the spell basically affects one room (the room where you stand). Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. When the location was created (if man-made, otherwise skip)
2. Name of last creature to pass through location, if any (other than you)
3. Race of last creature to pass through location, if any (other than you)
4. Name of the location's creator (a natural location, like a glen, was created by nature)
5. Race of the location's creator, if any
6. Name of the location's longest occupant, if any
7. Race of the location's longest occupant, if any
8. Name and race of the current owner or master of the location, if any
9. Brief description of the most significant event to happen in the location
10. Magical ability or property of the location, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A**Heightened Effects:** N/A**Magic Item Creation Modifiers:**
Constant $\times 3$, charged $\times 2$ **MAGIC ARMOR**

Transmutation

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Armor touched (see text)**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

Magic armor gives a harness of armor or a shield a +1 enhancement bonus to Armor Class. This spell can also be cast on a creature with no armor, giving a +1 armor bonus to clothing or flesh.

Diminished Effects: The spell lasts for 1 round per two levels (maximum 5 rounds).**Heightened Effects:** The enhancement bonus bestowed by the spell stacks with the enhancement bonus of the armor, if any.**Magic Item Creation Modifiers:**
Constant N/A, charged $\times 2$ **MAGIC CIRCLE**

Abjuration

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Touch**Area:** Emanates 10 feet from touched creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No (see text)

Beams of dark blue energy flash from your fingers to trace on the ground an intricate circle of magical symbols made of energy. This spell wards all creatures in the area from attacks by outsiders and from mental control. The subjects get a +2 deflection bonus to Armor Class and a +2 resistance bonus on saving throws. Both these bonuses apply against attacks made by outsiders.

The barrier blocks any attempt to possess a warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands from being cast on the creature, but it keeps the caster of such a spell from mentally commanding the protected creature. If the warding effect ends before the mental control effect does, the caster 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 spell has a special function you may choose when casting it. You can focus a *magic circle* inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned crea-

ture. Creatures summoned inside a *magic circle* cannot cross the circle's boundaries. This is particularly useful in conjunction with the *call outsider* or *call undead* spells.

If a creature too large to fit into the spell's area is the subject of *magic circle*, the spell acts as normal for that creature only.

Diminished Effects: The caster can only focus the spell inward; thus it serves only as a magical prison.**Heightened Effects:** A caster who knows the truename of a creature can choose whether to allow the creature to cross the boundaries of the circle (either direction).**MAGIC WEAPON**

Transmutation

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Weapon(s) touched**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

Magic weapon gives a melee or ranged weapon a +1 enhancement bonus to attack and damage rolls. You can also cast this spell on a natural weapon, such as an unarmed strike or a beast's claw attack, or on ranged weapon ammunition (one spell affects up to 50 pieces of ammunition—arrows, sling stones, bolts, shuriken, and so on).

Diminished Effects: The spell lasts for 1 round, allowing the wielder to make a single round's worth of attacks with it.**Heightened Effects:** The bonus the spell bestows is a luck bonus, so it stacks with the weapon's enhancement bonus, if any.**Magic Item Creation Modifiers:**
Constant N/A, charged $\times 2$ **MAGNETISM**

Transmutation

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** You (your hand)**Duration:** One minute/level (D)**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

Your hand becomes magnetic. If you hold a metal object, you gain a +10 circumstance bonus to resist attempts to disarm you of it. You also gain a +10 circumstance bonus to climb up a metal surface or object (like an iron pipe). Further, when you focus your attention (requiring concentration) on a metal or mostly metal object within 5 feet + 1 foot per caster level weighing less than 1 lb. per level, you drag it toward you at a rate of 1 foot per round.

Diminished Effects: The circumstance bonus becomes +5 for resisting disarm attempts and climbing. You cannot draw objects toward you unless they weigh less than 1 lb. and are no more than 5 feet away.

Heightened Effects: As much or as little of your body as you desire becomes magnetic, allowing you to hold in each hand a metal object that gains a +10 bonus to avoid disarm attempts. You gain a +10 circumstance bonus to climbing for each magnetic limb that clings to a metallic surface. You can attach a knife to your leg without straps, stand on a metallic plate on the ceiling, and so on.

MARK ALLIES

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One ally/three levels

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch from your blue-haloed hand, you designate a creature (or creatures) as your ally. For the spell's duration, the designated creatures remain unaffected by any spell of 3rd level or lower that you cast unless they wish to be affected—as though they had spell resistance and you failed your check. Thus, they can stand in the middle of your *sorcerous blast* unscathed, or walk through a *wall of ice* of your creation.

Diminished Effects: The spell affects one creature and protects it only from the next spell cast within the duration.

Heightened Effects: The spell affects one ally per level and protects them from all the spells you cast for the duration.

Magic Item Creation Modifier:

Constant ×2

MASS DEVASTATION

Evocation [See Text]

Level: 8 (Complex)

Casting Time: 1 full round

Range: Long (400 feet + 40 feet/level)

Area: Burst with a radius of 10 feet/level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You blast the area with an element of your choice. The area fills with roaring flames, horrific winds, crashing waves, or falling rocks. No matter which element you choose, the spell inflicts 1d6 points of damage per level (20d6 maximum). Further, it creates a lasting effect based on the element chosen:

- **Air:** The incredibly strong winds knock prone all who failed their save, regardless of size. Flying creatures smash into the ground or walls (if present) and suffer an additional 5d6 points of damage. All flames are extinguished.
- **Earth:** The area fills with stony rubble, gravel, and dirt. Characters who fail their saves are buried and pinned as described in the DMG under “Cave-Ins and Collapses.” All flames are extinguished.
- **Fire:** Flammable objects catch fire, including flammable characters who failed their saving throws.
- **Water:** The waves knock prone all who failed their saves, regardless of size. Non-water-breathers failing their saves must make a Constitution check (DC 15) or begin to drown. All flames are extinguished.

Diminished Effects: The spell inflicts a maximum of 15d6 points of damage, with no special after-effects (the stone and



water disappear immediately, the fire blazes out so quickly it cannot set objects alight).

Heightened Effects: The area becomes a burst with a radius of 20 feet per level.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

MASSIVE SWORD

Evocation [Force]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a huge, shimmering sword made of force. The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell. The sword attacks its designated target once each round. Its attack bonus is your level + your spellcasting ability score bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals $4d6 + 3$ points of damage, with a threat range of 19–20 and critical damage of $\times 2$.

The *massive sword* always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the sword goes farther from you than the spell range, if it goes out of your sight, or if you stop directing it, it returns to your side and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. Physical attacks cannot harm the sword, but *dispel magic*, *disintegration*, and similar spells affect it. The sword's Armor Class against touch attacks is 13.

If an attacked creature has spell resistance, make a resistance check the first time the sword strikes the creature. A success at resistance dispels the spell. Otherwise, the sword enjoys its normal full effect on that creature for the duration of the spell.

Diminished Effects: The caster must physically wield the sword, so it can attack only adjacent foes (or those farther away, if

the caster naturally has reach). It requires normal actions to attack, using the caster's attack bonus and Strength modifier; the caster is considered proficient, and damage remains $4d6 + 3$ points.

Heightened Effects: The sword also inflicts $+2d6$ points of damage of a chosen energy type (acid, cold, electricity, fire, or sonic). The spell takes on the appropriate energy descriptor.

MENTAL PROTECTION

Abjuration [Mind-Affecting, Psionic]

Level: 7 (Simple)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

Mental protection wards a creature against mind-affecting spells, enchantment (compulsion) spells, and unwanted spell effects with the psionic descriptor. If someone attacks the protected creature in one of these ways during the duration, you make an opposed caster power check with the attacking caster. If you win, you foil the attacker's spell. If the attacking caster wins, the spell resolves normally (with saving throws, spell resistance, and so on, if applicable).

Diminished Effects: The duration becomes 10 minutes per level.

Heightened Effects: The duration becomes one day per level.

MIND STAB

Evocation [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You focus your mind and create an invisible mental blast that emanates from your head and stabs the mind of another. You must make a ranged touch attack to use the blast to strike a foe. If it hits, you deal $1d6$ points of subdual damage + 1 point per level (maximum $+10$).

Diminished Effects: You deal $1d4$ points of subdual damage.

Heightened Effects: An affected subject also must make Will saving throw or be dazed for 1 round. Dazed characters can't take actions—move, cast spells, use mental abilities, etc. (but they are not stunned).

MINOR ILLUSION

Illusion (Figment)

Level: 0 (Simple)

Casting Time: Standard action

Range: 0 feet

Effect: An image up to 6 inches on all sides

Duration: 1 round/level (D)

Saving Throw: Will negates (disbelief)

Spell Resistance: No

You create a tiny, immobile image—a very small dagger, a floating ball, a miniature face, etc.—in your open palm.

Heightened Effects: The object can move and moves with you, so you can pretend to wield a tiny illusory dagger or create the image of a tiny dancing monkey in your hand.

MODIFY MEMORY

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 4 (Complex)

Casting Time: Standard action (see text)

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the target's mind and modify up to five minutes of her memory in one of the following ways:

1. Eliminate all memory of an event the target actually experienced. This spell cannot negate spells that affect the subject's mind.
2. Allow the target to recall with perfect clarity an event she actually experienced.
3. Change the details of an event the target actually experienced.
4. Implant a memory of an event the target never experienced.

Casting the spell takes a standard action. If the target fails to save, you proceed with the spell by spending up to five minutes (a

period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the target. If anything disturbs your concentration before the visualization is complete, or if the subject ever moves beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts her natural inclinations. The target may dismiss an illogical modified memory as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the target to act favorably toward you), changing the details of a superior's orders to the target, or causing the target to forget she ever saw you or your party. The DM reserves the right to decide whether a modified memory seems too nonsensical to affect the target significantly.

Diminished Effects: The caster can modify one minute of memories.

Heightened Effects: The caster can modify up to 30 minutes of memories.

Magic Item Creation Modifier: Single-use×2

MUDBALL

Evocation [Earth, Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A ball of gray-brown mud appears in your hand. You can throw this ball with no penalties up to the range of the spell, making a normal ranged (not touch) attack. If successful, the target suffers 1d8 points of earth and water damage (half each) + 1 point of damage per caster level (maximum +5). Further, if the target has eyes and does not have damage reduction, the attack blinds it for 1 round.

Diminished Effects: The *mudball* inflicts only 1d6 points of damage and has no other effects.

Heightened Effects: The *mudball* inflicts 1d8 points of earth and water damage (half each) + 1d8 additional damage per two caster levels (maximum 5d8).

MUDDY GROUND

Transmutation [Earth, Water]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: One 10-foot square/level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Assuming the ground in the area is at least partially made of earth or stone, you turn the top 3 inches of the surface into mud. Creatures in the area move at half speed and must succeed at a Balance check (DC 15) each round that they take an action in the area; failure means they slip and fall prone in the mud. The mud completely disappears when the spell ends.

Diminished Effects: Because the mud is only 1 inch deep, movement is unaffected (Balance check DC 10).

Heightened Effects: The mud becomes 12 inches deep, cutting movement to a quarter normal.

MULTIPLE PERSONALITIES

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 7 (Exotic)

Casting Time: Standard action (see text)

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You create a secondary, ever-present, and troublesome personality within the target's mind. Any time the target wishes to take an action, he must succeed at a Will saving throw or be faced with indecision and internal bickering; as the spell continues, this bickering becomes less internal—the target begins arguing with himself. A target that fails this Will save remains frozen with indecision for 1d4 rounds, then the player (or DM if the target is an NPC) rolls d%. On a roll of 1 to 50, the target can take the action. On a roll of 51 to 00, the secondary personality wins out and the target does the opposite of the intended action (or as close as possible). For example, if he wanted to attack a foe, he attempts to heal or help the foe for a round instead.

Diminished Effects: The spell lasts one hour per level.

Heightened Effects: Once affected, the target is automatically frozen with indecision for 1d4 rounds, and then must make the d% roll to see which personality is dominant.

Magic Item Creation Modifiers: Single-use ×3, constant ×1.5

NEUTRALIZE POISON

Transmutation [Positive Energy]

Level: 4 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature or object touched (up to 1 cubic foot/level)

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

If your caster power check beats the poison's Difficulty Class, you detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects end, 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.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

Diminished Effects: The caster power check suffers a –3 penalty.

Heightened Effects: In addition to the normal effects, this spell heals damage inflicted by poisons within the last hour.

NULL MAGIC ZONE

Abjuration

Level: 7 (Complex)

Casting Time: Standard action

Range: Close (50 feet + 5 feet/two levels)

Area: 10-foot-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

You create an immobile area where magic does not function. The area remains impervious to magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

A *null magic zone* suppresses any spell or magical effect used within, brought into, or cast into the area, but it does not dispel it. Time spent within a *null magic zone* counts against the suppressed spell's duration. Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in a *null magic zone* (though the *null magic zone* suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

If summoned or conjured creatures of any type, as well as incorporeal creatures, enter a *null magic zone*, they wink out. They reappear in the same spot once the zone goes away. Time spent "winked out" counts normally against the duration of the conjuration maintaining the creature. If you cast *null magic zone* in an area occupied by a conjured creature with spell resistance, you must succeed at a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation and thereafter are self-supporting (unless they have been summoned, in which case treat them like any other summoned creatures). Undead and outsiders likewise remain unaffected unless summoned. The zone may temporarily nullify these creatures' spell-like or supernatural abilities, however.

Dispel magic does not remove the zone. Two or more *null magic zones* sharing any of the same space have no effect on each other. Laden 9th-level spells remain unaffected by a *null magic zone* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status go unaffected.

Note: Should a target creature be larger than the zone's area, any part of the creature that lies outside the zone remains unaffected.

Diminished Effects: The area becomes up to a 1-foot-radius spread

Heightened Effects: The area becomes a 20-foot-radius spread (S).

Magic Item Creation Modifiers: Constant ×5

OBJECT LORESIGHT

Divination [Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You learn something significant about an object you touch. Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. Age of object
2. Name of last creature to touch the object, if any (other than you)
3. Race of last creature to touch the object, if any (other than you)
4. Name of the object's creator (a natural object, like a rock, was created by nature)
5. Race of the object's creator, if any
6. Object's purpose
7. Material(s) that makes up the object
8. Location of the object's creation
9. Name of the most recent owner of the object, if any
10. Magical ability of the object, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Constant ×3, charged ×2

OBSCURING MIST

Conjuration (Creation) [Air, Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: 30 feet

Effect: 30-foot-wide by 20-foot-high cloud centered on you

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment

(attacks have a 20 percent miss chance).

Creatures farther away have total concealment (50 percent miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses it in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

Diminished Effects: Area becomes a 5-foot spread that is 8 feet high. Duration becomes 1 round per level.

Heightened Effects: The cloud moves as you direct, ignoring the wind, up to 10 feet per round.

OPEN DOOR

Transmutation

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Effect: One door or similar closure

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause one door to open, regardless of how it is sealed, barred, or locked. Even if affected by multiple locks, an iron bar, and a *lesser sealed door* spell, the door opens. Even if a giant is holding the door closed, it opens. You still must overcome the resistance of a door sealed by *greater sealed door*. A door sealed by a heightened *greater sealed door* spell is immune to this spell.

Diminished Effects: The door can be no larger than 6 feet high, 3 feet wide, and 1 inch thick. It remains open for only 1 round per two caster levels (maximum 10 rounds).

Heightened Effects: The spell's range becomes Close (25 feet + 5 feet/two levels), and the caster can use this spell to affect doors for 1 round per two caster levels, opening up to one door per round.

OPEN LOCK

Transmutation

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Effect: One lock

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause one lock to unlock if your caster power check beats the lock's Difficulty Class. For a door affected by a *sealed door* spell, the caster power check must overcome the Difficulty Class in the spell's description. Multiple locks require multiple castings of the spell. A magically sealed door that is also locked requires two castings.

Diminished Effects: The lock remains open for only 1 round per two caster levels (maximum 5 rounds).

Heightened Effects: You gain an additional +5 bonus to your caster power check.

PEER THROUGH MATTER

Divination

Level: 5 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration (up to 1 round/level)

You can see into and through solid matter. At a range of 20 feet, you can see as if you were looking at something in normal light—even if there's no light at all. For example, if you look into a locked chest, you can see inside it even if it's dark within. This spell can penetrate matter based on your level and the type of material:

Peering Through Matter

Substance	Thickness Scanned/Round*	Max. Thickness
Organic matter (animal)	2 feet/5 levels	2 feet/level
Organic matter (vegetable)	1 foot/5 levels	2 feet/level
Stone	6 inches/5 levels	1 foot/level
Iron, steel, and so on	Half-inch/5 levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	N/A

* Thickness penetrated per round of concentration

You can scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternately, you could scan an area 5 feet wide and 20 feet high.

You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using *peer through matter*.

Diminished Effects: You can only see through organic matter (wood, leather, etc.).

Heightened Effects: The spell lasts 1 round per level with no concentration needed, and double the maximum thicknesses allowed.

Magic Item Creation Modifiers: Single-use $\times 3$, constant $\times 1.5$

PERFECT HEALTH

Evocation [Positive Energy, Truename]

Level: 9 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *lesser battle healing*, except that you cure all hit point damage as well as all ability score damage, you remove all diseases and poisons from the creature's body, as well as any unwanted conditions such as blindness, deafness, fear, nausea, stun, daze, negative levels, and so on. *Perfect health* even ends unwanted enchantments and transmutations if you make a caster power check (either opposed by the caster of each spell or with a Difficulty Class equal to each spell's save DC, whichever is appropriate).

This spell does not restore permanent ability score drain, lost levels, severed limbs, or lost body parts.

If you use this spell against an undead, the creature must make a successful Will save or be destroyed.

This spell requires the use of an ivory wand worth 800 gp as a material component.

Diminished Effects: You heal all hit point damage, but nothing else.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

PERMANENT REST

Necromancy [Positive Energy, Truename]

Level: 8 (Complex)

Casting Time: One hour

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: Will negates (see below)

Spell Resistance: Yes

You cast *permanent rest* on a corpse that has neither been made into an undead creature nor raised back to life. This spell

prevents the dead creature from being animated as undead or raised from the dead. If the DM determines that the dead subject's soul would not like this effect, she may make a Will saving throw, using the same bonus she had in life. Subjects with spell resistance get no choice—you must always check resistance for this spell.

Diminished Effects: The spell works only on dead creatures with willing spirits.

Heightened Effects: The effect offers no saving throw (but spell resistance remains).

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

PHASE DOOR

Conjuration (Creation)

Level: 7 (Complex)

Casting Time: Standard action

Range: Touch

Effect: Ethereal opening measuring 5 feet by 8 feet and 1 foot/level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

This spell creates a 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 reappear when you exit. (You may exit out the other side of the passage into the next room or outdoors, or exit back out the way you entered.) If desired, 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. Even magic that reveals the presence of a *phase door* does not allow its use.

A *phase door* is subject to *dispel magic*. Anyone within the passage when it is dispelled is harmlessly ejected.

You can allow other creatures to use the *phase door* by setting a triggering condition for it. Such conditions can be as simple or elaborate as you desire. You can base them on a creature's name or identity, but otherwise you must base them on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.



Diminished Effects: Only the caster can move through the door, and only once.

Heightened Effects: The door becomes Permanent, with as many uses as needed.

Magic Item Creation Modifier:
Constant $\times 2$

PLANT ARMOR

Conjuration (Creation)
[Plant]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level (D)

You cover your body in conjured sheets of bark, shoots of bamboo, thick plant fiber, and leaves. This *plant armor* grants you a +4 armor bonus to Armor Class. This armor is form-fitting and astoundingly flexible, so it confers no armor check penalty or spell failure chance, and it has a maximum Dexterity of +6. It does not affect speed; Medium characters should treat it as Light armor that weighs 10 lbs. (Those not proficient in Light armor suffer a -2 armor check penalty and a 5 percent spell failure chance.) If you cast this spell again while it is already in effect, you conjure a special wooden shield that provides a +2 shield bonus to Armor Class while conferring no armor check penalty, spell failure chance, or maximum Dexterity. It weighs 5 lbs. if you are of Medium size.

Diminished Effects: The Armor Class bonus becomes +1 only, and the duration becomes 1 round per level.

Heightened Effects: The armor gains a +5 Armor Class bonus, and the shield a +3 shield bonus.

Magic Item Creation Modifiers:
Constant N/A, single-use $\times 3$

PORTAL TO ANOTHER PLANE

Conjuration (Creation) [Teleportation]

Level: 8 (Complex)

Casting Time: Standard action

Range: Touch

Effect: A doorway to another plane that measures up to 10 feet square

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You create a glowing doorway in mid-air that leads to another plane of existence or an alternate dimension. You must have previously viewed the destination end of the doorway (on the other plane), either normally or through a spell. You can place the door on a wall, or in a normal doorway. You can deactivate it with a specific word that you choose or by the presence of a specific key that you designate. The portal is only one-way.

Diminished Effects: The portal only lasts for one hour per level.

Heightened Effects: The portal becomes two-way and can be made invisible, even when active, if the caster wishes.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 1.5$

PRECISE VISION

Transmutation

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Spot and Search checks.

Diminished Effects: The bonus becomes only +1, and the duration becomes 1 round per level.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifier: Constant $\times 2$, single-use $\times 2$

PREDICT WEATHER

Divination

Level: 1 (Simple)

Casting Time: One minute

Range: Personal

Target: You

Duration: Instantaneous

You learn what type of weather the surrounding locality will experience the next day.

Diminished Effects: The spell has only a 50 percent chance of predicting the weather correctly.

Casting it more than once yields the same result each time.

Heightened Effects: You can predict the weather for the coming week.

PRIMAL RELEASE

Transmutation

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature (not you)

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You release the primal savage within a single creature. The target grows more bestial and gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a –6 penalty to Intelligence and Charisma, as well as a –2 penalty to Wisdom. The target cannot cast spells or use spell-like abilities for the duration, but its base attack bonus increases to +1 per Hit Die (if its current base attack bonus is less). The creature can fight as though it had the Power Attack, Cleave, Improved Cleave, and Sunder feats.

Diminished Effects: The duration becomes one minute per level.

Heightened Effects: The target gains a +12 inherent bonus to Strength and Constitution, and a +4 inherent bonus to Dexterity. All its other modifications remain the same.

Magic Item Creation Modifiers: Constant $\times 2$, spell-completion $\times 1.5$, single-use $\times 1.5$

PROTECT SOUL

Abjuration

Level: 6 (Simple)

Casting Time: One hour

Range: Personal

Target: You

Duration: One day/level

This spell protects your soul from harmful spells such as *consume soul* and *trap soul*, as well as from any spell that requires your truename—the name of your soul. It also protects your truename from the *learn truename* spell. The spell does not end with your death; it prevents you from being animated as an undead creature or roused as

an undead spirit. Any time a foe attempts to use such an effect against you, you must make opposed caster power checks. If you succeed, you are safe. If your foe succeeds, resolve the spell normally (with saving throws and spell resistance, if applicable).

Diminished Effects: The duration becomes 10 minutes per level.

Heightened Effects: This aspect of the spell that keeps you from becoming undead after death becomes permanent if you die with *protect soul* active.

Magic Item Creation Modifier: Constant $\times 2$, charged $\times 1.5$, single-use $\times 2$

PROTECTION FROM ELEMENTS

Abjuration [See Text]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature temporary invulnerability to the selected elemental type (air, earth, fire, or water). When *protection from elements* absorbs 12 points of elemental damage per caster level, it is discharged. The spell protects the target's equipment as well.

Protection from elements absorbs only hit point damage. The target could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen element.

Diminished Effects: The duration becomes one minute per level, and the protection covers only 6 points of elemental damage per caster level.

Heightened Effects: The spell provides 20 points of protection per caster level.

Magic Item Creation Modifier: Constant $\times 1.5$

PROTECTION FROM ENERGY

Abjuration

Level: 4 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature temporary invulnerability to the selected energy type (acid, cold, fire, electricity, or sonic). When *protection from energy* absorbs 20 points of energy damage per caster level, it is discharged. The spell protects the target's equipment as well.

Protection from energy absorbs only hit point damage. The subject could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen energy type.

Diminished Effects: The duration becomes one minute per level, and the protection covers only 12 points of energy damage per caster level.

Heightened Effects: The spell provides 30 points of protection per caster level.

Magic Item Creation Modifier: Constant $\times 1.5$

PROTECTIVE CHARM

Enchantment (Charm) [Mind-Affecting]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: Up to one creature/level (of your general type), no two of which may be more than 30 feet apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a flash of bright light, you charm creatures so that they will not attack you. The spell alters their behavior in only one way: If they wish to attack you, they choose to do something else (move away, attack someone else, and so on, depending on the creature and the situation).

The spell works against creatures of the same general type as the caster. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

Diminished Effects: The spell affects only one target.

Heightened Effects: The spell affects any type of living creature.

Magic Item Creation Modifier: Constant $\times 1.5$

PSYCHIC BLAST

Enchantment (Charm) [Mind-Affecting, Psionic]

Level: 8 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: Cone

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You blast out a cone of disruptive thoughts. Creatures caught in the cone suffer 1d6 points of damage per caster level (maximum 20d6). Those who fail their saving throws also suffer 1d4 points of temporary Wisdom damage and 1d4 points of temporary Intelligence damage.

Diminished Effects: The spell inflicts only hit point damage, not ability score damage.

Heightened Effects: *Psychic blast* inflicts 1d8 points of temporary Wisdom damage and 1d8 points of temporary Intelligence damage in addition to the usual hit point damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

PURGE AKASHIC MEMORY

Transmutation [Psionic]

Level: 9 (Exotic)

Casting Time: One day

Range: Close (25 feet + 5 feet/two levels)

Effect: One fact or memory of an event

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You reach into the akashic memory and modify up to five minutes of collective memory or the details of a single fact in one of the following ways:

1. Eliminate all memory of an event that people still living actually experienced. All creatures (except for you and those you designate) forget the event. This use of the spell can even undo the effects of a mind-affecting spell cast during that event.
2. Erase the details of a fact that no one living (except perhaps you) remembers or knows, but which lies within the akashic memory. This use of the spell eradicates the fact forever. If someone living does know the fact, the spell fails, although it does reveal the name of the

one who knows. A single fact includes the password to open an ancient tomb, the truename of a creature, or the location of a long-dead city.

3. Change the details of an event that no one living remembers or knows about, but which lies within the akashic memory. If someone living does know the details of the event, the spell fails, although it does reveal the name of the one who knows.
4. Implant a false memory of an event or a fact into the akashic memory. If this use of the spell results in multiple “answers” to a question that an akashic seeks in the akashic memory, the akashic has an equal chance of discovering any one of them. The character gets no warning that there are multiple answers.

Purge akashic memory does not affect written records. You do not have to be an akashic to cast this spell.

Casting this spell requires the breaking of a material component: a wooden staff worth 10,000 gp and prepared specially by an akashic of at least 15th level.

Diminished Effects: This spell can erase (but not change) one minute of memories of an event, or one single fact in the akashic memory that no one knows or remembers, but it cannot affect living people’s memories. If someone living does retain the fact or memory, the spell fails and provides no information.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 3$, constant $\times 1.5$

RAIMENT

Transmutation

Level: 0 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You change your current clothing (not armor or other gear) into a different style of clothing. For example, you could change your beautiful gown into a more practical tunic and breeches if you found yourself in danger, or turn your ratty old cloak into a noble robe for a surprise meeting with the duke.

Heightened Effects: For the duration, you can make numerous changes to your clothing (up to one per round; each change requires a standard action to invoke). You can also disguise and hide (through illusion) your armor, weapons, and gear, although creatures that interact with you in a meaningful way can make a Will (disbelief) save to notice them. You cannot create armor, weapons, or gear with *raiment*. This version of this spell takes on the illusion (glamer) school.

Magic Item Creation Modifier:

Constant $\times 2$, single-use $\times 2$

RAISE THE DEAD (LESSER)

Necromancy [Positive Energy, Truename]

Level: 7 (Complex)

Casting Time: Eight hours

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

If you cast this spell seven times on seven consecutive days, you restore life to a deceased creature. You can raise creatures who have been dead only up to 1 day per caster level (measured from the first day’s casting of this spell). 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, subjects who want to return receive no saving throw.

Lesser raise the dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 rise to 1. All of the subject’s spell slots (if any) are considered used. Any spells (other than harmful curses and so forth) active on the subject—even permanent ones—are now gone. Normal poison and normal disease are cured in the process of raising the subject, but the spell does not undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the subject’s body must be whole. Otherwise, missing parts remain missing when the subject returns to life. If so much of the body is missing that the subject could not survive (a missing head, heart, etc.), the subject dies again in 1d4 rounds. This spell does not affect the subject’s equipment or possessions in any way.

Lesser raise the dead cannot restore a subject that has been turned into an undead creature. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when raised, just as if he had lost a level to an undead's energy drain. This level loss cannot be repaired by any spell. If the subject is 1st level, he loses 1 point of Constitution instead.

Each casting of this spell consumes as a material component a pearl worth at least 500 gp. (So restoring someone to life requires seven pearls.)

Diminished Effects: The final spell has only a 50 percent chance of working, even if the subject's soul is willing. If it fails, the caster must begin the entire process again.

Heightened Effects: The spell can bring back those who have been dead for one week per caster level, and the subject is fully healed when the spell is done.

Magic Item Creation Modifiers: All $\times 2$

RAISE THE DEAD (GREATER)

Necromancy [Positive Energy, Truename]

Level: 9 (Complex)

Casting Time: 12 hours

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *lesser raise the dead*, but you can raise creatures who have been dead up to one month per caster level.

You must have some piece of the dead body (even a hair will do) to restore it to life. This spell restores the subject to full health—it cures all hit points, ability score damage, and rids the subject of all poisons, diseases, and unwanted conditions.

Raise the dead cannot restore a subject who has been turned into an undead creature.

Each casting of this spell consumes as a material component a pearl worth at least 1,000 gp. (So restoring someone to life requires seven pearls.)

Diminished Effects: The spell requires that the body be whole. Otherwise, missing parts remain missing when the subject

returns to life. If so much of the body is missing that the subject could not survive (a missing head, heart, etc.), the subject dies again in 1d4 rounds.

Magic Item Creation Modifiers: All $\times 2$

READ MAGIC

Divination

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once you have cast the spell and read the magical inscription, you can thereafter read that particular writing without *read magic*. You can read at the rate of one page (250 words) per minute. The spell also allows you to identify a rune created by a runethane.

Magic Item Creation Modifier: Single-use $\times 2$

READ MIND

Divination [Mind-Affecting, Psionic]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Concentration, up to one minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can read the surface thoughts of another creature. When casting *read mind* upon a creature of animal intelligence (Intelligence score of 1 or 2) you can pick up only simple, instinctual thoughts.

Diminished Effects: The duration becomes 1 round.

Heightened Effects: The caster can switch targets during the duration; each target gets its own Will save. A target that makes a successful save cannot be affected later by the same casting.

Magic Item Creation Modifier: Constant $\times 2$

REDUCE WEIGHT

Transmutation

Level: 0 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By altering the effect of gravity on one creature or object touched, you make the target effectively lighter by up to 20 lbs. per level. You can't reduce a target to less than half its original weight; the spell does not affect creatures or objects weighing less than 1 lb. Weapons reduced to half their weight carry a -1 circumstance penalty to damage. Hardness and durability go unaffected. Creatures affected by this spell gain a $+1$ circumstance bonus to Jump checks.

Although you can use *reduce weight* to reduce a character's overall encumbrance or make a heavy bit of treasure easier to carry away from where it was found, the spell becomes particularly useful when casting *teleport* and other weight-based spells.

Heightened Effects: The spell reduces weight by 50 lbs per level and can reduce a target's weight to 1 lb., even if that is less than half its original weight. Weapons reduced to less than half their original weight inflict half damage (this affects only the weapon's actual die-roll result, not any modifiers due to Strength, magic, and so on). Creatures affected by this spell gain a $+5$ circumstance bonus to Jump checks.

Magic Item Creation Modifier: Constant $\times 3$, single-use $\times 1.5$

REGENERATION

Transmutation [Positive Energy]

Level: 8 (Exotic)

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members, broken bones, and ruined organs grow back. After you cast the spell, it takes 1 round to complete the physical regeneration, assuming the severed members are present and touching the

creature; it takes 2d10 rounds otherwise. The subject also heals 3 hit points per round for the next 2d10 rounds +1 round per caster level (up to +20), up to the character's maximum.

This spell does not restore ability damage.

Diminished Effects: It takes 1d6+4 hours to fully regenerate lost body parts, broken bones, and ruined organs.

Heightened Effects: The subject regains 5 hp per round until fully healed, in addition to the normal regrowth of body parts.

Magic Item Creation Modifiers:

Constant ×5, single-use ×3, spell-completion ×1.5

REMOVE CURSE

Abjuration [Truename]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse takes away all curses from an object or a person if you succeed at a caster power check (either opposed by the caster of each curse or with a Difficulty Class equal to the save DC of each curse, whichever is appropriate). *Remove curse* does not take the curse away from a cursed shield, weapon, or suit of armor, although the spell typically enables the character afflicted with any such cursed item to remove and get rid of it.

Diminished Effects: The spell does not remove the curse, but it does suppress the effects for 1d6 hours.

Heightened Effects: The caster gains a +5 bonus to the caster power check to remove the curse.

REMOVE DISEASE

Transmutation [Positive Energy]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject suffers from if you succeed in a caster power check against the saving throw

Difficulty Class of the disease. This spell also kills parasites.

Since the spell's duration is Instantaneous, it does not prevent re-infection if the subject is exposed to the same disease again later.

Diminished Effects: The caster power check suffers a –3 penalty.

Heightened Effects: In addition to the normal effects, the spell heals any damage inflicted by diseases within the last week.

REMOVE MALADY

Transmutation [Positive Energy, Truename]

Level: 5 (Complex)

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove malady takes away one horrible malady affecting a creature, such as paralysis, blindness, deafness, madness, petrification, vitrification, fear, a poison, or a disease. You must succeed at a caster power check against the caster of the spell that inflicted the malady or against the malady's Difficulty Class, whichever seems more appropriate. However, if the malady is the natural result of some other injury (paralysis due to spinal injury, blindness due to destroyed eyes, and so on), *regeneration* is the only recourse.

Diminished Effects: Even after a successful caster power check, there is only a 50 percent chance that the spell will work.

Heightened Effects: The casting time becomes one standard action.

Magic Item Creation Modifier: Single-use ×2

REPAIR (LESSER)

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: 10 feet

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You repair a broken or damaged object as it hums and glows with an orange light. For example, this spell will weld a broken

ring, a chain link, a medallion, or a slender dagger. You can invisibly rejoin pieces of ceramic or wooden objects to be as strong as new. A hole in a leather sack or wineskin is completely mended with *lesser repair*.

If an object is damaged, this spell restores 1d10 of its lost hit points. The spell can repair a magic item but does not restore the item's magical abilities.

Heightened Effects: The object can weigh up to 10 lbs. per caster level; when restoring an object's lost hit points, the spell restores 2d6 points + 1 point per caster level.

REPAIR (GREATER)

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: 10 feet

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

As *lesser repair*, except that it can restore even an object shattered into bits, although the object must weigh no more than 50 lbs. per caster level in its finished form.

If an object is damaged, this spell restores 1d6 of its lost hit points per caster level (maximum 10d6), no matter what its size. The spell can repair a magic item but does not restore the item's magical abilities. You can even use this spell to repair ramshackle (but still relatively whole) buildings or breaches in a castle's walls, for example.

Diminished Effects: This spell can restore only broken or damaged objects up to 20 lbs. per caster level.

Heightened Effects: This spell can repair broken items of up to 100 lbs. per caster level, and it restores 1d8 hit points per level to a damaged object (maximum 15d8).

RESILIENT SPHERE (LESSER)

Evocation [Force]

Level: 4 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Sphere up to 1 foot/level in diameter, centered around a creature

Duration: One minute/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

With a wave of your hand, a globe of force encloses a single creature (and only one), provided the creature is small enough to fit within the sphere. The sphere contains the subject for the spell's duration. The sphere can withstand 100 points of damage per caster level. Attacks on the sphere do not harm the subject. Nothing can pass through the globe, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect is to move the sphere slightly—the subject cannot damage it. The globe can be physically moved, either by people outside it or by the struggles of those within.

Diminished Effects: The sphere has only 25 hit points per caster level.

Heightened Effects: The sphere has 200 hit points per caster level and can measure up to 2 feet per level in diameter.

RESILIENT SPHERE

(GREATER)

Evocation [Force]

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Sphere up to 3 feet/level in diameter, centered around a creature

Duration: Permanent (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

As lesser resilient sphere, except the sphere can withstand 200 points of damage per caster level. Further, only you can move the globe (requires concentration), up to your normal speed.

Diminished Effects: The sphere has a duration of only one minute per level. It measures only 2 feet per level in diameter.

Heightened Effects: Damage inflicted upon the sphere is also inflicted upon the creature within.

Magic Item Creation Modifier: Single-use ×2

RESISTANCE

Abjuration

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target gains a momentary halo of soft violet light. For the duration, the target gains a +1 resistance bonus to all saving throws. For every five caster levels, the target gains an additional +1 to the resistance bonus (maximum +5).

Diminished Effects: The bonus never exceeds +1, and it applies only to the first saving throw made during the duration.

Heightened Effects: The duration becomes 10 minutes/level.

Magic Item Creation Modifiers:

Constant N/A

RESTORATION

Transmutation [Positive Energy, Truename]

Level: 5 (Complex)

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Restoration dispels any magical effects reducing one of the subject's ability scores. The spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only when one day or less per caster level has passed since the subject lost it.

The spell cures all temporary ability damage, and it restores 1 point permanently drained from a single ability score (caster's choice if more than one is drained).

Restoration never restores levels or Constitution points lost due to death.

Diminished Effects: The spell cures only temporary ability damage in one score. It does not restore lost levels, though it does dispel negative levels.

Heightened Effects: The spell restores all lost levels and all points permanently drained from a single ability score.

REVIVIFICATION

Transmutation [Positive Energy]

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: One dead creature

Duration: One minute/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

Your hands glow with bright green energy, which you transfer to a corpse you touch. The energy brings one dead creature immediately back to life. The target cannot have been dead for more than one minute per caster level. The target has 1 hp per Hit Die. Any ability scores damaged to 0 increase to 1. Any spell slots available at the time of death are still available to the target now. Spells active on the target whose durations have not ended remain active. The process of revivifying the subject does not cure normal poison and normal disease, nor does it undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be revivified must be whole. Otherwise, missing parts are still missing when the creature comes back to life. This spell does not affect any of the dead creature's equipment or possessions in any way.

The target stays alive for the duration, after which time it dies again (regardless of any healing gained) unless someone casts *stabilize soul* spell on the target. *Revivification* does not work on targets who die a second time in this way. (If a creature returns from the dead thanks to *raise the dead* or is stabilized with *stabilize soul*, then dies again in different circumstances, *revivification* will work again).

An undead creature targeted with this spell must make a Will saving throw or become normally dead once again.

Diminished Effects: The duration becomes only 1 round per level. The spell has no effect on undead.

Heightened Effects: The duration becomes one hour per level. If *raise the dead* is cast (once) on a target under the effects of this spell, the creature remains alive (as normal) and loses a point of permanent Constitution drain rather than a level. A 1st-level character loses a point of Constitution normally.

Magic Item Creation Modifier: Single-use ×4, all others ×2



RIDE THE LIGHTNING

Evocation [Electricity, Teleportation]

Level: 7 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: A 5-foot-wide line

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

You loose a bolt of lightning from your hand. It fills the area, while at the same time you disappear. Anyone in the area suffers 1d6 points of electricity damage per caster level (maximum 15d6). You appear again, safely, where the lightning bolt ended, having “ridden the lightning.”

Diminished Effects: The spell inflicts a maximum of 10d6 points of damage, and the range is Medium (100 feet + 10 feet/level).

Heightened Effects: The spell inflicts a maximum of 20d6 points of damage, plus you can make the line 10 feet wide if you wish it—otherwise, the range doubles (800 feet + 80 feet/level).

ROCK’S HAND

Evocation [Earth]

Level: 7 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: 10-foot-wide hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create a large stone hand that rises up out of the ground where you wish (including under a foe). This hand can grapple one opponent that you select. The stone hand gets one grappling attack per round. Its attack bonus to make contact is half your level + 10 for the hand’s Strength score (31) – 1 for being Large. Its grapple check is this same figure, except with a +4 bonus for being Large instead of –1. It holds but does not harm creatures it grapples.

The hand can interpose itself between you and your opponent. Interposing provides you with nine-tenths cover (+10 bonus to Armor Class) against that opponent. You can make the hand move by spending a move-equivalent action to direct it. It moves along the ground, limited to traveling atop the earth (it cannot, for example cross water

or a pit) at a speed of 10 feet. Its movement causes a wakelike disturbance in the ground that immediately repairs itself.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you have when undamaged, and its Armor Class is 20 (–1 size, +11 natural). It suffers damage as a normal creature, but most magical effects that don’t cause damage do not affect it. The hand makes saving throws as if it were you.

You must cast *rock’s hand* while standing upon the ground, underground, or upon a stony or earthen surface.

Diminished Effects: The hand is Medium in size, only 5 feet high. It has a Strength of 20 (+5 bonus) and can only grapple opponents of its own size or smaller. It has half the caster’s total number of hit points and AC 21. It cannot interpose or move from the spot where it was created.

Heightened Effects: Two hands rise up out of the ground within range. Each can act independently, or they can cooperate, attacking with a bonus of the caster’s whole level + 10 for the hand’s Strength score (31) – 1 for being Large. Their grapple check is this same figure, except with +4 for being Large instead of –1.

ROUSE UNDEAD SPIRIT

Necromancy [Negative Energy]

Level: 6 (Complex)

Casting Time: One hour

Range: Close (25 feet + 5 feet/two levels)

Target: The corpse of one creature with fewer Hit Dice than you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You must cast this spell at night. *Rouse undead spirit* calls the soul of a dead creature and makes it into an undead spirit. Only a small part of the dead creature’s body need be present for the casting, but multiple parts of a single dead creature cannot rouse more than one undead spirit. Black energy flows over the remains, and the spirit of the creature rises up out of the corpse. Immediately, the spirit must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If it succeeds, the creature remains in con-

trol of its own will. It can attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the creature's soul returns to its normal afterlife, and the corpse crumbles to dust.

If it was not twisted before, the bodiless soul of the creature, now cursed to roam the physical world again, quickly becomes

corrupt, vengeful, and malevolent. An uncontrolled undead spirit attempts to slay its creator as quickly as it can. An undead created by this spell enjoys all the abilities it possessed in life, modified by the incorporeal undead template (see sidebar).

You can control only one undead at a time. Any attempt to create a second undead or

rouse a second undead spirit while you already control one always frees the first undead created or roused. The only exceptions to this are undead whose truenames you know (these do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be made into undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be roused as an undead spirit. Likewise, creatures with trapped or protected souls cannot be roused.

Casting this spell requires 1,000 gp worth of special oils to sprinkle over the corpse.

Diminished Effects: The undead spirit moves only at half its normal move rate and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead spirit gains +1 hp per Hit Die, and the creature gains a special ability (see sidebar).

Magic Item Creation Modifier: Constant $\times 2$

Incorporeal Undead

Incorporeal undead are bodiless spirits that remain in the corporeal world through the power of negative energy. Their existence is a corruption and an abomination upon the natural order of the world.

"Incorporeal undead" is a template you can add to any non-undead, corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to Undead. It retains all type modifiers.

The undead creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change Hit Dice to $d12$.

Speed: All incorporeal creatures fly at their normal speed with perfect maneuverability.

Armor Class: The incorporeal undead loses all natural armor bonuses and instead gains a deflection bonus to Armor Class equal to half its Hit Dice. Magic armor and shields worn in life become "ghostly armor," and their magical enhancement bonuses still add to the creature's Armor Class (but not the armor or shield bonuses).

Attacks: The incorporeal undead creature retains all the natural attacks, weapons, equipment, and weapon proficiencies of the base creature. The natural weapon attacks become touch attacks modified by Dexterity rather than Strength. The base creature's attack bonuses do not change (except where affected by ability score modifications).

Damage: The incorporeal undead's attacks inflict numbing damage based on its size (see table, below). Magic weapons it possessed in life become "ghostly weapons" that magically inflict as much damage as they would have in life, including the base creature's original Strength bonus.

Size	Numbing Damage
Diminutive	1d2
Fine	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	6d6

Special Attacks: The incorporeal undead creature retains all the base creature's special attacks. Spells cast by incorporeal undead spellcasters work normally. Further, all incorporeal undead creatures have the energy drain ability, below. Those created with the heightened version of rouse undead spirit also have the create spawn ability.

Energy Drain (Su): Living creatures hit by an incorporeal undead creature's incorporeal touch attack receive a negative level. The Fortitude save to remove a negative level has a Difficulty Class of one-half the total levels of the base creature + the modified incorporeal undead creature's Charisma modifier.

Create Spawn (Su): Anyone slain by the energy drain ability of an incorporeal undead creature becomes an incorporeal undead creature in 24 hours. Spawn are under the command of the incorporeal undead creature that created them and remain enslaved until its death.

Special Qualities: The incorporeal undead creature retains all special qualities the base creature once had. All incorporeal undead creatures gain darkvision (60-foot range), the Undead type (see the MM for details), and the following two qualities:

Unnatural Aura (Su): Animals (and sometimes young children) can sense the unnatural presence of an incorporeal undead creature at a distance of 30 feet. They do not willingly come nearer than that, and they panic if forced to do so; they remain panicked as long as they stay within that range.

Sunlight Powerlessness (Ex): Incorporeal undead creatures become utterly powerless in natural sunlight and flee from it. An incorporeal undead creature caught in sunlight cannot attack and can take only partial actions.

Abilities: Modify the base creature as follows: Str —, Dex +4, Con —, Int +0, Wis +0, Cha +2.

Challenge Rating: As the base creature's +3.

SAFE FALL

Transmutation

Level: 1 (Simple)

Casting Time: See text

Range: Close (25 feet + 5 feet/two levels)

Targets: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level

Duration: Until landing

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The creatures or objects affected by this spell, even though they fall at the normal rate, suffer no damage if they fall less than 50 feet + 10 feet per caster level. A target that falls into sharp objects, like spikes, suffers half damage from them. This spell does not protect a target from damage sustained by falling into a hazardous substance, like lava or acid.

You can cast *safe fall* quickly enough to save someone who unexpectedly falls. Casting the spell is a free action and can be cast out of turn, although no more than once per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If you cast *safe fall* on a falling item, the item does half normal damage based on weight with no bonus for the drop's height.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Diminished Effects: The spell affects only one creature or object (of Medium size or smaller); one can safely fall 10 feet per level (maximum 50 feet).

Heightened Effects: Affected creatures or objects can fall an unlimited distance without suffering damage.

SAVING GRACE

Abjuration

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One round/level (D)

A flash of violet energy surrounds your eyes momentarily. When you cast this spell, you must specify a saving throw type: Fortitude, Reflex, or Will. For the duration, you gain a +1 luck bonus to that saving throw category.

Heightened Effects: The duration becomes one minute per level, and the bonus is +3.

Magic Item Creation Modifier: Constant N/A, single-use ×2

SCENT BANE

Abjuration

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The scent ability does not help creatures find targets of this spell; they have no scent.

Heightened Effects: The duration becomes 10 minutes/level.

Magic Item Creation Modifier: Constant ×3

SCENT TRACKER

Transmutation

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You gain the scent ability (as described below) and can use it to help find creatures, track, and so on. You can identify familiar odors just as you do familiar sights.

You can detect opponents within 30 feet by sense of smell. For upwind opponents, the range increases to 60 feet; if they are downwind, it drops to 15 feet. You can detect strong scents, such as smoke or rotting garbage, at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, you don't determine its exact source—only its presence somewhere within range. You can take a standard action to note the direction of the scent. If you move within 5 feet of the source, you can pinpoint that source.

You can follow tracks by smell, making a Wisdom check to find or follow a track. Following a fresh trail is typically DC 10 (no matter what kind of surface holds the scent). This Difficulty Class increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the trail's age. For each hour that the trail has grown colder, the Difficulty Class increases by 2. Otherwise, follow the rules for the Track feat, but ignore the effects of surface conditions and poor visibility.

Diminished Effects: Duration becomes 1 round per level.

Heightened Effects: The duration becomes one hour per level, and you gain a +5 bonus to all checks required to track with scent.

Magic Item Creation Modifier: Constant ×3, single-use ×2

SCREAM

Evocation [Sonic]

Level: 2 (Complex)

Casting Time: One action

Range: Close (25 feet + 5 feet/2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You let loose with a shrill scream. A target you designate (no attack roll needed) suffers 1d8 points of sonic damage + 1 point of temporary Constitution damage +1 point of Constitution damage per five caster levels.

Diminished Effects: The target suffers only 1d8 points of sonic damage.

Heightened Effects: The target is stunned for 1 round in addition to the spell's other effects.

SCRYING

Divination [Psionic]

Level: 5 (Complex)

Casting Time: One hour

Range: See text

Effect: Magical sensor

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Succeeding at a caster power check allows you to see and hear another creature, who may be at any distance from you. The Difficulty Class of the check depends on how well you know the creature and what sort of physical connection (if any) you have to that creature (see table, below). Furthermore, if the creature is on another plane, you suffer a –5 penalty on the caster power check.

Knowledge	DC
None*	30
Secondhand (you have heard of the subject)	25
Firsthand (you have met the subject)	20
Familiar (you know the subject well)	15

* You must have some sort of connection to a creature you have no knowledge of (see below).

Connection	Caster Power Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

DC Mod.	Subject's Circumstance
+15	Standing within 20 feet of a large energy/heat source such as a pool of lava or an interplanar gateway
+10	Holding a source of magical power of at least lesser artifact strength
+10	<i>Duplicate</i> or <i>shapechange</i> in effect
+5	Standing within 20 feet of a large amount (at least 100 lbs.) of lead
+5	<i>Sorcerous guise</i> in effect
+1/point over a DC 25 check	Using the Disguise skill

DC Mod.

+10

Scrier's Circumstance

Standing within 20 feet of a large energy/heat source (see above)

+5/attempt

Previous attempt at same subject failed

This spell creates a magical sensor located near the subject; the sensor cannot move. Any creature with Intelligence 12 or higher can notice the sensor by making a Spot check (DC 20). However, only you may see through the *scrying* sensor.

Diminished Effects: Casting this version of the spell requires a focus component: a mirror worth at least 1,000 gp.

Heightened Effects: The caster may cast these spells through a *scrying* spell: *read minds*, *read magic*, *tongues*, and *darkvision*. *Detect magic* and *telepathy* have a 5 percent chance per caster level of operating correctly.

SEALED DOOR (LESSER)

Abjuration

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** One door, no larger than 10 feet by 10 feet by 2 feet**Duration:** Permanent (D)**Saving Throw:** None**Spell Resistance:** No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 25).

If the door is already stuck, locked, or barred, this spell adds a +10 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check (DC 25). *Bypass ward* can suppress this spell if a caster succeeds at a caster power check (DC 17).

Diminished Effects: The duration becomes one hour per level, with a break DC 20, or +5 normal.

Heightened Effects: The caster can set up a password or special key to allow anyone to negate the seal for 1 round.

Magic Item Creation Modifier: Single-use ×2

SEALED DOOR (GREATER)

Abjuration

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** One door, no larger than 20 feet by 20 feet by 3 feet**Duration:** Permanent (D)**Saving Throw:** None**Spell Resistance:** No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. Further, the door becomes virtually impervious to harm and resistant to magic. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 35). If the door is already stuck, locked, or barred, this spell adds a +20 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check (DC 35). Further, the door gains 20 points of hardness and SR 25 to resist spells that would affect it, such as *disintegration*, *bypass ward*, or *open door*.

You can set up a password or a special key to allow anyone to negate the seal for 1 round.

Diminished Effects: Hardness increases by +5, and the door gains no spell resistance.

Heightened Effects: The door's hit points double, and it has SR 30. It becomes immune to *open door*.

Magic Item Creation Modifier: Single-use ×2

SECURITY

Abjuration

Level: 6 (Complex)**Casting Time:** One minute**Range:** 0 feet**Area:** Three 10-foot cubes per level**Duration:** One hour/level**Saving Throw:** None**Spell Resistance:** No

The warded area becomes proof against any spell or effect of the divination school or any spell with the teleportation descriptor. If someone attempts a divination against anything in the warded area, tries to teleport into the warded area, or attempts to cast a divination or teleportation spell in the warded area, the caster of the prohibited spell must beat you in an opposed caster power check.

Diminished Effects: The spell wards only against teleportation spells, not divinations.

Heightened Effects: The spell becomes Permanent and also keeps out incorporeal creatures (unless their caster power check beats the caster's).

SEE INVISIBILITY

Divination

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** Cone**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

You see any invisible objects or beings as if they were visible normally. Invisible creatures appear to have a bit of a glow around them (so you know they must be invisible to others).

See invisibility 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 that are simply hiding, concealed, or otherwise hard to see.

Diminished Effects: Duration becomes 1 round per level

Heightened Effects: One other creature that is touching you can also see invisible objects or beings.

Magic Item Creation Modifier:

Constant ×2, single-use ×2

SEEKER

Transmutation

Level: 0 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** Until discharged (no more than 1 round/level) (D)

Your eyes glow with golden power until the spell ends. Next time you make a ranged attack, add a +2 competence bonus to attack and damage rolls. Used once, the spell ends.

Heightened Effects: The bonus is +5.

Magic Item Creation Modifier:

Constant N/A, single-use ×2

SENSE THOUGHTS

Divination [Mind-Affecting, Psionic]

Level: 0 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Concentration (up to 1 round/level)

Saving Throw: Will negates

Spell Resistance: Yes

After you have used *contact* on a creature, at any time for the next 24 hours you can cast *sense thoughts* if that creature is within range. You do not need to have line of sight to the creature. This spell reveals the creature's location and general emotional state.

Heightened Effects: You do not need to have used *contact* on the target(s) previously—you become aware of the locations of all thinking beings within range who fail their saving throw.

Magic Item Creation Modifier:
Constant ×2

SHAPE ELEMENT

Transmutation [See Text]

Level: 6 (Complex)

Casting Time: Five minutes

Range: Close (25 feet + 5 feet/two levels)

Area: One 10-foot cube per level (S)

Duration: One minute/level (see text)

Saving Throw: None

Spell Resistance: No

You take any existing amount of one element (air, earth, fire, or water) and shape it. You can take the fire from a torch and shape it into a wall of fire (which inflicts no more damage than the torch) or create a safe passage through a forest fire. You can take earth from the ground and make it into a bridge or a statue, or create a passageway underground. You can take the air out of a room and shift it elsewhere. You can shape the air to form a continual *gusting wind* effect in the area. You can, by manipulating either air or water, create a bubble of air under the surface of a lake. You can make a statue out of water, or a wall or a dry passage through a pool. The finished shape remains as you left it for the duration, and if it is a sustainable change, such as a stone wall with good support, or flames where flammable material can keep them burning, the change remains in effect (as if the spell's duration were Instantaneous). The spell takes on the descriptor of the element shaped.

Diminished Effects: The spell affects only a single 10-foot cube.

Heightened Effects: You affect five 10-foot cubes per level, with a range of Medium (100 feet + 10 feet per level). The duration becomes 10 minutes per level.

SHAPECHANGE

Transmutation

Level: 9 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You can assume the form of any single creature of less than deity status, or any one object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This spell allows you to assume an incorporeal form as well.

Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have *shapechanged* into, while retaining your own mind. You gain the type of the new form. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines, and similar gross physical qualities. Natural abilities also include mundane movement capabilities, but not magical flight or other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so this spell does not grant them. Other nonmagical abilities (such as low-light vision) are considered natural abilities, so you retain them.

Any part of your body or piece of equipment that is separated from the whole remains changed.

Your new scores and faculties are average ones for the race or species into which you have transformed.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in your Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You retain your extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. You can cast spells, although you need a humanlike voice for verbal components and humanlike hands for somatic components, if that is a factor. You do not gain the spell-like or supernatural

abilities of the new form. You do gain the extraordinary abilities of the new form.

Your equipment, if any, transforms to match your new form. If your new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment, your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can change into a member of your own species or even into yourself.

This spell effectively disguises you as an average member of the new form's race. If you use *shapechange* to create a disguise, you get a +10 bonus on your Disguise check.

You can become just about anything you are familiar with. You can change form once each round during the duration as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. You regain hit points as if having rested for a day only from the initial transformation, however.

Diminished Effects: You can only take one shape per casting of this spell.

Magic Item Creation Modifiers: Single-use ×4, spell-completion ×2

SHAPED STRIKE

Evocation [Fire]

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 5-foot-wide line (S) no longer than the maximum range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You emit a blast of flame from your fingertips that moves as you wish, even around corners, around allies, or back on itself. The blast moves as long as the range will allow. Thus, a 12th-level caster can make a line 220 feet long—it could travel 50 feet, turn left around a corner, move 40 more feet, turn around completely and retrace that path, turn right at the caster, and move 40 more

feet. Those within the area suffer 1d4 points of fire damage per caster level (maximum 15d4). Those struck by the blast more than once must make two saving throws (if either fails, the creature fails its save). No creature can be forced to make more than two saves or take damage more than once per casting.

Diminished Effects: The spell has a range of Close (25 feet + 5 feet/2 levels).

Heightened Effects: The spell inflicts 1d6 points of damage per caster level (maximum 20d6).

SHOCK

Evocation [Electricity]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A creature you touch with your crackling, lightning-filled hand suffers 1d4 points of damage + 1 point of temporary Dexterity damage, +1 point of Dexterity damage per five caster levels.

Diminished Effects: The subject suffers only 1d4 points of damage.

Heightened Effects: The subject is stunned for a round as well.

Magic Item Creation Modifier:

Constant ×2

SIBECCAI BITE

Transmutation

Level: 3 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One willing sibeccai

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell is rarely known by any non-sibeccai. It gives a sibeccai a formidable bite attack that he can use in combat as a natural weapon with which he is proficient. The bite inflicts damage based on the caster's level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6

The sibeccai can use his bite attack as an off-hand attack in addition to a melee attack with a weapon in his hand. Like any melee weapon, the sibeccai adds his Strength bonus to any attack and damage rolls made with the bite.

Diminished Effects: The spell becomes Personal in range, with only You as the target.

Heightened Effects: The spell grants +1d6 points of damage with each bite attack.

Magic Item Creation Modifiers:

Constant ×3, single-use ×1.5

SILENT SHEATH

Transmutation [Sonic]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures are sheathed in silence and can make no sound. This effect proves useful to someone wishing to sneak around, but a bane to anyone attempting to use verbal spell components or sonic abilities (both become impossible).

Diminished Effects: The spell only dampens sound. Affected characters gain a +10 bonus to Sneak checks used to oppose Listen checks. Spellcasters attempting to use verbal spell components have a 25 percent spell failure chance. Sonic attacks go unaffected.

Heightened Effects: The spell affects one creature per two caster levels or it lasts one minute per level.

SLOW

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures move and attack at a drastically slowed rate. A *slowed* creature can take either one move-equivalent action or one standard action each round, but not both. Additionally, it suffers a –2 penalty to Armor Class, melee attack rolls, melee dam-

age rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Diminished Effects: The spell affects only one target.

Heightened Effects: N/A

SONG OF PARALYSIS

Necromancy [Sonic]

Level: 7 (Simple)

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You sing a dirgelike melody (a verbal component of the spell, which you cannot avoid with special abilities or feats) that sets up sonic vibrations in living creatures with a discernable anatomy (those affected by critical hits). Those affected become paralyzed and cannot move. They are helpless.

Diminished Effects: The spell lasts for only 1 round per two levels.

Heightened Effects: Creatures immune to paralysis or not normally subject to this spell suffer 6d6 points of sonic damage instead (although the spell still has a maximum number of targets. The Fortitude saving throw still negates the effect.

SORCEROUS BLAST

Evocation [See Text]

Level: 3 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: 20-foot-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a burst of elemental energy that detonates with a blast and deals 1d6 points of damage per caster level (maximum 10d6) to all creatures and unattended objects within the area. You must choose the elemental type (air, earth, fire, or water) when you cast *sorcerous blast*; the spell takes on the appropriate descriptor.

You determine the range (distance and height) at which the burst occurs. A beam of light streaks from you and, unless it impacts upon a solid barrier prior to attaining the prescribed range, explodes in a blast of elemental energy. You can aim the beam

like a ray at a specific target. If you successfully strike that target with a ranged touch attack, the target becomes the center of the blast and must make two successful saving throws in order to take half damage.

Diminished Effects: The beam of light does not cause a blast, but instead affects only the creature struck (who need make only one saving throw for half damage).

Heightened Effects: The spell inflicts 1d8 points of damage per caster level (maximum 10d8), and the caster can choose an energy type rather than an elemental type, if desired (the spell takes on the appropriate energy descriptor).

SORCEROUS GUISE

Illusion (Glamer)

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Will negates (Disbelief)

Spell Resistance: No

You disguise one creature or object to appear to be something else. The subject can appear to be one size larger or smaller, shaped entirely different, with a different color and texture. Casting *sorcerous guise* on a creature grants a +10 competence bonus to Disguise checks. If someone interacts with a creature under the effects of this spell, first make a check opposing the Disguise check, and handle the disbelief saving throw only if the Disguise check fails. For example, if a human caster uses this spell to make herself look like a giant and then pretends to be a messenger from the queen, a foe first makes a Spot check to oppose the human's Disguise check. If the Spot check succeeds, the foe might suspect strongly that she is not a messenger from the queen. If he then makes his Will save, he knows she isn't even a giant.

This spell throws off *creature loresight*, *detect creature*, *detect magic*, *object loresight*, *locate creature*, and *locate object*.

Diminished Effects: The spell does not throw off any divinations, and the Disguise bonus becomes only +5.

Heightened Effects: The spell can make the target appear to be two sizes larger or smaller than normal.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

SPELL OF CHALLENGE

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

Level: 6 (Exotic)

Casting Time: 1 full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell compels a specific creature whose truename you know to travel, using its fastest means possible (including magical items or spells if readied or available) to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a *wall of fire*) to get to you, or it even may have to break through a barrier (like a *wall of ice*). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it—the spell ends immediately. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

You cannot cast this spell on the same creature more than once.

Diminished Effects: The creature can have no more Hit Dice than the caster.

Heightened Effects: The creature does not travel, but instead appears immediately in front of the caster. This version of the spell gains the teleportation descriptor.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

SPELL MAGNET

Abjuration

Level: 8 (Complex)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You fire a thin orange beam at the target. You must make a ranged touch attack against the target. If you hit, and the target fails the save, the target becomes extremely susceptible to magic—spells find it easy to make their way to and affect the target. The target suffers a circumstance penalty to saving throws against spells, magic effects from items, and spell-like abilities equal to -1 per two caster levels. Further, the spell reduces the spell resistance of targets by a like amount (1 point per two caster levels).

Targets who succeed at the Will save still suffer a -1 penalty to affected saving throws.

Diminished Effects: The spell does not affect spell resistance, and there is no effect if the target makes the save.

Heightened Effects: The spell suppresses spell resistance completely for the duration.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

SPELL RESISTANCE

Abjuration

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you touch a creature with your red, glowing hand, it gains spell resistance equal to $12 +$ caster level.

Diminished Effects: The spell offers resistance only against 3rd-level spells or below. The spell resistance equals $5 +$ caster level.

Heightened Effects: The spell resistance equals $16 +$ caster level.

Magic Item Creation Modifier: Constant $\times 2$

SPELL TURNING

Abjuration

Level: 7 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level (D)

Spells (and spell-like effects) targeted against you rebound on the original caster.

This abjuration turns only spells that have you as a target. Effect and area spells go unaffected. *Spell turning* also fails to affect Touch range spells.

The turning affects from seven to 10 (1d4 + 6) spell levels. The DM secretly rolls the exact number. For each turned spell, subtract its level from the amount of spell turning left.

A spell might be only partially turned. When you don't have enough spell turning to turn an entire spell, divide your turnable spell levels by the level of the incoming spell to see what fraction of the effect you're able to turn. For example, say you rolled 1d4+6 for a total of 8 turnable spell levels. When someone casts a 6th-level spell on you, you turn it and are left with two remaining levels of *spell turning*. Now someone casts an 8th-level spell on you. You can turn two of those levels, so $2 \div 8$ offers a result of .25.

For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you have a proportional chance to be affected. So, in the above example, if the 8th-level spell would do 20d6 damage, you turn one quarter of that amount, or 5d6, and take the remainder.

When *spell turning* effects ward both you and your spellcasting attacker, a resonating field results. Roll randomly on this table:

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.

Diminished Effects: The spell can turn only 3rd-level spells or below, affecting only 1d4+1 spell levels.

Heightened Effects: The spell affects 1d8+10 spell levels.

Magic Item Creation Modifier: Constant $\times 1.5$, single-use $\times 2$

SPELLMASTER

Transmutation

Level: 7 (Complex)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 round/level

You control your spells with delicacy and precision. With this spell active, the range and duration of the spells you cast can increase up to 50 percent (spells with range of Touch or Personal, or durations of Instantaneous, go unaffected). Your spell effects can be delayed up to 3 rounds. You can shape spell areas (without changing their sizes) to the point of excluding single targets from bursts, if you desire—in other words, creatures within spell areas are affected only if you want them to be.

For example, a 15th-level magister casts *spellmaster*, then *sorcerous burst*. He can increase the range up to an extra 500 feet, but he cannot affect the Instantaneous duration. He can delay the explosion of the *sorcerous burst* up to 3 rounds (at which time, different creatures might be in the area), and he can choose who in the area must make a saving throw, and who suffers no damage at all.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifier:

Constant $\times 2$, single-use $\times 2$

SPIRIT OF PROWESS

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level or when used

A faint aura of shimmering energy surrounds you as you call upon spiritual powers to aid you in combat. You gain a +4 competence bonus to two attack rolls of your choice. Choosing to use this bonus is a free action that you must take before you make your attack roll, and you can only do it once per round. You must make the attacks before the spell's duration ends. At 10th caster level you gain an additional +4 bonus to one attack roll (so the spell modifies three attacks). At 15th level, you can modify four attacks, and at 20th level, five attacks gain the bonus.

Diminished Effects: The bonus to the attacks becomes +2, and the spell lasts only 1 minute per level.

Heightened Effects: The bonus is +6.

Magic Item Creation Modifiers:

Constant N/A, charged $\times 1.5$, single-use $\times 2$

SPIRIT OF WAR

Transmutation

Level: 7 (Simple)

Casting Time: Two minutes

Range: Personal

Target: You

Duration: 24 hours

You give yourself a new, temporary nature by calling a warlike spirit to join with your own. For the duration you gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, proficiency with all weapons and armor, and a bonus to attack rolls equal to half your level. However, you cannot cast spells or use spell-completion or spell-trigger items.

Diminished Effects: After the spell ends, you feel drained; you cannot cast spells or use spell-completion or spell-trigger items for another 24 hours.

Heightened Effects: The enhancement bonus to the three ability scores becomes +6, and you gain the benefit of one feat that you qualify for (after ability score adjustments) found on the warmain bonus feat list (see Chapter Three).

Magic Item Creation Modifier:

Constant $\times 2$, single-use $\times 2$

STABILIZE SOUL

Transmutation [Truename]

Level: 7 (Complex)

Casting Time: One minute

Range: Touch

Target: One creature or one corpse

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If you cast this spell upon a revived creature (see *revivification*), the creature remains alive even after the *revivification* spell ends, and she suffers a point of Constitution drain rather than the loss of a level. If you cast this spell upon the corpse of a creature whose spirit is an incorporeal undead, the undead must make a successful save or be returned to the afterlife.

Diminished Effects: The spell has a range of Personal and the target is You (obviously, the function that works only on corpses does not apply).

Heightened Effects: Casting time becomes one standard action.

Magic Item Creation Modifier: Single-use $\times 4$, all others $\times 2$

STAMINA TO DEFENSE

Transmutation

Level: 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One armor or shield**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

To cast this spell you must cut yourself, devoting 2 points of your own Constitution (which you suffer as temporary damage) to dripping your blood onto an armor harness or shield. That armor gains a +4 luck bonus to Armor Class for the spell's duration.

Diminished Effects: The luck bonus to Armor Class becomes +2.

Heightened Effects: The luck bonus to Armor Class becomes +6.

Magic Item Creation Modifiers: Constant N/A, charged $\times 1.5$

STEAL HEALTH

Transmutation [Negative Energy]

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

Your hand crackles with blood-red lightning. You inflict 3d8 points of damage on

the touched target, then heal that number of points of damage on yourself.

Diminished Effects: The spell inflicts 1d8 points of damage.

Heightened Effects: The spell inflicts 5d8 points of damage.

Magic Item Creation Modifier: Constant $\times 2$

STIMULATE

Compulsion [Mind-Affecting, Psionic]

Level: 6 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** One minute/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

You hold out your hand and stimulate the mental, muscular, and nervous systems of a target's body. The target gets a +2 luck bonus to one ability score of your choosing.

Diminished Effects: The range is Personal and the target is You.

Heightened Effects: The luck bonus becomes +4.

STONE BLAST

Evocation [Earth]

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

With a simple gesture, you cause a mass of earth and stone to tear itself from the ground (or other source of stone within 20 feet) and fly at a designated target. You make a ranged attack (not a touch attack) to strike the target. The *stone blast* inflicts 1d6 points of damage per two caster levels (maximum 5d6).

Diminished Effects: The spell inflicts 1d4 points of damage and does not increase with level.

Heightened Effects: The spell inflicts 1d8 points of damage per two caster levels (maximum 5d8) and also knocks down creatures of size Medium or smaller who fail a Fortitude saving throw.

STRENGTH TO STRIKE

Transmutation

Level: 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One weapon**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

In casting this spell you sweat a drop of blood, devoting 2 points of your own Strength (which you suffer as temporary damage) and dripping the blood onto a weapon. That weapon inflicts +2d6 points of damage for the duration of the spell.



Diminished Effects: The bonus to damage becomes +1d6.

Heightened Effects: The bonus to damage becomes +3d6.

Magic Item Creation Modifiers:

Constant N/A, charged ×2

SUBTLE STEPS

Transmutation

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level

You gain a +5 competence bonus to Sneak checks.

Diminished Effects: The bonus is +1.

Heightened Effects: The bonus is +10.

Magic Item Creation Modifiers:

Constant ×2, single-use ×2

SUGGESTION

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: One hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). You must word the *suggestion* in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the target can complete the suggested activity in a shorter time, the spell ends when the enchanted creature finishes it. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the target does not perform the activity.

A very reasonable *suggestion* causes the target to make the save with a penalty (such as -1, -2, etc.), at the DM's discretion.

Diminished Effects: The spell's duration becomes one minute per level.

Heightened Effects: Whether or not the target makes the save, she must make a second Will saving throw. If the second save

fails, the target has no idea that the caster cast a spell on her and does not remember the *suggestion* at all.

SUMMON MINOR

ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]

Level: 3 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an elemental. 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 elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned elementals act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one Small elemental. You choose which kind to summon, and can change that choice each time the spell is cast. The spell takes on the descriptor of the type of elemental summoned: air, earth, fire, or water.

Diminished Effects: The caster must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental has +1 hp per Hit Die, +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

SUMMON MINOR

ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]

Level: 5 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more summoned creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As lesser summon minor elemental, except that you summon a Medium elemental

instead. Alternatively, you can summon 1d3 Small elementals.

Diminished Effects: The caster must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental is Large.

SUMMON MAJOR

ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]

Level: 7 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more summoned creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As lesser summon minor elemental, except that you summon a Huge elemental instead. Alternatively, you can summon 1d3 Large elementals.

Diminished Effects: The caster must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental is a greater elemental.

SUMMON MAJOR

ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]

Level: 9 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more summoned creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As lesser summon minor elemental, except that you summon an elder elemental instead. Alternatively, you can summon 1d3 greater elementals.

Diminished Effects: You must concentrate on the summoned elemental's actions, or it remains motionless.

Magic Item Creation Modifiers: Single-use ×1.5, spell-completion ×1.5

TEARS OF PAIN

Evocation [Curse]

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** Permanent**Saving Throw:** Will negates**Spell Resistance:** Yes

You create this minor curse when you take one of your own tears and crush it between your fingers. The target suffers a –1 circumstance penalty to saving throws, due to wracking pain that flares up whenever he is threatened. As a side effect, however, the spell acts as an “after-the-fact” sort of danger sense. (This provides little benefit, because targets almost always know when they have to make saving throws).

Since this is a curse, it cannot be dispelled. Only *remove curse* can deal with it.

Diminished Effects: The duration becomes only 1 round per level.

Heightened Effects: The target suffers a –2 penalty to saves.

TELEKINESIS (LESSER)

Transmutation [Psionic]

Level: 0 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Nonmagical, unattended object weighing up to 5 lbs.**Duration:** Concentration**Saving Throw:** None**Spell Resistance:** No

You can point a finger at an object and lift and move it at will from a distance. As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range. You have no fine manipulation skills. You cannot use the spell to move levers or untie knots.

Heightened Effects: The spell can affect magical objects.

TELEKINESIS (GREATER)

Transmutation [Psionic]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)

Target: One creature or object weighing up to 25 lbs./caster level

Duration: Concentration (up to 1 round/level)

Saving Throw: Will negates (object)**Spell Resistance:** Yes (object)

You move objects or creatures by concentrating on them. The spell provides a gentle, sustained force, moving a creature or object weighing up to 25 lbs. per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

Using *greater telekinesis*, you can move the weight vertically, horizontally, or both. An object cannot be moved beyond the spell’s range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

You can telekinetically manipulate an object as if with one hand: You can pull levers or telekinetically manipulate a bucket to fill itself with water from a well. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a Difficulty Class set by the DM. *Greater telekinesis* cannot be used to wield a weapon.

Lastly, the spell can be used to exert a force, such as that needed to break open a barred door or keep it closed. In such cases, the telekinetic force has a Strength modifier equal to a quarter of your level plus your Intelligence modifier.

Diminished Effects: Decrease the weight limit by half; no delicate activity or manipulation is possible.

Heightened Effects: The spell can be used to wield a weapon using the caster’s base attack bonus, and his Intelligence modifier as his Strength or Dexterity modifier (depending on whether it is a ranged or melee attack).

TELEKINETIC SHIELD

Abjuration [Psionic]

Level: 8 (Complex)**Casting Time:** Standard action**Range:** 0 feet**Area:** 5-foot-radius centered on you**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

With a wave of your hand, you set up a telekinetic repulsion field. All creatures and objects within the area gain a +8 deflection bonus to Armor Class.

Diminished Effects: The deflection bonus becomes +4.

Heightened Effects: The spell affects only allies, and the Armor Class bonus is +10.

Magic Item Creation Modifiers:

Constant ×2, spell-completion ×1.5, single-use ×1.5

TELEPATHY

Divination [Language-Dependent, Mind-Affecting, Psionic]

Level: 4 (Simple)**Casting Time:** Standard action**Range:** One mile/level**Target:** You and one familiar creature**Duration:** 1 round/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell allows you to mentally communicate with a familiar creature within range. The communication, though mental, is done entirely with words, so you must speak the same language as the creature.

Diminished Effects: The creature to communicate with must remain in sight.

Heightened Effects: Communication includes pictures, concepts, and emotions, so the spell is no longer language dependent. Casters can receive a mental picture clear enough to allow them to scry a person or *teleport* to a place as though they had viewed the person or place once (for *teleporting*, this does not count as “currently viewed,” even if the *telepathy* spell functions concurrently with the *teleport* spell).

Magic Item Creation Modifier:

Constant ×2

TELEPORT

Transmutation [Teleportation]

Level: 5 (Complex)**Casting Time:** See below**Range:** Personal and Touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination. Distance is not a factor, but interplanar travel is not possible. The characters teleporting travel through invisible magical pathways, known only to powerful spellcasters, that crisscross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to successfully use them. You can bring along objects and willing creatures totaling up to 50 lbs. per caster level. As with all spells where the range is Personal and the target is You, you need not make a saving throw, nor does spell resistance apply. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

Obviously, you must have some clear idea of the location and layout of the destination, and your current special relation to the destination (if you do not know where you are, you can't teleport from there). The clearer your mental image and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

In order to successfully plot the course and *teleport* to it, you must make a caster level check to which you also add your Intelligence modifier. To determine the check's difficulty, compare your familiarity to the amount of time you invested in

developing a path, then consult the table below to find the Difficulty Class.

If you attempt to *teleport* to a place that doesn't exist or that isn't where you thought it was (or if you aren't where you thought you were), the check automatically fails. This can happen because of faulty information.

Failure: If you fail the check, roll d% and consult the following table:

d%	Result
01–25	You and anyone else teleporting with you have gotten "scrambled." The travelers each take 1d10 points of damage, and you all go nowhere.
26–60	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage, and you all go nowhere.
61–75	You and anyone else teleporting with you have gotten "scrambled." The travelers each take 1d10 points of damage, and you all go to a random location in some way similar to the desired location.
76–90	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage, and you all go to a random location in some way similar to the desired location.

91–99	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage. If more than one person is teleporting, each goes to a different random location.
100	You end up dead, imbedded in an object in a random location. Anyone else teleporting with you has gotten terribly "scrambled." Those travelers each take 10d6 points of damage, and they go nowhere.

If a teleporter ends up in a random location, the DM should choose the closest similar location to the intended destination. If the caster was attempting to teleport to a temple, he might end up in the closest nearby temple. In truth, the DM should feel free to choose any location he wishes.

Diminished Effects: All Difficulty Classes increase by 10, and the weight limit decreases by half.

Heightened Effects: All Difficulty Classes decrease by 10, and the weight limit doubles.

TELEPORT ATTACK

Transmutation [Teleportation]

Level: 7 (Exotic)

Casting Time: See below

Range: Touch

Target: One creature or object touched, weighing no more than 50 lbs./level

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You teleport a target creature or object into a solid surface or object that you can see within close range (25 feet + 5 feet/two levels). If the spell succeeds, the subject suffers 2d6 points of temporary Constitution damage + 1 point of Constitution damage per round until freed and is helpless. It becomes half imbedded in the surface or object.

Diminished Effects: You can *teleport* the target to a spot within close range that you can see, but not into a solid surface or object.

Heightened Effects: N/A

Magic Item Creation Modifiers: Single-use ×1.5, constant ×1.5

TIME SPENT DEVELOPING A TELEPORT PATH

Familiarity	1 Round	1 Minute	1 Hour	1 Day	1 Week	1 Month
Currently viewed	DC 10	DC 5	DC 0	DC 0	DC 0	DC 0
Very familiar	DC 20	DC 15	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 25	DC 20	DC 15	DC 10	DC 5	DC 0
Seen casually	DC 35	DC 30	DC 20	DC 15	DC 10	DC 5
Viewed once	DC 45	DC 40	DC 30	DC 20	DC 10	DC 5
Description	DC 60	DC 50	DC 40	DC 30	DC 25	DC 20

- "Currently viewed" is a place you can see from where you are at the time of casting, either normally or magically.
- "Very familiar" is a place you have been very often and where you feel at home.
- "Studied carefully" is a place you know well, either because you have been there often or have used other means to study the place.
- "Seen casually" is a place 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.
- "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

TELEPORT OTHER

Transmutation [Teleportation]

Level: 6 (Exotic)**Casting Time:** See text**Range:** Touch**Target:** One creature or object touched, weighing no more than 50 lbs./level**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You send an object or creature away to a location you can currently see (either normally or through magic) or one with which you are very familiar or have studied carefully. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you have been there often or because you have used other means to study the place.

The teleporting characters travel through invisible magical pathways, known only to powerful spellcasters, that crisscross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to use them successfully.

The clearer your mental image, and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

In order to plot the course and teleport to it successfully, you must make a caster level check to which you also add your Intelligence modifier. To determine the check's difficulty, compare your familiarity to the amount of time you invested in developing a path, then consult the table below to find the Difficulty Class.

Failure means that the target creature or object goes nowhere.

Diminished Effects: All Difficulty Classes increase by 10, and the weight limit decreases by half.

Heightened Effects: All Difficulty Classes decrease by 10, and the weight limit doubles.

Magic Item Creation Modifiers: Single-use $\times 1.5$, constant $\times 1.5$

TEMPORAL STASIS

Transmutation

Level: 9 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** Yes

After you succeed at a melee touch attack, the subject becomes rigid, surrounded in a nimbus of blue light. You place the subject into a state of suspended animation. For the subject, time ceases to flow, and the creature's condition becomes fixed. The subject does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until a successful *dispel magic* spell removes the transmutation.

Diminished Effects: The duration lasts only one day per level, and the subject may attempt a Fortitude saving throw to resist.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$

TONGUES

Divination

Level: 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

This spell grants the subject the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, although she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak.

This spell does not predispose any creature addressed toward the subject in any way.

Diminished Effects: The subject can understand the language of any intelligent creature, but not speak it.

Heightened Effects: In addition to speaking the languages, the subject can read them.

TOUCH OF DISRUPTION

Transmutation [Negative Energy]

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The touch of your temporarily blackened hand disrupts a creature's body. The target suffers 1d8 points of damage + 1 point per level. Undead are not harmed by this spell, they are healed.

Diminished Effects: The target suffers 1d4 points of damage.

Heightened Effects: The target is stunned for a round as well.

Magic Item Creation Modifier: Constant $\times 2$

TOUCH OF FEAR

Enchantment (Compulsion) [Fear]

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

With a flash of black energy, you instill fear in a creature you touch. The creature becomes shaken and suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Diminished Effects: N/A

Heightened Effects: The subject becomes frightened and tries to flee from you for the spell's duration.

TOUCH OF NAUSEA

Transmutation

Level: 0 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

As the spell emits a foul odor and a low moan, a creature you touch is filled with nausea. The target can only take a single move action on its next turn.

Heightened Effects: The duration becomes 1 round per two levels.

TIME SPENT DEVELOPING A TELEPORT OTHER PATH

Familiarity	1 Round	1 Minute	1 Hour	1 Day
Currently viewed	DC 5	DC 0	DC 0	DC 0
Very familiar	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 15	DC 10	DC 5	DC 0

Magic Item Creation Modifiers:

Constant ×2, charged ×2

TOUCH OF PAIN

Transmutation

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

While your eyes flash with red power, a creature you touch is wracked with pain. The target suffers a –2 morale penalty on attack rolls, saving throws, and checks.

Diminished Effects: N/A

Heightened Effects: The subject suffers a –4 morale penalty.

TRACER

Divination

Level: 3 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Object touched**Duration:** One day/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

For the duration, you remain aware of the distance and direction of the target object's location.

Diminished Effects: The object can be a maximum of 10 miles per level from you. If the object leaves this area, the spell ends.

Heightened Effects: The spell also works on creatures.

TRANSFER WOUNDS (LESSER)

Transmutation [Positive Energy]

Level: 1 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

When laying your hand upon a living creature, you cure 1d10 points of the target's damage + 1 point per caster level (up to +5). You then immediately suffer half that amount as subdual damage. If you cast this spell upon yourself, you transmute

1d10 points of damage + 1 point per caster level (up to +10) to half that amount of subdual damage.

You can use this spell offensively against an undead creature, who suffers 1d10 points of damage + 1 point per caster level (up to +10), but you suffer half that amount as subdual damage. An undead creature can attempt a Will save to take half damage.

When the damage heals, neither you nor the target are left with any scars or traces of injury.

Diminished Effects: You heal 2 points of the target's damage and suffer 1 point of subdual damage.

Heightened Effects: You heal 2d10 points of the target's damage + 1 point per caster level (up to +10), and suffer half that amount as subdual damage.

TRANSFER WOUNDS

(GREATER)

Transmutation [Positive Energy]

Level: 4 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

As lesser transfer wounds, but you cure 4d10 points of the target's damage + 1 point per caster level (up to +20). You then immediately suffer half that amount as subdual damage.

Diminished Effects: You heal 3d10 points of the target's damage + 1 point per caster level (up to +15), and suffer half that amount as subdual damage.

Heightened Effects: You heal 5d10 points of the target's damage + 1 point per caster level (up to +25), and suffer half that amount as subdual damage.

TRANSFER WOUNDS (TOTAL)

Transmutation [Positive Energy]

Level: 7 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

As lesser transfer wounds, but you cure all a target's hit point damage. You then immediately suffer half that amount as subdual damage.

Diminished Effects: You heal 6d10 points of the target's damage plus 1 point per caster level, and suffer half that amount as subdual damage.

Heightened Effects: You also heal all a target's temporary ability score damage. You suffer half the temporary ability score damage immediately.

TRANSFORM INTO PLANT

Transmutation [Plant]

Level: 6 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One hour/level (D)

You can change yourself into an average specimen of any kind of plant of which you are aware. The plant may have no more than your total Hit Dice. *Transform into plant* can increase or decrease your size by two size categories. While in the new form, you have all the plant's physical characteristics (ability scores) and extraordinary abilities. You retain your own mental abilities, hit points, and perceptive abilities. (You can see and hear as if you were in your normal form, even if the plant form has no eyes or ears.) You cannot use spells, spell-like abilities, and so on that you possess in your normal form. Your gear is absorbed into your plant form. If a plant is non-animate, so are you in the new form.

Diminished Effects: You can take on the form of a non-animate, non-intelligent plant only (although you retain your own Intelligence).

Heightened Effects: The spell's range becomes Touch, and the target becomes one willing, living creature.

Magic Item Creation Modifier:

Single-use ×2

TRAP SOUL

Necromancy [Truename]

Level: 9 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One soul**Duration:** Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You trap a creature's soul in an object. The creature can be alive or dead (dead souls have the same saving throw bonuses and spell resistance they had in life). If the creature is alive, the body falls to the ground, in a coma. If the soul belongs to a creature that died within 1 round per caster level, the saving throw Difficulty Class increases by +5. This spell functions against incorporeal undead spirits. However, dead creatures whose souls are trapped cannot be raised from the dead.

Trapped souls can take no actions. You can use the trapped soul for the spell *consume soul*, offer it as a reward to an outsider, or force the soul to answer one question truthfully each day (the only possible answers are: "yes," "no," and "I don't know").

The object storing the soul may be no larger than you and must be worth at least 5,000 gp. You must have both it and the target in range while you cast the spell. Casting the spell does not consume the receptacle, but destroying it sends the soul back to its rightful place—its body if it was a living soul, the afterlife if dead.

Diminished Effects: You can only trap the souls of living creatures and incorporeal undead spirits.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

TRUE STRIKE

Divination

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: See text

Your next single attack roll—if you make it before the end of the next round—gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

Diminished Effects: The insight bonus becomes +5.

Heightened Effects: The insight bonus becomes +30.

Magic Item Creation Modifiers: Constant N/A , single-use $\times 6$, all others $\times 2$

UNKNOWN

Abjuration

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature or object touched

Duration: One hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination. *Unknown* also prevents location by such magic items as *crystal balls*. If someone attempts a divination against the warded creature or item, the divination's caster must beat you in an opposed caster power check. If you cast *unknown* on yourself or on an item currently in your possession, your caster power check for this opposed check gains a +5 bonus.

If cast on a creature, *unknown* wards the creature's gear as well as the creature itself.

Diminished Effects: The spell affects only objects.

Heightened Effects: You can choose to ward a non-mobile area (and everything in it) up to one 10-foot cube per level in size.

Magic Item Creation Modifier: Constant $\times 2$

VEIL OF DARKNESS

Evocation [Darkness]

Level: 1 (Simple)

Casting Time: One action

Range: 0 feet

Area: 10-foot-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You create an immobile area of magical darkness in which even creatures that normally can see in the dark cannot see. Normal lights do not work, nor do spells with the light descriptor of a lower level than this spell. A light spell of the same level as this one counters and cancels out a *veil of darkness* (but is then cancelled itself). Light spells of a higher level than the *veil of darkness* spell dispel the darkness.

Diminished Effects: Duration is one minute per level, and the darkness is "normal" darkness—creatures with darkvision can see in it. Normal lights, such as lanterns or torches, however, still shed no light in the area.

Heightened Effects: The area becomes a 20-foot radius spread, and the range is Medium (100 feet + 10 feet/level).

VENOMBLADE

Conjuration (Creation)

Level: 3 (Exotic)

Casting Time: Standard action

Range: Personal

Effect: One poisoned slashing weapon

Duration: 10 minutes/level (D)

Grey mist from your hands takes the shape of any slashing weapon desired (no magical or masterwork properties) that is coated with poison. The venom inflicts 1d4 points of temporary Strength damage and 1d4 more a minute later. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first. (See illustration, next page.)

Diminished Effects: The poison inflicts only 1 point of temporary Strength damage (and 1 point more a minute later).

Heightened Effects: The blade persists and remains coated with the poison for the duration, poisoning with every strike.

Magic Item Creation Modifier: Constant $\times 3$, single-use $\times 3$

VITRIFICATION

Transmutation [Earth]

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell turns into glass, as if it were a mindless, inert statue. (The target's possessions do not transform.) Should the glass get broken or damaged, the target has similar damage or deformities if ever returned to its original state. The target is not dead (its soul doesn't pass on), but when viewed with spells that detect life, it does not seem to be alive, either. A *remove malady* or *perfect health* spell can restore a target. Normal curative magic does not heal any damage to the glass figure, but *repair* does.

Diminished Effects: The target remains made of glass for one hour per caster level.

Heightened Effects: The glass statue shatters 1 round after it forms.

WALL OF ICE

Evocation [Cold]

Level: 4 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1 foot/level**Duration:** One minute/level**Saving Throw:** See text**Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a *wall of ice*: It deals full damage to the wall (instead of the half damage that objects normally suffer). Suddenly melting the *wall of ice* creates a great cloud of steamy fog that lasts 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 magister can create a *wall of ice* 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, etc.). You can orient the plane in any fashion as long as you anchor it. A vertical wall need only be anchored on the floor, but you must anchor a horizontal or slanting wall 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. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 15 + caster level).

Even when the ice has been broken, 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.

Ice Hemisphere: The wall takes the form of a hemisphere with a maximum radius of 3 feet + 1 foot per caster level. It is as hard to break through as the ice plane form, but those who go through a breach suffer no damage.

You can create a hemisphere so that it traps one or more creatures, though they can avoid being trapped in the hemisphere by making successful Reflex saves.

Diminished Effects: Only the ice plane option is available, and it measures only 1 inch thick per two caster levels.

Heightened Effects: The ice inflicts 1d6 points of cold damage anytime it is touched or struck.

WALL OF IRON

Conjuration (Creation)

Level: 5 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Iron wall whose area is up to one 5-foot square/level (see text)**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** No

The character causes a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material, if its area is sufficient to do so. You cannot conjure the wall to occupy the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The *wall of iron* measures 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that it ignores the first 10 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 25 + 2 per inch of thickness).

You can choose to create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50 percent likely to tip in either direction if no one pushes it. Creatures can push the wall in one direction rather than letting it fall randomly.



A creature must succeed at a Strength check (DC 40) to push the wall over. Those with room to flee the falling wall may do so with successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this one is subject to rust, perforation, and other natural phenomena.

Diminished Effects: The wall can measure no more than 2 inches thick. It must be attached to a surface (thus it cannot be tipped over).

Heightened Effects: The wall measures 1 inch thick per two caster levels.

WALL OF SOUND

Evocation [Sonic]

Level: 6 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Sonic wall whose area is up to one 5-foot square/level (S)

Duration: Two minutes/level (D)

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of invisible but tactile and solid sonic energy. The *wall of sound* measures 1 inch thick, up to one 5-foot square per level. You cannot conjure the wall to occupy the same space as a creature or another object. It continually emits a shrill noise, increasing all Listen check Difficulty Classes within 20 feet of it (or Listen checks made anywhere to hear noises within 20 feet of the wall) by +10.

You can create a *wall of sound* in almost any desired shape. The wall created need not be vertical, nor rest upon the ground—it is not affected by gravity.

Anyone within 20 feet of the wall suffers 1 point of sonic damage per caster level per round. Anyone within 10 feet suffers 5d6 points of sonic damage + 1 point per level per round. A successful Fortitude saving throw reduces this damage by half. Anyone touching or striking the wall forgoes the saving throw.

The *wall of sound* has 50 hit points per caster level.

Diminished Effects: The wall must be created vertically, and it has only 20 hit points per caster level.

Heightened Effects: The caster can choose to make it a *wall of silence* instead. No sound is possible within 20 feet of the wall, thus negating all sonic effects, making verbal spellcasting components impossible to use. The caster can concentrate to reshape the *wall of silence* or make it move anywhere in range, although it cannot move through objects or creatures.

WALL OF STONE

Conjuration (Creation) [Earth]

Level: 5 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Stone wall whose area is up to one 5-foot square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. The *wall of stone*, measuring 1 inch thick per four caster levels, is composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. You cannot conjure the wall to occupy the same space as a creature or another object.

You can create a *wall of stone* in almost any desired shape. 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. You can use it 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. You can crudely shape the wall to allow crenellations, battlements, and so forth (to offer cover) by likewise reducing the area.

Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that it ignores the first 8 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 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 avoid entrapment with successful Reflex saves.

Diminished Effects: The wall must be created vertically, and it can be no more than 2 inches thick.

Heightened Effects: When a section of the wall is breached, it explodes, spraying bits of stone in a 20-foot cone toward the force that caused the breach. The explosion inflicts 1d6 points of damage per caster level (maximum 10d6).

WALL OF THORNS

Conjuration (Creation) [Plant]

Level: 5 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Wall of thorny brush, up to one 10-foot cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move through the *wall of thorns* takes 25 points of damage per round of movement – 1 point for each point of the creature's Armor Class. Dexterity and dodge bonuses to Armor Class do not count for this calculation, but Dexterity penalties do. (Creatures with AC 25 or higher take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape it into a number of 10-by-10-by-5-foot blocks equal to twice the caster level. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through can force its way through the barrier in less time.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet that round equal to its Strength check result – 19. Of course, moving or attempting to move through the thorns inflicts damage as described above. A creature trapped in the thorns can choose to remain motionless to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must push its way free or

wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

Slow, careful work with edged weapons can breach a *wall of thorns*. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Creatures within the wall suffer damage if they take actions requiring movement (like making attacks). All creatures in the wall are considered to have half cover. Creatures can see through the wall enough to allow line of sight.

Diminished Effects: A creature moving through the wall suffers only 15 points of damage per round (minus Armor Class).

Heightened Effects: The thorns become like iron. Use the description (and size) for the *wall of iron* spell, above, except that anyone touching the wall suffers 1d6 points of damage from the iron thorns. The duration remains 10 minutes/level (D).

WATER BREATHING

Transmutation [Water]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creatures touched

Duration: Two hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures all have sea-green eyes and can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Diminished Effects: The spell affects only the caster, and the duration becomes one hour per level.

Heightened Effects: Those whom the spell affects do not need to breathe at all, and become immune to poison gases or inhaled contaminants or dangers.

WATER ROIL

Evocation [Water]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Creatures in the water in range

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause the water around you to roil. Creatures in the water find themselves tossed about. All creatures in the water failing their saving throw must spend the next full round keeping themselves afloat. Anyone who does not, begins to drown. Creatures who can breathe water merely suffer a -2

circumstance penalty to attack rolls, saving throws, and checks during that round.

Diminished Effects: The spell affects water around one swimming creature in range.

Heightened Effects: The spell also inflicts 1d6 points of damage per two caster levels (maximum 5d6) to all creatures in the water in range, although the Reflex saving throw negates all damage.

WAVE OF DEATH

Necromancy [Negative Energy]

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

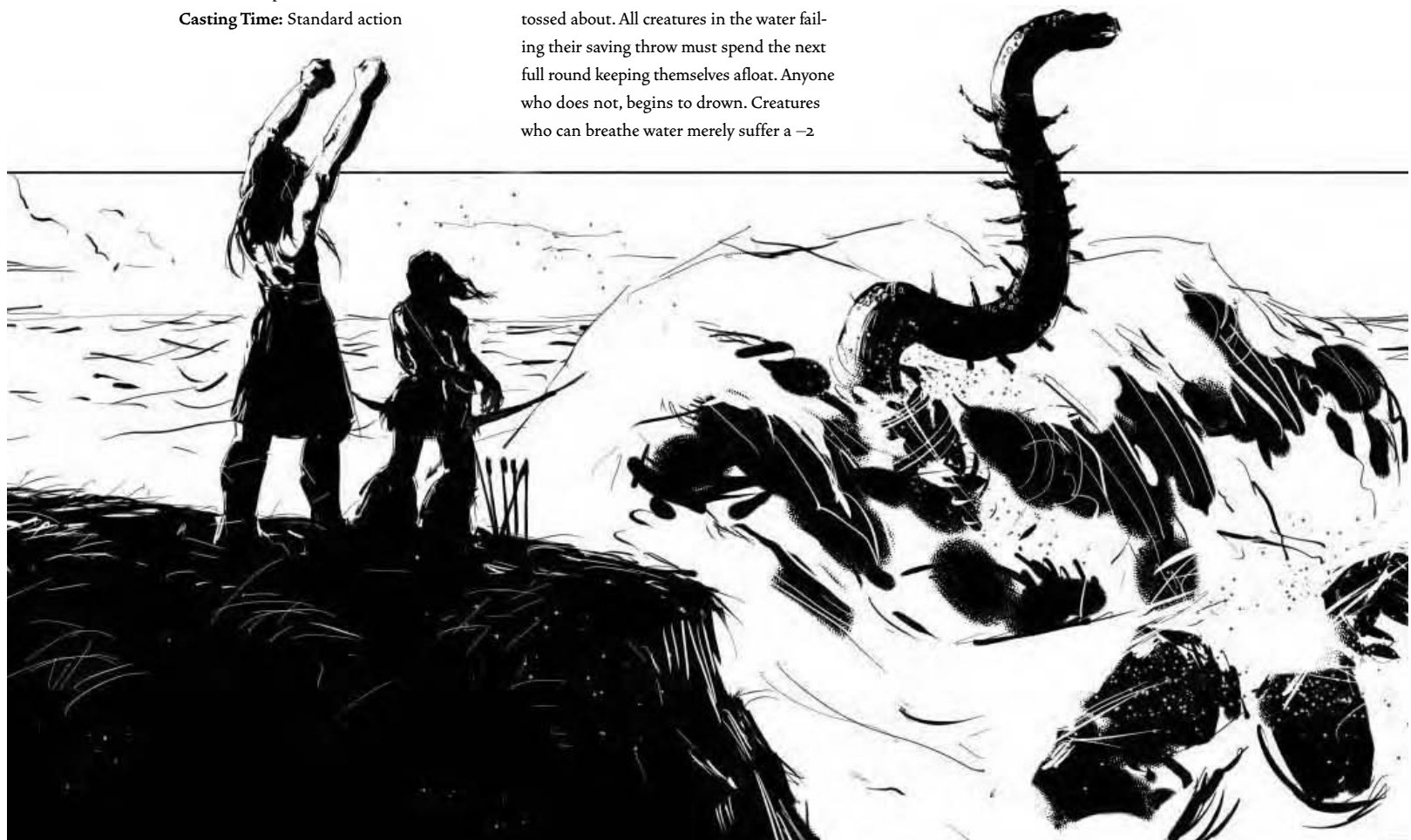
Saving Throw: Fortitude negates

Spell Resistance: Yes

With a wave of your hand, you send a blast of sickly grey energy outward in a cone. All living creatures in the area with fewer Hit Dice than you suffer 80 points of damage.

The energy heals undead in the area of 5d6 points of damage.

Diminished Effects: The spell only affects creatures whose Hit Dice total no more than 3 HD lower than yours, and it



inflicts only 50 points of damage. It heals undead of 3d6 points of damage.

Heightened Effects: Even those creatures that make the saving throw suffer 7d6 points of damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

WAVE OF LIFE

Evocation [Positive Energy]

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a wave of your hand, you send a sheet of green and golden energy outward in a cone. All undead in the area with fewer Hit Dice than you suffer 80 points of damage.

The energy heals living creatures in the area of 5d6 points of damage.

Diminished Effects: The spell only affects creatures whose Hit Dice total no more than 3 HD lower than yours, and it inflicts only 50 points of damage. It heals living creatures of 3d6 points of damage.

Heightened Effects: Even those creatures that make the saving throw suffer 7d6 points of damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

WIND CHURN

Evocation [Air]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Flying creatures in range

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause the air around and above you to churn. While creatures on the ground merely feel a breeze, the chaotic winds buffet those in the air. All flying creatures who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls. Creatures flying magically do not fall but merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round.

Diminished Effects: The spell affects one flying creature in range.

Heightened Effects: The spell also inflicts 1d6 points of damage per two caster levels (maximum 5d6) to all flying creatures in range, although the Reflex saving throw negates all damage.

WHIRLWIND

Evocation [Air]

Level: 8 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action. The *whirlwind* always moves during your turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates (you can't regain control of the *whirlwind*, even if it comes back within range).

Any Large or smaller creature that comes in contact with the *whirlwind* must succeed at a Reflex save or take 3d6 points of damage. Medium or smaller creatures who fail their first save must succeed at a second one or find themselves picked up bodily by the *whirlwind* and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the *whirlwind* happens to be when you make the command.

Diminished Effects: Once created, the *whirlwind* moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

Heightened Effects: The spell affects creatures one size larger than described above. The cyclone itself is twice as large.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

WHISPER OF MADNESS

Evocation [Air, Sonic, Mind-Affecting]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You create a swirling wind filled with maddening whispers. A target you select (no attack roll needed) suffers 1d8 points of damage + 2 points of temporary Wisdom damage + 1 point of Wisdom damage per five caster levels.

Diminished Effects: The target suffers 1d8 points of damage and +1 point of temporary Wisdom damage.

Heightened Effects: The target is stunned for 1 round per five caster levels as well.

WOODLANDS PRISON

Transmutation [Plant]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One helpless or willing creature of Large size or smaller

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

You must cast this spell in an area thick with plants, some of which must be at least Medium in size (a wooded area, a thick garden, etc.). You create a cocoonlike prison, hidden among natural plants, to hold a subject motionless. While so imprisoned, the target grows no older and her body functions virtually cease. She cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing (often, when granted the option of this type of imprisonment or death, a target submits to the spell). For up to one hour per day, you can mentally communicate with her, although she is in no way compelled to answer any questions or even respond.

Locate creature or similar divinations can find an imprisoned target. A *dispel magic* spell can free her.

Diminished Effects: The duration becomes one day per level.

Heightened Effects: The spell affects creatures of any size.

Magic Item Creation Modifiers: Single-use $\times 3$, constant $\times 1.5$

MONTE COOK'S ARCANA UNEARTHED

Character Sheet

CHARACTER NAME: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Class: _____ Level: _____ Hero Points: _____

ABILITY SCORES					
Ability	Score	Modifier	Ability	Score	Modifier
Strength	___	___	Intelligence	___	___
Dexterity	___	___	Wisdom	___	___
Constitution	___	___	Charisma	___	___

SAVING THROWS					
Type	Total	=	Base Save	+ Ability Modifier	+ Misc. Modifiers
Reflex (Dex)	___	=	___	+ ___	+ ___
Fortitude (Con)	___	=	___	+ ___	+ ___
Will (Wis)	___	=	___	+ ___	+ ___

INIT.
Initiative Modifier _____

ARMOR CLASS AND HIT POINTS

AC	=	10	+	Armor Bonus	+	Dex Bonus	+	Size Modifier	+	Misc. Modifiers		
___	=	10	+	___	+	___	+	___	+	___		

HIT POINTS: _____ Current Hit Points: _____ Subdual Damage: _____

Armor Type / Bonus: _____
Shield Type / Bonus: _____
Armor Check Penalty: _____ Speed: _____
Spell Failure Chance: _____ Armor Weight: _____
Armor Class Circumstance Modifiers: _____

ATTACKS AND WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier	+	Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
___	=	___	+	___	+	___	+	___	=	___	+	___	+	___

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type

PERSONAL INFO

XP: _____ Money: _____

Height: _____ Weight: _____

Age: _____ Languages: _____

Looks: _____

Personality: _____

Background/Goals: _____

SKILLS, FEATS, AND ABILITIES

Skill (Cross-Class?)	Skill Modifier	=	Skill Ranks	+	Ability Modifier	+	Misc. Modifiers	Special Racial and Class Abilities, Feats, etc.
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		

EQUIPMENT AND SPELLS

EQUIPMENT	SPELLS	SPELLS READIED
	Spell Save DC Modifier: _____	
	Save DC	
	Level	
	Spell Slots/Day	
	o	
	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	

Total Weight of Equipment: _____

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